

Conpulsion Death



Friday 5th April 2019 (19:00 - Late)

Saturday 6th April (9:00 - 23:00)

Sunday 7th April (9:00 – 23:00)

Teviot Row House and Potterrow
5 Bristo Place, Edinburgh, EH8 9AL

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Welcome and General Information

Welcome to Compulsion: Death

We hope you have a great time at our convention, it's to die for! To assist you here are a few things you should know:

Convention Staff: Convention staff will be wearing blue shirts (volunteer helpers) and military green shirts (organisers) and will be happy to assist if you have any queries or need assistance. Please be aware that they are volunteers and treat them with respect and courtesy as you would other convention attendees.

Convention map and schedule: These are available at the ticket desk and at the sign-up desk in the trade hall. Copies are also posted round and about the convention. The convention is open 7-late Friday, 09.00 – 23:00 Saturday and 09.30- 23:00 Sunday.

Teviot and Potterrow: Most of the convention is located in Teviot Row House, but some roleplaying events are located in Potterrow about 50 yards away on the other side of the square. If you are unsure how to get to Potterrow for a game, please just ask at the ticket or sign-up desks or ask a "blue shirt".

Game sign-up: To sign up for games in advance, go to the sign-up desk in the Dining Room. Sign-ups will open an hour before each game slot, and will be filled on a first come, first served basis. Full games will be taken off the table 10 minutes before each slot so GMs may

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collect them. If you want to join a game last minute, check with the sign-up desk. Saturday evening games will be available for sign ups at the same time as Saturday afternoon games.

Policies: We want everyone to have a happy convention. As such we hope that you will all be excellent to each other. If you want to see our policies in more detail, please go to:
<http://www.geas.org.uk/compulsion/essentials/compulsion-policies/>

Please take time to read the Teviot entry policy below (the full version is on the website).

All customers must produce full photographic ID to gain entry. The acceptable forms are Driving License, Passport, Card with PASS Logo, Young Scott Card

Although this policy is normally relaxed before 6pm (allowing free access to the building) anyone who is coming and going later needs to be aware of what they need to get into the building. The policy also explains what time children are expected to vacate the building. Children (up to 15yrs) and young people (16 & 17yrs) are permitted entry provided that they are accompanied by an adult and subject to the entry conditions. Please wear your proof of entry to the convention at all times.

On the following pages, you can find out all the lovely things going on at the convention. Please note that for an overview of timings and locations you should check the separate schedule and map sheet available at the entrance and in the trade hall.

The Griffies

The Griffies are the awards that Compulsion attendees bestow on the best new games of the past twelve months. Nominations are made in advance or on the day, and voting is done over the weekend. Voting can be done through the sign-up desk in the Trade hall (Dining Room) and will close at 15:00 on Sunday. The winners will be announced during the closing ceremony on Sunday night.

Charity

Charity has always been at the very heart of Compulsion. Compulsion: Death is proud to be able to support the **Grassmarket Community Project**.

The Grassmarket Community Project delivers a range of services both to vulnerable adults and the wider community and has four main components:

- The Grassmarket Café, with locally sourced food and ethical coffee, provides support for vulnerable adults
- Grassmarket Furniture which uses wood from unwanted church pews and transforms it with the help of volunteers, into bespoke furniture
- Grassmarket Tartans, a social enterprise helping vulnerable adults gain valuable life skills and experience with a view to improving employment prospects.

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- Housing the café and providing excellent versatile venue space within Edinburgh City Centre is the Grassmarket Centre.

All of this helps to support vulnerable adults within Edinburgh through improving practical skills and community involvement.

The following events will be running in support of the charity.

Charity Bring and Buy – Saturday 10.00 -18.00 in the Trade Hall, Dining Room
Bring your old unplayed boardgames, card games, role-playing games and geeky paraphernalia to Compulsion and for a small charity percentage we will try to turn it into shiny money for you. Now you have done that you have space on your shelves ... so clearly, it's time for you to buy some bargains from the bring and buy. Repricing and discounting happens from 2pm. Please fill your paperwork in advance (found online on our website) or imps will be most displeased.

Charity Auction – Saturday 19:00 Debating Hall
Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

Fire Sale!!! - Sunday 19:00-19:30 Debating Hall
In addition to the Charity Auction on the Saturday evening, this year Compulsion will also be holding a Charity Fire Sale on the Sunday evening in the dining room at 7pm. Whereas the Charity Auction gives people a leisurely chance to inspect the goods and the bidding goes up in an orderly fashion; the Charity Fire Sale will be all about speed. It will be a countdown auction which means that a starting price will be announced and then counted down and the FIRST person to bid will win the item at the current asking price. If the item falls below its reserve before anyone bids though, no-one gets it! Expect some zany pricing decisions, some unusual items for sale and some real bargains. Bring money, it's for charity!

The Grassmarket Project Stall

The charity will also have a stall on Sunday in the trade hall (9-18:00) where you can ask for more information and where you will be able to purchase products designed and made by their service users.



**Find them at: 86 Candlemaker Row,
Edinburgh, EH1 2QA**

grassmarket
community project

Guests

Cat Tobin – Pelgrane Press

Cat is the Managing Director and co-owner of Pelgrane Press. As a full-time employee, she oversees all aspects of book production and customer service, and as a company director and shareholder is jointly responsible for business strategy. She has been heavily involved in the role-playing industry in Ireland and the UK since the late 1990s, during which time she has organised Diana Jones Award-winning conventions, and written everything from advertising copy to RPG and LARP scenarios.

Penance Podcast

A Scottish based TTRPG actual play podcast, Penance are a small group of Storytellers who have been recounting bizarre tales of mysterious fantasy and high adventure for over 2 years. They post twice a week, and their podcast can be found on most major podcast platforms. You can find them on social media @PenanceRPG

Judith Spaargaren

The Grand Edinburgh Adventuring Society's (GEAS) President for 2 years running (until March 2019), Judith is a University of Edinburgh History student, who loves tea, second-hand books and necromancy. She is ever curious about all things nerdy, and is an outspoken member of the society that has seen it grow and change in the last few years. Currently, she is quite into Vampire 5, but she also enjoys narrative-focused indie games.

David Donachie

David joined GEAS in 1993 and has been a loyal member ever since. He was on the committee for 10 years and ran compulsion twice. His first self-published game was Solipsist, he also worked on Starblazer Adventures and Legends of Anglerre for Cubicle Seven, before working for Mindjammer Press (Core worlds, the fringe, Children of Venu) where he is now a staff writer

Matthew Barrowcliffe

Matthew is yet another long standing GEAS and has claimed the renowned title of Life Member. Hes worked on many games over the years including 1001 Tales witch was featured in last years convention.

Paolo Greco

Paolo is an italian game designer who started his own publishing company six years ago, Lost Pages. He's independent games designer based in Glasgow who is working with universities on artificial intelligences role playing and has published a number of RPG games such as the Chthonic Codex and Adventure Fantasy Game.

Jon Hodgson

Jon Hodgson is a game designer, illustrator, writer and art director based in Falkirk. He's worked on Dungeons & Dragons, Pathfinder, Warhammer Fantasy Roleplay, The One Ring, Runequest, Warhammer Historical, and Dragon Warriors. Jon's latest project is his own publishing company Handiwork Games.

FAQ Boardgaming and Cardgaming Society

FAQ is University of Edinburgh's boardgaming and cardgaming society, who usually meet every Tuesday at 6 pm in the Southsider pub. They will be bringing their vast library of games for you to peruse and try in Teviot Study, from 9-18:00 on both Saturday and Sunday. Bring friends or talk to one of their friendly volunteers to learn a new game!

Demoers

Keith McLeman (Cardboard and Coffee Games)

This year they will have 3 wonderful games for playtesting at Compulsion. As well as last year's Nuts And Bots, a strategy puzzle game about building robots on an ever-changing game board, they'll also have two newer games: X Arrr is a pirate-themed, path-following puzzle game; and Retro is all about getting the highest score by creating and matching sets of cards on a shared play area. All games are at different stages of design and were well received at AireCon. Have a play, feedback is always welcome. Find out more on their Facebook page: facebook.com/CardboardAndCoffee

Ian Campbell (Department of Magic)

Department of Magic are an Escape Room in Edinburgh who also own a Magic Potions Tavern. Test your wits against evil wizards or join their ranks and help their resurrect the Dark Lord. Whatever side you choose, you will be sure to be faced with puzzles and conundrums with a decidedly magical twist!

Find them at: Department of Magic, 9 Blair Street, Edinburgh and at our demo stalls, where they will be providing more info!

Rowan Clark (Elementals Unleashed)

Elementals Unleashed Is a new card game based off the elements of the periodic table, Here you get an exclusive pre kickstarter preview of the game and a chance to meet the games creator, Edinburgh Universities own Rowan Clark.

Dawn Duellists

The Dawn Duelist Society is an organization that studies and teaches medieval sword fighting techniques and there back to once again give us



Events and Talks

Friday (19.00-late in the Lounge Bar)

A chance to get to meet your fellow Compulsion Death denizens. There will be drink, there will be banter, there may even be gaming.

Saturday

Dawn Duellists Society – Saturday – 9-17:00, Debating Hall

Ever fancied having a go at real sword fighting? Want to know what the parry and riposte of a sabre duel feels like? How about a rapier fight like the Princess Bride? Or is something medieval more your cup of tea? The Dawn Duellist Society will be there to enthuse, demonstrate and explain how to learn the noble arts.

Panels

Dawn Duellists 13 – 13:30, How to Stab Someone and Get Away with it, Lounge Bar

13:45 – 14:45 Self-Publishing and Killin' It, Underground

Charity auction - 19:00 – 20:00 Debating Hall

Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

Sunday

Panels

13:00 – 13:45 Penance Podcast, Lounge Bar

13:45 – 14:45 Death of the Gamer Stereotype, Underground

Fire Sale - 19:00-19:30, Debating Hall

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Closing Ceremony – 19:30 – 20:00, Debating Hall

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A chance to thank our guests, traders, GMs and volunteers, award the Griffies and find out about next year's glorious festivities and logo! A representative from The Grassmarket Project will be in attendance to accept the symbolic version of our donation from the money we raised during the weekend!

Pub Quiz - 20:00 – 22:00, Underground

To round out our weekend of amazing events, come challenge your knowledge and guessing skills with our pub quiz! It should prove to be a night to... DIE FOR!



Traders

This year's Trade Hall will be in the Dining Room, 9-18:00 on Saturday and Sunday. Come along and peruse our fabulous trader's wares, and purchase lots of shiny (or pre-loved!) items to add to your hoard. We won't judge, promise.

You can't take money with you to the afterlife, right? Might as well use it to make you happy!

Murphy's Vault

Murphy's Vault is a community store, and it is growing every day; with hundreds of local players, 4 days of tournaments per week, role-playing groups, miniatures gaming like Warhammer, a collective of in-house Judges, a local team, & very friendly and helpful staff. You can find their physical shop at 8 St Peters Buildings, Edinburgh and in the Dining Room, Teviot!

Stormclouds Chainmail

Stormclouds Chainmail is back with its wonderful chainmail creations! Is chainmail effective in a fight against the Grim Reaper? Possibly, but you'll definitely look cool doing it! Come get your yearly fix of shiny decorations and apparel and dazzle everyone with your purchases. Here you will find: chainmail and scalemail jewellery, dice bags, and clothing as well as dice clocks and other bits and pieces.

Handiwork Games

Jon Hodgson and his son Ben who join us from Falkirk. Jon was formerly the creative director for Cubicle 7 (Dr Who, Warhammer FRP, The One Ring, etc.) but has now developed some cool card games with his son: The Forest Dragon and Bang & Twang.

Lost Pages (Paolo Greco)

An independent games designer based in Glasgow who is working with universities on artificial intelligences role playing and has published a number of RPG games such as the Chthonic Codex and Adventure Fantasy Game.

Bambú Living Sustainably (Saturday only)

Bambu have a zero waste shop in Edinburgh offering reduced packaging food and everyday essentials they are a small startup whose aim is to raise awareness of the excessive use of plastic and packaging in our daily modern lifestyle.

Charity Bring and Buy (Saturday only)

Bring your old unplayed boardgames, card games, role-playing games and geeky paraphernalia to Compulsion and for a small charity percentage we will try to turn it into shiny money for you. Now you have done that you have space on your shelves ... so clearly, it's time for you to buy some bargains from the bring and buy. Repricing and discounting happens from 2pm. Please fill your paperwork in advance (found online on our website) or imps will be most displeased.

Floating World Designs (Sunday only)

Glasgow based Floating World Designs create images of Warriors, Samurai, Ronin, Actors and Courtesans in the Ukiyo-e style of 19th century Japanese woodblock prints. These prints are truly stunning and were a big hit last year.

The Grassmarket Project (Sunday only)

The Grassmarket Project is the wonderful charity that we are raising money for this year. They are a local Edinburgh charity that offers mentoring, teaching and training for the homeless and those who experience mental/physical health issues and have learning support needs. They will be coming to the traders hall this year to sell crafts made by their service users and provide more information. Go say hi and meet the people we are raising money for!

Tabletop Roleplaying Games and LARPs

Organisation

To keep things enjoyable for all players and GMs please ensure that you turn up promptly for games you have signed up for so that they can start punctually. GMs should collect their sign-up sheet and GM freebie pack from the sign-up desk 5 minutes before the game is due to start and then go to their assigned room. Players should meet GMs in the assigned room promptly at the scheduled time. If you are not sure where to go, please ask a "blueshirt" for help in good time. As time is at a premium at conventions please also remember to switch

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your phone to airplane mode and ensure you have organised refreshments and bathroom breaks around your game times. Many thanks and we hope you enjoy your games.

****Child friendly games will take place in the loft bar, whilst all other games will be in Potterow Dome EXCEPT Saturday Evening, which will be in either the Lounge Bar or the New Amphion, in Teviot Row House****

Saturday Morning

RPGs 10:00 – 13:00

Child Friendly Games (Loft Bar):

The Schooling of Tomomi: New Girl in Class, Manifold (Martin Pickett)

Players: 3-6

The King of the Six Elements has been murdered. The Princess of the Wind and the Earth has vanished into the mortal world. Tomomi is the new girl at your school. You have to see she fits in smoothly. What could possibly go wrong? A Magical Girl adventure for Manifold.

Ducks and Ravagers, D&D (Jenny Lester)

Players: 2-5

Get to grips with D&D 5e in this intro adventure where you'll learn the basics of rules, dice, and roleplay – with japes and heroism along the way!

The Battle of Christmas Eve, Savage Worlds (Kevin White)

Players: 3-6

What do you think your old teddy bears and toy soldiers do at night when you're asleep? Just lie there and wait for you to play with them in the morning? Well, you're wrong. They wake up and fight a bitter war against global toy terrorism, led by Oswald bin-Toybox and his fearless Mujafuzzeen fighters. Yes kiddies, that's right—Toyland is at war, and your playthings are the frontline. Intelligence reports have led the director of TIC-TOC to believe a Mujafuzzeen cell is planning a Christmas Eve raid on the house of little Emily Winters, with the intention of making her Christmas Day a massive disappointment. Naturally, such foul activity can't be allowed to succeed, and a small team of agents is sent to her house to save the day.

Normal Gaming Content (Potterow Dome):

Libris Mortis, Leagues of Gothic Horror system (Dan Marriott)

Players: 3-6

London in the late 19th century, a cold, wet foggy night and the British Museum is burgled by a cloaked figure, what has been stolen? The Necronomicon, the book of the dead, who would dare steal such a dangerous book and for what nefarious purpose? Only you, a band of sleuths and monster hunters, have the skills and resources to follow the evidence and save England.

Horror at Havel's Cross, DnD (Mark Palmer)

Players: 4-5

When a group of archaeologists put out a call for adventurers to help them escort a valuable artefact back to civilization, nobody expects anything out of the ordinary. However, our heroes have more than mere bandits to deal with at Havel's Cross...

Hard Landing: Research and Rescue, Traveller 2nd ed. (Richard Coates)

Players: 4-6

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Having crash landed on the planet Tinath, the travellers are engaged by the Baroness Edda, to find a missing research party on the cold southern continent of Valeive. If successful she will pay for their ship repairs.

Adult Only Games (Potterow Dome):

Stuff of Tales, 1001 Tales (Matthew Barrowcliffe)

Players: 3-6

You are the toys of a pair of twin children. Until yesterday the worst things you had to defend Sophia and Jackson from were the monsters under the bed. But now they have been kidnapped and the giants who care for them are panicking. It's up to you to rescue them – before they stop believing in you.

One Cold Night, Homebrew system (Phil Harris)

Players: 1-4

“The word was on the street, the Pretchart would rise tonight and with them, the very sense of the eternal, be that life or death. Now't to be scared of but the time. Just keep the watches close, or you'll not keep the beat.”

Then they went, with the Heart of Wingter amongst them. And watched, ready to bash the brains out of any Pretchart that rose. Clubs, wrapped in razorwire and covered in nails, a worthy weapon for the hunter. Yet as they watched, and waited until the Pretchart were fully revealed, they heard the dreaded Hundrel. Its gentle voice belying what lay within. Death!

Saturday Afternoon RPGs 15:00 – 18:00

Child Friendly Games (Loft Bar):

Superhero Space Adventure Quest Mission, 13th Age (Tim Raspin)

Players: 3-4

The Confederation of Worlds (COW) has assembled a badass team of superheroes. Can they bring a plague of escaped supervillains to justice, foil the schemes of the devious Masters of Overkill (MoOk) and endure nigh-lethal levels of bad supervillain puns? The system this scenario uses is based on 13th Age, a crunchy, combat-heavy system which still leaves plenty of room for player creativity.

Normal Gaming Content (Potterow Dome):

Dead Adventurers Walking, D&D (Adam Prior)

Players: 4-6

All seemed lost for the city of Libre. The forces of the Arch Necromancer Horus have been rampaging through the countryside for years growing stronger with each victory. Now all hope seems lost as the King's army has been crushed and the castle has been taken, surely it is only hours before the horde of undead will overrun the last bastion of freedom. There is only one glimmer of light in the darkness: a band of adventurers raised by the church of Life and given knowledge of a secret passage into the castle which should bypass most of the defences to allow them to assassinate Horus. It is a slim hope, but it's the only one they have. The alternative is to become part of the army of the dead.

Fly the Coop, HomeBrew system (Phil Harris)

Players: 1-4

I've been a bloody rebel, a curt veteran and a farmer of information. I lived the past and walked the future, but it ends here tonight. Let me have my rest and finally let the lights burn out. But one place is left to return to, for one final time. Mars!

Cthulucene Dark: Cosmic Horror and Climate Catastrophe, Cthulu Dark HomeBrew (Vivek Santayana)

Players: 3-6

This game is set in the 'chthulucene', or a geological epoch when all of our relationships with the wider environment are deeply embedded deeply within the ecosystem. The game uses the cosmic horror of the Cthulhu Dark system to explore how we can live whilst reconfiguring our relationship to this ecosystem. Players will play a crew of planetary settlers who are establishing the groundwork for a new human settlement. This is a rules-light game with a strong emphasis on narrative and the complex philosophical questions underlying it.

The Free Men Of Mars, Manifold (Martin Pickett)

Players: 3-6

On the southern edge of the Mars colony, Sir Clarence Fortesque-Smythe's farmers are demanding freedom. With them stand the native Martian workers and the Great Green Martian Horde. Mayor Clemens sends her most trusted Sky Guard patrol to sort things out. Don't let her down.

Hard Landing: Research and Rescue, Traveller 2nd ed. (Richard Coates)

Players: 4-6

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Having crash landed on the planet Tinath, the travellers are engaged by the Baroness Edda, to find a missing research party on the cold southern continent of Valeive. If successful she will pay for their ship repairs.

The Jotunby Disappearances, D&D (Neil Alexander)

Players: 5-7

People have been disappearing from the northern port of Jotunby. Various groups are concerned about this and it has been decided to employ a group of adventurers under the control of the City Guard. Now you have been searching the streets for a couple of days with no success. Suddenly, you hear sounds of a scuffle from around the corner. A mugging? A bar fight spilling out of the pub? Or something more sinister?

Necromancer Blues, Whitehack (Jamie Prentice)

Players: 3-6

After receiving news that an old friend of yours has died, you travel to their village for the funeral. But strange things seem to be happening, and the villagers are afraid of the night. Can you unravel the mystery and save the village? Whitehack is an OD&D clone with some interesting modern twists, and a particularly fun free-form magic system; knowledge of the system is not required. Old school gaming favours rulings over rules, and fast paced action. And yes, there will be undead!

Stealing Death, InBetween (David Donachie)

Players: 4-6

Long ago the ten warring Tribes were brought together under the rule of a single great Chief, a Queen. For the first time the mice of Under-Boiler, Many-Rivers, Conduit, and all the rest, knew peace from the constant conflict that had marred their lives. Now that peace is at risk. The Queen has died before the sacred day of Xmaz when a new Queen can be chosen, and the Tribes are ready to go to war once more. There is only one desperate answer, you must steal the Queen back from Death itself! The quickest, sneakiest, most cunning mice have been chosen. You have a single day, a mission, and no idea how it can be done!

LARP: 15:00 – 19:00, Underground, Teviot Row House

NGC: A Council at Nikea, Freeform Warhammer 30K (Roderick Easton)

Players: 8-18

The Emperor has summoned his children, the Space Marine Primarchs, to a council on the planet of Nikea, to decide on several contentious issues. Ultimately, he plans to name one of them as Warmaster, new leader of the Great Crusade, when he returns to Terra afterwards.

A Council at Nikea is set in a slightly different timeline from the published Horus Heresy material, mainly to allow the inclusion of many of the triggers for the betrayal into the one event. To maintain elements of secrecy and surprise, the loyalty (or otherwise) of the Primarchs will be determined randomly and secretly at the start of the game. Likewise, to represent his inscrutable planning, the Emperor's decision making will have a certain random element added on top of the opinions of his Primarchs.



Saturday Evening

RPGs: 20:00 – 23:00, Lounge Bar or New Amphion, Teviot Row House

Normal Gaming Content:

Outback Monkey Business, Feng Shui 2 (Matthew Hambley)

Players: 3-6

The Australian outback has an attraction to addled Prog rockers “Time Jester” like few other things. As their support crew you have to babysit them through this hostile terrain. It’s just that you didn’t think it would be this hostile! And why are these crazy outback road warriors so interested in the band’s most normal member?

Death comes for the Wild Wood, 13th Age (Christopher Doherty)

Players: 3-6

The Wild Wood, South East of the Dragon Empire seems to be dying. The High Druid has requested the aid of adventurers who, knowing the disdain the High Druid has for those who come from outside the Wild Wood, shows how dire circumstances have become. YOU, brave adventurer have answered the call to aid the High Druid in saving the ancient and sacred Wild Wood.

The Queen and the Stranger, Call of Cthulu 7E (Fraser Hithcen)

Players: 3-6

In late 1928, an eccentric playwright unveils his latest creation to the crowds of New Orleans. After the play causes mass hysteria and outbreaks of violence, things only go further downhill as the supporting actress is found missing the following morning. It is left up to a group of amateur investigators to follow the clues, find the missing woman and unveil the timeless mysteries of the Yellow Sign.

Defend Castle Crestfall, D&D (Marek Atter)

Players: 4-6

The kingdom has fallen. The lands are ravished by war. As the invading hordes storm through the west, Castle Crestfall becomes their final objective. Its defenders must prepare their last stand.

Adult Only Games:

Demons of Fetchborough, Leagues of Cthulu (Dan Marriott)

Players: 3-6

The small village of Fetchborough in the wilds of Dorset is surrounded by many rumors of witchcrafts and devilry from ages past, but things have taken an alarming turn with a number of weird unexplained occurrences happening, you have been sent by your benefactor Lord Phantomhive to investigate these odd goings on.

Fear No More, Gumshoe (Aaron Billingham)

Players: 3-5

Marcy was last seen outside a nightclub talking to a man with a 'known history'. Half your group believes in the supernatural and the other half doesn't; the one thing you all agree on: Marcy isn't dead yet.

Endless Days of Summer, Whispering Vault (Stephen McMorland)

Players: 4-6

A sleepy little village, where times seems to have stood still – literally. The Stalkers have come from Beyond the Veil to investigate this anomaly. A weird, horror where you play very strange beings.

Into The Dolls House, Fate (Martin Pickett)

Players: 3-6

Edgar McAlister says he is bringing back the dead. But do his Dolls really house the souls of the dearly departed? And can his secret keep you free of the Red-Haired Son? A roleplaying game in the world of Paul Shapera's The Dolls of New Albion, a Steampunk Opera.



Sunday Morning

RPGs: 10:00 – 13:00

Normal Gaming Content (Potterow Dome):

When the Battle's Lost, 13th Age (Dan Marriott)

Players: 3-6

Rumours have come south of a dark power in the territory of the Orc Lord, something bringing back the dead of battles long since forgotten, a Half orc chieftain has called on any brave adventures to aid him rid his land of the taint of evil that threatens to turn the northern lands into a wasteland inhabited by Undead, you have gathered at the Axe and Cleaver tavern to hear his offer, what will happen if the battle is lost?

We Wakeful Few, TSS (Matthew Barrowcliffe)

Players: 3-6

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The journey from Nestor to Alpha-3 takes three months. Aboard the Passenger Liner Solum your baggage goes into the hold, your personal possessions go into security lockers, and you go into cryogenic sleep to awaken at your destination. The air is chill as your booth opens, you hear a computerised voice saying "Welcome to the Alpha-3 system, we will be arriving in one month". Something is obviously wrong.

Redshirts, HomeBrew system (Ben McCallum)

Players: 4-6

Star Trek: The 23rd century's most popular reality show. Captain Kirk and his officers are the heroes of billions of bored Federation citizens who tune in each week to marvel at the great deeds being performed in their name. Unfortunately, life is rarely simple enough that half a dozen bumbling, arrogant idiots can find and solve a major issue on camera every week. Really, these guys have enough problems finding the door out of their quarters without a written invite and three entourage members showing the way. That's where the redshirts come in. It's your job to ensure that a story happens every week and that the bridge crew solve it on camera. No matter what. Otherwise the good citizens of the Federation might start to question what all our other starships are doing out there, and we can't have that now can we?

Welcome to the Wash, HomeBrew system (Phil Harris)

Players: 1-4

The creaking of your bones has long been your problem. Ease them in the waters, walk a while with me and then... well then, the end!

Who you gonna ring?, One Dice (Claire Mousdale)

Players: 3-5

Eldritch Exterminators a la Glasgow Ghostbusters.

Star Wars: Revenant Spectres, Blades in the Dark (Vivek Santayana)

Players: 3-6

Set shortly after the fall of the Empire, this game follows the Galaxy's fraught transition into a democracy, and the shadow war between Imperial holdouts clinging to power and members of the old Rebellion who feel the fight is not yet fully won and take matters into their own hands.

The Legend Of The Glas Gaivlen, Yin/Yang (Monkey), (Martin Pickett)

Players: 3-6

The Tuatha De Danaan, mythic gods of Celtic legend. They fight, scheme and steal for honour, revenge and power. Bes, half-Fomorán King of the Tuatha De Danaan, bows his knee and pays tribute to the Fomorans in exchange for peace. The Tuatha

Compulsion: Death
2019 Programme

De Danaan simmer in outrage at their oppression. The prized cow Glas Gaivlen has been stolen from the smith Goibniu and his brothers Cian and Samthainn. Hot-headed Cian has vowed to take it back or have his revenge. As members of his band, you have been chosen to fulfill Cian's vow.

Madinaljinay, D&D (Neil Alexander)
Players: 5-7

After a vicious succession war, the new Prince of Bavaria has been crowned. You are his loyal followers, having been responsible for many of the Prince's victories. Now, during the tournament to celebrate his coronation, the Queen Mother has been kidnapped by extra-planar entities. An old plot of one of the Prince's enemies? A new threat? Your Prince asks you for aid.

Adult Only Games:

(16+) One of our Lord Yamas is missing, Monkey RPG 2nd Edition (Stephen McMorland)
Players: 3-5

You and your companions once held exalted positions within The Celestial Hierarchy, then you made a big mistake and got exiled, time has passed and you have been approached by The Boddhisatva Kuan Yin with an offer you can't refuse. The Courts of The Dead are Silent, The Cosmic Balance has been unhinged and you need to find out what has happened to cause The Dead to spill out into the Living World once again. Hijinks and shenanigans in a zany, game of Taoist Philosophy and silliness.

Deadly Sins, SINS (Richard Greene)
Players: 3-5

You are Nemissaries, the risen dead who have pulled yourselves free of the Broodsong that drives the rest of the undead horde. The world fell when the Black Rain came, the strange shower of black glass meteorites that brought with them the zombie apocalypse, the Brood, and the avatars of destruction that lead them, the Reapers. Nuclear fire stopped their advance but the damage was already done, the world as we knew it had ended. Now, at the end of days, it's up to you and others like you to save or damn the world. Will the world suffer for your sins, or will you find a way to rise above them?

Sunday Afternoon

RPGs: 15:00 – 18:00

Normal Gaming Content:

Dropzone, HomeBrew system (Alan Jackson)

Players: 4 - 7

Join the Colonial Marines! See the Galaxy! Emergency mission to colony world LV426 Remember Aliens. Those acid dripping monstrosities. The guns in the dark. The dying. Nope, thought not. You, and your team of fellow marines respond to an emergency on a remote terraforming planet and must save the day.

Death Becomes Us, D&D (Matthew Barrowcliffe)

Players: 3-6

The God of Pestilence has come down to the world to infect and destroy all life. Now the hopes of the mortal world may rest with a few heroes prepared to lay down their lives and be raised as undead in order to face the Enemy.

The Thefts of Melody's Dizi, Feng Shui 2 (Matthew Hambley)

Players: 3-6

Aging Prog band ""Time Jester"" are playing Adelaide and it's going well, right up to the point when some tealeaf makes off with a family heirloom. As the band's much put upon support crew you must walk a violent path of spent casings and pugilism to retrieve the missing instrument. A path which will lead you from the mirror glass towers of the Central Business District, through dirty backstreet dives and on to a glimpse of a forgotten future.

Star Wars: Revenant Spectres, Blades in the Dark (Vivek Santayana)

Players: 3-6

Set shortly after the fall of the Empire, this game follows the Galaxy's fraught transition into a democracy, and the shadow war between Imperial holdouts clinging to power and members of the old Rebellion who feel the fight is not yet fully won and take matters into their own hands.

The Dolls Of The Fathers, Fate (Martin Pickett)

Players: 3-6

Compulsion: Death
2019 Programme

The Voodoo-punks are running a dead man for mayor. The city is ready to explode. Franklin Wilson needs his grandfather's Doll to get his hands on the family money. A game based on Paul Shapera's The Dolls of New Albion, a Steampunk Opera.

Jail Break, Unknown Armies (Kevin White)

Players: 5-9

It was not a quiet night: a sudden storm blew across the farmlands, bringing thunder and lightning. An old man and his wife looked out at the storm as it turned to hail. They discussed going to the cellar, deciding to do so only if the weather became more extreme. They did not listen to the radio, so they didn't hear the news. They didn't try to call anyone, so they didn't know their phone lines had been cut. They did not know there had been a jailbreak. They did not know a guard had been taken hostage by four convicts, convicts who had then seized a van on the highway. Maybe the wife briefly saw a face at the window and dismissed it as a trick of the light and her own fancy. Maybe the husband squinted his aged eyes into the storm. But their dog was quiet, their house was secure from the storm and neither really suspected. They had no clue until they felt a cold draft from the direction of the back door, until they turned and saw a large man pointing a pistol at them. He was soaking wet, dressed in orange coveralls with "Surrey State Penitentiary" stenciled on the front and back. His eyes were wide but his voice was calm as he said "Do what we say and no one dies." Then he looked over his shoulder and said "Icepick, bring in the others."

Dynamite Dogs and the Hidden Temple of Man, Pugmire (Phil Edwards)

Players: 3-6

The Royal Pioneers group Dynamite Dogs is looking for a new adventure, and they have heard tales of a long-lost temple belonging to Man in the mountains to the north of Pugmire. Only those seeking action and adventure (ok, and fame and fortune) sign up to be Royal Pioneers. A discovery like this would be life-changing!

Child Friendly Game:

Superhero Space Adventure Quest Mission, 13th Age (Tim Rospin)

Players: 3-4

The Confederation of Worlds (COW) has assembled a badass team of superheroes. Can they bring a plague of escaped supervillains to justice, foil the schemes of the devious Masters of Overkill (MoOk) and endure nigh-lethal levels of bad supervillain puns? The system this scenario uses is based on 13th Age, a crunchy, combat-heavy system which still leaves plenty of room for player creativity.

Adult Only Game:

The Last Con, HomeBrew system (Phil Harris)

Players: 1-4

Do you hear the sound of sixpence? It dropped when he was tricked, and pitter-pattered across the rain slicked streets, mixed with his blood. They say the dogs are loose and hunting the killers. Let's hope they get the right ones, eh!

LARP: 15:00 – 19:00

NGC: The Round Table, Homebrew (Craig Barnes)

Players: 6-16

Camelot's enemies are coming, and King Arthur must prepare for war. He calls a meeting of the Knights of the Round Table and now you have arrived to ensure you can win the battle ahead. However, there are a few unexpected problems... love-struck squires, magical hiccups, undercover agents and more will threaten to derail the entire ordeal!

Save Camelot, Save the people, Save the gold, Save Yourself!

