



Warpcon 36

January 30th - February 1st 2026



We the Warpcon Committee
hereby welcome you to the
Fairy Forest of Warpcon
36.

We hope you enjoy your
stay. If you require
assistance don't hesitate to
ask one of our committee,
staff, or send us a DM.





Our committee has been hard at work these past few months putting together this year's Warpcon. Thank you to everybody that has lent a hand and made this year's convention possible. We've had a lot of fun putting this convention together and we hope ye all have fun attending it!

Our Committee

Ciara Caball | Director

Hi, I'm Ciara and I'm very excited to be directing this year's Warpcon. I've been on the WARPS committee for 6 years and am currently studying for my master's degree in Early & Medieval Irish. I hope ye all enjoy Warpcon 36!

Maeve Harrington | Assistant Director

Hi I'm Maeve, I'm a second year Environmental Science student and this year's Assistant Director. I am a huge fan of RPGs and I am currently in 3 different Curse of Strahd campaigns. I am the No. 1 Death Knight fan and will continue to make improvements to its statblock.

Michael Xuereb | Finance Officer

Hi my name is Michael. I'm a big fan of board games. My favourite board game is Slay the Spire: The Board Game, and my least favourite board game is Brass Birmingham. I'm really looking forward to WARPcon this year!

James Mulcahy | Vice Finance Officer

Greetings! My name is James and I am delighted to be helping out with my 3rd and final Warpcon. As Vice-Finance and Vice-Merch Officer I've had so much fun bringing Warpcon into fruition. Board games are my passion and I hope everyone has fun this weekend, no matter what game you are taking part in. Warp on Gamers! o7 o7 o7

Kevin Kennedy | Special Events Coordinator

Deathwish Brew? Never heard of it! Hello all, my name's Kevin, born and raising in Cork, and I'm a first year here at UCC. I also get the privilege this year's Special Events Officer! If you see me running around it's a good thing and if I look stressed I'm just locked in. This is my first Warpcon but it's my mission to make sure everything runs buttery smooth! I'm passionate about European politics and DnD! If you see me around I'm always up for a chat but I may have to run off at any moment :P

Alex Mathios | Special Guest Liaison

Hello one and all! I'm Alex, AKA "American Alex" (to distinguish from the many other Alex's in WARPS) and I'm thrilled to be serving as Special Guest Coordinator for Warpcon 36! As the nickname suggests, I hail from sunny Southern California, and I'm attending UCC for my Master's in Food Business & Innovation. I'm a lifelong tabletop games enthusiast, and I'm especially looking forward to engaging in RPGs and LARPs this weekend. This is my first WarpCon, and I hope to help make it one to remember for every participant!

Robin | RPGs Coordinator

woahg.. 3rd year Computer Science student. Held captive by the ORB. Very normal about mechs, specifically Lancer. I mean incredibly normal. Unnecessarily large dice collection, which will be growing this weekend.

Richard Clare | Vice RPGs Coordinator

I'm in first year BA English as a mature student. I love Warpcon and went to my first one in 2008. My favourite video games are the souls series. My preferred tabletop system is Call of Cthulhu. My personal quote is: "The eternal silence of these infinite spaces frightens me." - Blaise Pascal.

Adrian McCarthy | CCGs Coordinator

I'm Adrian, both Warps and Warpcon's Card Games guy. This is my second Warpcon as a committee member, and I'm excited to make some fun events for Card Games, primarily for Yugioh and Magic. My favourite game is Yugioh. Nothing gives me more joy than finding the weirdest combos you've ever seen, and ending on nib token pass.

Tuan Downes | Vice CCGs Coordinator

My name is Tuan Downes, I major in Applied Economics and I am the Vice CCG Officer for Warpcon 36. I play Yu-Gi-Oh 2014 NAWCQ Format at a "professional" level and I have experience with hosting tournaments since I was fourteen years old.

Daniel Creedon | Co-Charity Officer

I'm a short time ttrpg player, long time ttrpg lover. I spent my teenage years convincing people to try this dungeons and dragons thing, listening to critical role, and making characters that never saw play. Now, just a few years into actually playing, I'm already running games of my own. I don't think you can be a fraud at making things up? If people think you know how to tell a story, you probably just did. At least, I hope that's how it works, because otherwise I need to apologies to a lot of people.

Fionn Malone | Co-Charity Officer

Hello! I am one of the charity officers and I'm very excited to be here! I enjoy the typical ttrpgs along with board games such as Slay the Spire or Rising Sun! I hope to see you all at the charity auction!

Finn Byrne | Staff Coordinator

Finn JP Byrne, Chairperson of Warps, Staff Co-ordinator of Warpcon. Third year English and Philosophy student so by God is he insufferable to speak to. He's fed and watered twice a day, don't worry.

Seb | Vice Staff Coordinator

Hey guys, I'm Seb (He/Him). I am Vice Staff Coordinator for Warpcon this year. This is also my first Warpcon and I'm excited to help out! I'm in 2nd Year Criminology. I love videogames and DnD. I hope you'll enjoy Warpcon!

Maedhbh | Trade Liaison

I do not know what a dice is. I do not know what a card is. DND means Do Not Disturb to me. I'm not sure why I'm here but Happy Warpcon, nerds!

Mariia | Vice Trade Liaison

Hello everyone, my name is Mariia, and I am serving as this year's Vice Trade Liaison! I'm a huge D&D fan and love collecting all kinds of jewelry, stickers and dices. This is my first Warpcon as a committee member, and I'm excited to make sure everyone gets plenty of serotonin from what's on offer in the Trade Hall! Have fun, y'all!

Patrick | Merch Officer

Hi, I'm Patrick and I'm the Merch Officer for Warpcon 36. I am doing a masters in Human Rights and Public Policy. This is my second year as a Warpcon committee member. I hope everyone enjoys the merch we have on offer!

Violet Spande | Welfare and Accessibility Officer

Hi y'all! I'm Violet, you might know me as the finance officer for WARPS but I'm trading places with the lovely Patrick to be Warpcon's welfare officer. If you see me making the rounds or want to stop by the quiet rooms, feel free to say hello or stop for a 'quick' chat about Magic lore (Only a few hours, I promise).

Rory Walsh | Public Relations Officer

Your P.R.O. for Warpcon this year. Designer of the beautiful (and yet to be named) logo. Lover of games, bacon, and eggs.

Adam | Vice Public Relations Officer

Hey, I'm Adam! I'm a second year criminology student and the Vice PRO for Warpcon so you'll likely see me around taking pictures. I mainly play DND 5/5.5e, but I also just so happen to be better than you at whatever your favourite game is.

Joe Brennan | Webmaster

My name's Joe and I'm in 4th year Computer Science. Since I'm the dedicated computer guy I made the website so the bugs are all me.

Events

Knights of Munster sword fighting demonstration

Saturday and Sunday - Amphitheatre (outside Student Centre)

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Quiz

Friday 9:15pm - New Bar

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“30 Years of Dork Tower, 25 Years of Munchkin” panel with John Kovalic

Saturday 11am - Boole 2

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Dramat Advanced Improv Performance

Saturday 3pm - Boole 2

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Charity Auction

Saturday 9:15pm - New Bar

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Hearthfire Tales Live Show

Sunday 2pm - Boole 2

.....

Blood on the Clocktower

Sign up for a slot at the desk in Devere Hall throughout the weekend

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Video Games Room (with UCC Netsoc)

Saturday and Sunday - O’Rahilly Building

Charity Auction

9:15pm Sunday - New Bar

Our Charity Auction supports the Cork City Hospitals Children's Club. The Cork City Hospitals Children's Club was formed in 1994 by a small number of volunteers. They fundraise to bring severely ill and deserving children to Disneyland Paris. The children that they bring include those who have a terminal illness, deafness, special needs, Down's Syndrome, children who have suffered physical and mental abuse and those whose parents have passed away in tragic circumstances. They also plan adventure days and a Magical Winter Wonderland every Christmas where all the children have the opportunity to meet Santa. They are an amazing organisation and Warpcon is proud to have the opportunity to support them.

Locations

Student Centre

Trade Hall

New Bar (quiz, charity auction)

Board games

Late night RPGs (10pm slot)

Quiet space

Knights of Munster demonstration (in amphitheatre out front)

ORB (O'Rahilly Building)

RPGs/LARPs

Video games room

Quiet space

Boole Lecture Theatres

Panel and live show venue

Hub

Warhammer 40k

Blood on the Clocktower (sign up at desk in Trade Hall)

Kane

CCGs in Kampus Kitchen

Electrical Engineering

Marvel Crisis Protocol (Room L2)

The path marked by the will-o'-wisps on the map is fully accessible along all routes and entrances!



Electrical
Engineering

Boole
Lecture
Theatre

ORB

Student
Centre

Kane

Hub

CCGs

Sign-up for all events will begin in Kampus Kitchen 15 mins before the event.

Friday

6pm Magic: the Gathering | Commander Constructed **€10**

6:30pm Yu-Gi-Oh! | Constructed TCG **€5**

7pm Pokémon TCG | Constructed TCG **€5**

7pm Lorcana | Constructed TCG **€5**

Saturday

11:30am Magic: the Gathering | Commander Constructed **€10**

12pm Yu-Gi-Oh! | Constructed TCG **€5**

1pm Pokémon TCG | Constructed TCG **€5**

2pm Lorcana | Constructed TCG **€5**

4pm Magic: the Gathering | Jumpstart Draft **€15**

4:30pm Lorcana | Constructed TCG **€5**

5pm Pokémon TCG | Constructed TCG **€5**

6:30pm Yu-Gi-Oh! | Win a Box **€10**

7pm Magic: the Gathering | Commander Constructed **€10**

Sunday

11am Magic: the Gathering | Commander Constructed **€10**

12pm Yu-Gi-Oh! | Constructed TCG **€5**

1pm Pokémon TCG | Constructed TCG **€5**

2pm Lorcana | Constructed TCG **€5**

3pm Yu-Gi-Oh! | Constructed TCG **€5**

3:30pm Magic: the Gathering | Commander Constructed **€10**

RPGs/LARPs

We're excited for you to experience all the amazing games that the GMs have written for this year's convention. RPG and LARP sign-ups will take place in the O'Rahilly Building half an hour before the start of the slot for the 10am, 2pm, and 6pm games. The sign-up desk will be directly across from the lift on the first floor of the O'Rahilly Building. **Sign-ups for the 10pm games will happen alongside sign-ups for the 6pm games (at 5:30pm).**

The slots for games are:

Friday: 6pm - 9pm, 10pm - 1am

Saturday: 10am - 1pm, 2pm - 5pm, 6pm - 9pm, 10pm - 1am

Sunday: 10am - 1pm, 2pm - 5pm

We hope you enjoy all the wonderful games on offer and thank you to all the amazing writers and GMs who are running games this weekend.

LARPS

Saturday

2pm - 5pm

7 Rivers: The Siege of Lok'Then

Writer: 7 Rivers Team

System: 7 Rivers

Players: 4

Age: Teens+

Content warnings: None

The Arbiter of New Growth has taken to hiding behind the Great Tangle, while the forces of Lynara and their allies lay siege. Several attempts have been made to breach the Lok'Thenan defences, but each has been easily thwarted, the Reclamation Crusade seeming to have the perfect counter for every effort. It has now become clear that Drake has infused his lieutenants with the fragments of the demigods he has taken. Why he's done this is still unclear, but he has gone to ground somewhere, for some reason. Having been infused with the power of Divination, The Arbiter of New Growth and the Reclamation Crusade have been deemed too much of a threat not to prioritise, so the Lynaran Alliance has gathered their forces to give it one more attempt.

With that in mind, how does one fight an opponent who can see your actions happen before you know you're going to do them? How do you outsmart someone who has the collective senses of a city? There must be a way. For the sake of the world, there must be a way.

LARPS

Saturday

6pm - 9pm

Assembly of the Free Tribes

Writer: Lorcan Gaughan

System: Homebrew

Players: 15

Age: All Ages

Content warnings: Colonialism

The Northern Ocean Trading Company and Aragonite Royal Monopoly companies have ruled your land for the last three hundred years, exploiting your resources and subjugating your people. Now they're vulnerable and you have an opportunity to strike back. Where once we were divided we must for the first time unite. Last of the Free Tribes, assemble and remind them who's land this is. A political larp about fighting back against colonial oppression.

RPGs

Friday

6pm - 9pm

A Dream of Free Goblinia

Abused Powers

Isaac Newton Must Die

Terraforming Mars: The First Martian Revolution

10pm - 1am

Spears of the Church

Saturday

10am - 1pm

Beginner's Luck

Beneath a Frozen Sea

Ratnarök

The 23rd Letter

Urban Vermin

We're Dragon Blooded, what's one ghost?

2pm - 5pm

A Dream of Free Goblinia

Down the Witches Road

One Page One Hour

The Blight of Lonebridge

RPGs

Saturday (cont.)

6pm - 9pm

Down the Witches Road

Murder Most Fowl

Orientation Day

Ratnarök

We're Dragon Blooded, what's one ghost?

10pm - 1am

Godforsaken: The End of the New World

Sunday

10am - 1pm

Beginner's Luck

Down the Witches Road

Room at the Top

The 23rd Letter

2pm - 5pm

Glimmer Gang: Those Winterland Woes

Murder Most Fowl

Dagdacon

Tipperary

Dublin



Some friendly Cons . . .

Cork

LEPRECON 45

Dublin



LEPRECON 45

CON VOYAGE!

Card Games
Board Games
Wargames
RPGs & LARPs

March 20-22, 2026
Goldsmith Hall
Trinity College
Pearse Street, D2

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A Gaming Con where the
Otherworlds collide

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23rd - 26th

October 2026

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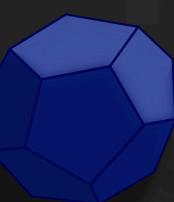
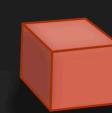
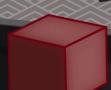


gaelcon 38

Ireland's Premier
Gaming Convention



October 2026



RPGs

A Dream of Free Goblinia

Writer: Brian Caball

System: D&D 5e | Age: Teens+ | Content warnings: Slavery

For centuries the Goblins have toiled in thrall to their Dark Elf masters. Only the Dark Elves know the secrets of the Casting Ceremony, through which Goblins achieve their full potential. Without it, they are cursed to forever be imps: cruel and capricious with no concept of society. Any village that rebels is simply not visited by the Casting Priest and doomed to collapse.

And so you and your friends must toe a fine line. You are not content with slaving in the fields or the mines. You wish to cast off the yoke of Dark Elf oppression. Any overt act could bring disaster down on you and your allies. But you cannot ignore the dream, that one day your people could forge their own destiny. A dream of Free Goblinia!

Beginner's Luck

Writer: Ronan

System: Pathfinder 2e | Age: Teens+ | Content warnings: Gambling, Violence

The infamous Rainbow Beetle Casino is the place where wallets go to die. The key to this establishment's upkeep is the fact they claim their games are the least rigged games in the world. This is, of course, false. While they don't employ the traditional methods of keeping money in the house's pocket, they still have an ace up their sleeve. Rumour has it that the casino's owner, Jacob Dal'hand, carries the Golden Hoof, a probability manipulating artefact that he uses to ensure that the house always wins.

Each of you have joined together to form a plan to steal the Golden Hoof. However, can you really trust one another?

RPGs

Down the Witches Road

Writer: Emrys the Ultramarine

System: D&D 5e | Age: Teens+ | Content warnings: Black Magic, Monsters, Demons, Body Horror, Torture, Murder, Blood

A witchcraft and dark magic campaign during the witch hunts and based on folk magic and rural beliefs in the supernatural.

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Glimmer Gang: Those Winterland Woes

Writer: Fergal Monster

System: Keep on Believing (Modified Kids on Bikes) | Age: Teens+ |

Content warnings: Burnout, Grief

Being a magical teen is weird. You have friends now... sort of. I mean, mostly you spend time together fighting beings of negativity and delusion, but you do eat lunch together.

The festive season has come. It's not always easy. To some it's a delight, others a nuisance, and to a few a grim reminder of when things were worth celebrating.

These five will face those mundane worries, and brave the biting chill of a long frozen heart and the glimmer within.

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Godforsaken: The End of the New World

Writer: Richard Clare

System: Call of Cthulhu 7th Ed | Age: Adults Only | Content warnings: Religious themes, Body Horror, Slavery

Arkham, 1692. You are accused of witchcraft. Your choice: face the judgement of your fellow Puritans or undertake a dangerous mission to the nearby town of Kittery. Kittery, a town overlooked by God, trapped in an endless night. Where a new charismatic preacher has come to town...

RPGs

Isaac Newton Must Die

Writer: Tadhg MacCionnaith

System: Mage the Ascension 20th Anniversary Ed. | Age: Teens+ |

Content warnings: Mature Themes, Violence, Alcohol, Drugs, Horror

It's the 1920s, and in the aftermath of the great war the Technocracy (a brutal and oppressive organisation of superscientists) has begun consolidating global power. Only the Mystic Traditions truly stand against them to keep magic in the world, a battle they've been losing since the Renaissance. Rumour is that a respected and powerful Technocratic Archmaster will be making an appearance at peace-talks with the Vampires of Chicago, a rare foray into striking distance of the death cultists known as the Aided. It's up to these 5 magical Irish assassins to end his life in a daring operation. Isaac Newton Must Di

One Page One Hour

Writer: Gareth Hanrahan

System: Various | Age: All Ages | Content warnings: None

A one hour game, chosen from a selection of one page RPGs.

Orientation Day

Writer: Paul Chambers

System: Homebrew | Age: Adults Only | Content warnings: Body Horror

The 0-Felt lab has been destroyed and rebuilt 6 times over, so the layout of the facility is a mess of new, repurposed and salvaged constructions. As the PCs are newly created, they have no understanding of the illogical layout. What this means is that until they have a tablet or such linked with the network, moving through the facility will be extremely difficult.

RPGs

Murder Most Fowl

Writer: Rowland Cooper

System: Homebrew | Age: Teens+ | Content warnings: Murder, Death, Body Horror, Birds

Ah, the seaside. So beautiful this time of year, and much warmer than the cold mountains you just came from. After your harrowing journey here, you've decided to relax and take it easy in the late summer sun, and rejuvenate yourselves.

What makes things even better, is that the humans have been ripe targets for stealing the choicest food from, and there seemed to be some sort of large gathering for them last night. You all gorged yourselves silly, with enough food to last you the rest of the summer. You were awakened by the mump of the vehicle you're in. Turns out that that crate of pillows you slept in was actually some live chickens, and now you're trapped with them. As your box gets unloaded into a shed, you try to ask your fellow birds what's happening, but none of them seem to speak your language.

Well, that's what you get for trying to be cultured. Now you and your friends have to find a way out of this mess you've gotten yourselves into.

A game for six hungover crows in a chicken coup.

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Ratnarök

Writer: Adam

System: D&D 5e | Age: Teens+ | Content warnings: Body Horror

Ratnarök approaches. Rumbling within sewers that shouldn't be there portend the end of days is soon. Loki strains to break free from his chains and the Fenris Cat will devour all. Rataclysm is coming.

RPGs

Spears of the Church

Writer: Darragh

System: D&D 5e | Age: Adults Only | Content warnings: Body Horror, Gore, Intense Threat

""Moon Drunk Monster, beautiful and strange, howl your melancholy question, and tell me, which you dread more; the echo or the answer?"" Something terrible stalks the streets of Luyarnha, preying upon people and beast alike. Efforts to kill the creature have failed, and upon the night of the descending Eldritch moon, none but the most crazed or desperate would dare take the hunt to its maddening light. However, heretical prisoners of the church, you have been blessed with one final chance at absolution. Slay the beast. Survive the night. And lose not yourself to the lust for blood.

Try and survive this brutal one-shot for 7th level characters, within the Victorian-inspired setting of Luyarnha, brimming with Gothic and Lovecraftian horrors.

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Terraforming Mars: The First Martian Revolution

Writer: Gareth Hanrahan

System: Terraforming Mars RPG | Age: Teens+ | Content warnings: None

The megacorporations came to Mars promising to make a better world, but all they've built is a mining camp, a company store that keeps the native Martians oppressed and desperate. The partial pressure of oxygen in the atmosphere might still be too low to breathe, but the flames of revolution are burning. Lead the Martian revolt - or die free on the Red Planet.

RPGs

The 23rd Letter

Writer: AJ Rogers

System: Arcane Manifold Engine (Custom, Step Dice) | Age: Teens+ |

Content warnings: Themes of Body Horror, Themes of Experimentation

The 23rd Letter is a technothriller where players are a Cell in The Network, an underground organisation dedicated to protecting Espers—people with psionic abilities. Players will take on the role of Espers (or not, as they choose!) and play as the entire Cell, working together to try to complete a covert mission. Players will also receive a playtesting credit in the final printed game, the third edition of which is due out later in 2026.

The Blight of Lonebridge

Writer: Kasper Frandsen

System: Cairn 2E | Age: Teens+ | Content warnings: Gore, Violence

The village of Lonebridge is prosperous. The animals grow fat and healthy, the crops are abundant, and the people never seem to fall ill. The villagers know they owe their good fortune to the brook that runs through Lonebridge and the spirits in the mountains from where the brook flows; they leave offerings at a small altar near the wellspring in the mountains. The finest handcrafted offerings will disappear from the altar. A delicate wreath of flowers or a finely carved wooden figure will disappear overnight when no one sees, but an expensively bought string of pearls will be left untouched.

But something changed three days ago. The water of the brook started tasting strangely metallic, a village elder fell ill and a young woman had a miscarriage. The villagers have been placing the finest gifts on the altar for the last three days, but none of the gifts have been accepted. The village elders decided to send a group of young strong people to investigate and restore the brook and the village

RPGs

Urban Vermin

Writer: Rory Walsh

System: Custom playing card system | Age: Teens+ | Content warnings: Crime, Mentions of Death

A group of down on their luck underdogs gets another chance to settle old scores with a dangerous boss of the Underworld, both criminal and ghostly.

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We're Dragon Blooded, what's one ghost?

Writer: Jamie Bowden

System: Exalted Essence | Age: All Ages | Content warnings: Ghosts, Strict Teacher, Children at Risk

The PCs are elemental powered demi-gods of the greatest empire in the world; but they are still only school children (10-12 years old) and have decided to hunt down a ghost in a nearby villa to prove that you truly are Princes of the Earth to the new theology/martial arts teacher who is a massive jerk.

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Beneath A Frozen Sea

Writer: Paul Chambers

System: D&D 5e | Age: Teens+ | Content warnings: None

It is the coldest winter the region has ever seen. No small boast for a land this far north. The very sea has frozen over to the very horizon! To add this strangeness, beneath the ice, it can be seen that the tides have gone out further than ever before. It is known that there are many shipwrecks along this coast. Their treasures are un-plundered and guarded by vicious Merfolk and their beasts.

Now is the chance for the desperate to walk the seafloor, loot the wrecks and race against the returning tides for untold riches!

RPGs

Abused Powers

Writer: Paul Chambers

System: Homebrew | Age: Adults Only | Content warnings: Violence, body horror, villain protagonists, hostile law enforcement, abuse of power.

Modern day US. "Why did you join the clearly evil cult that is actively trying to unwind reality?" "Magical health benefits. ALL my chronic pain was literally hand waved away." "...so are you still recruiting?" "But exposing your mind to magic will unravel your soul, leaving you only with despair!" Waves vaguely at the state of the world, "That ship has fucking sailed my guy." You are a person who chose to join a cult that kills people for supernatural powers, because it was the best of your profoundly shitty options. The cult's "leader" is pretty sure that 'The blood of kings' is important for some reason, so landlords are your targets as ritualistically killing them seems to generate the most power. Unfortunately murdering rich assholes tends to draw the attention of law enforcement, so try to become bulletproof before that happens.

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Room at the Top

Writer: Paul Chambers

System: D&D 5e | Age: Teens+ | Content warnings: None

"Psst... Did you hear the news?" "Of course, it's been years since adventures got this far. My money's on floor 14 getting them." "No! Quite, listen. They killed her yesterday. Then they killed The High Arch Lich whats-its-face today!" "What!!!" "SSSHHHHH! Then the adventurers set up a campsite in whats-its-face's throne room. They are still there now." "...they are SLEEPING THERE???" "INTERESTING. THANK YOU FOR BRINGING THIS TO MY... ATTENTION." Room at the Top is a 5e D&D game where mid tier dungeon monsters run through their own dungeon to kill the resting adventures and seize the dungeon

