

UCC WARPS PRESENTS



**UCC
SOCIETIES**
Cumainn Chóiláiste na hOllscoile Gearrath



WARPCON 35



**FRIDAY JANUARY 31ST - SUNDAY FEBRUARY 2ND
2025**

**UCC
MAIN CAMPUS**

**INFO DESK @
STUDENT CENTRE
DEVERE HALL**





Welcome to the Underworld aka Warpcon 35!

Over the past few months our committee has worked tirelessly to put this event together. This experience was truly incredible, and we are extremely excited to finally be able to share it with all of you our amazing attendees. A lot of love and care has gone into this convention, which hopefully translates to the final experience. But enough of that. We now invite you to step through the gates. The underworld awaits!

Ann Stratmann

Warpcon 35 Director

Many thanks to all the "unsung heroes" without whom this convention would not be possible. Shibh Lee who passed so much knowledge on how to deal with the con money on to us. Eoin Murphy who created the Pub Quiz and answered so many of our questions. The UCC Societies executive and Office staff for keeping up with all our questions. The Staff of the UCC Student centre, ORB and Security, who keep the campus open for us and help us to ensure that the convention runs smoothly. Our friends at UCC Dramat and UCC Netsoc for helping us to run some of the amazing events.

Our Committee

Ann | Director

Ann Stratmann has been on the Warpcon committee for 3 years and finally achieved the goal of making Stratmanncon a reality. She had hoped to move it back her hometown of Cologne, Germany but sadly we couldn't get UCC to agree. She has dedicated herself to making this the best convention and she welcomes each and every one of you to play as many games as you could possibly wish and to make memories that will last with us forever.

Alex | Assistant Director

Alex is a man in an eternal search, a struggle, for power. Raised in the humble heartlands of Kilkenny on a steady diet of "The Mistborn Saga", he has only one ambition, to take control of the single most powerful and storied institution on the Island of Ireland; the Warpcon Convention committee. His heist-like approach was set in motion the year prior when he secured the Vice RPG co-ordinator role, but having been promoted to Assistant Convention Director, his slimy black tentacles of influence stretch now beyond the bounds of the ORB which once contained him.

James | Finance Officer

James is a dedicated member to the Warps society at UCC. He has a strong interest in social deduction games like Town of Salem and Avalon (so he can only be trusted sometimes). His outgoing and friendly personality means that he always happy to help.

Eoin | Vice Finance Officer

Driven to insanity by finance work, but nonetheless relentless in his work (sacrificing to The Cage), Eoin made sure we could actually afford the convention

Emily | Special Events Coordinator and Secretary

They have a deep appreciation and love for email, for them it's like oxygen in the air that we breathe. They're also periodically a girlboss that flies too close to the sun. They're a NERB (No Rolls Barred Fan), it's like Phineas and Ferb, except it's not

Ronan | Vice Special Events Coordinator

Ronan is a true board gamer; from hosting game nights, spending obscene amounts of money on the hobby, and always suggesting new games. He is a fantastic (and treacherous) member of the WARPS society and a great addition to the Warpcon committee.

Ciara | RPGs Coordinator

Ciara is Warpcon XXXV's RPG Coordinator and, in addition to being an avid RPG fan herself, is one of the most experienced and passionate members of the Warpcon Committee this year. Ciara has worked on a number of previous Warpcons, including as the convention director, and has more recently earned the illustrious title 'Queen of the ORB'.

Senan | Vice RPGs Coordinator

Senan was born at a very young age. This incredible and rare trait has allowed him to excel in his role as vice wargames for WARPs and vice RPG coordinator for WARPcon, winning the hearts of the committee, society, and UCC as a whole. Senan is unfortunately from Dublin, which is to my knowledge his only flaw and curse.

Conor | CCGs Coordinator

Name: Conor Pronoun: He/him Role: CCGs

Conor is a man of many flavours, literally - he cooks. And what he has prepared with the CCGs, with the amount of effort he has put in, his invaluable contributions make him the Honey Garlic Salmon of the committee.

Adrian | Vice CCGs Coordinator

Name: Adrian Pronouns: He/him Role: Pain in my ass (vice ccgs :eyerolleemoji:) Adrian is hands-down the best Vice I've ever had on Warpcon Committee, and we all ignore the fact I've only done this once. His love of Yugioh is matched only by his hatred of Yugioh.

Darragh | Wargames Coordinator

Darragh has been a regular at WARPS for a couple years now- he is an actively involved DM for our Dungeons & Dragons Campaign- and has also gotten involved with wargames whenever we've ran them! He's committed and engaged- and as a wargames officer for Warpcon, he's been excellent for reaching the community and organising the multiple wargames we are offering.

James | Co-Charity Officer

When James is not leading the WARPS committee like his Sisters of Battle, he has been happily MCing the Charity Auction. He will be stuck in this position for the next 10 years at least.

Daniel | Co-Charity Officer

Daniel is a dedicated RPGs player and Warps attendee. His Characters are arguably some of the most memorable within our large West marches game, one of which recently opened a magic item shop and learned skills that are totally transferable into the real world. He is not able to attend the convention but will most definitely be here in spirit.

Finn | Staff Coordinator

Finn was once a great hero, until he incurred the wrath of Zeus. He was sentenced to roll a boulder up College Road. Once Finn nears the summit he goes to New Bar for a pint of water and the boulder rolls back down the road. Finn must start the task again each day, repeating for eternity. One must imagine Finn happy.

Padraig | Vice Staff Coordinator

Pádraig Harrington, our Vice Staff Coordinator. He's a second year of UCC's theatre course and a valued committee member of Bród and Dramat society. Therefore, he knows his way around a mad house, and how to make the monkeys dance. Ask him for any help and you'll get a warm smile and a murderous wit.

Alex | Trade Liaison

Introducing Alex Munson, an American mastermind, handling our traders and the production of maximum fun for our many attendees and their wallets.

Murtaza | Merch Officer

Murtaza aka 'Merchaza', is our merch officer. So he's the guy to thank for the cool dice set. Funny guy - also may or may not be Batman.

Patrick | Welfare and Accessibility Officer

Patrick is our Welfare and Accessibility officer and as such he has worked tirelessly to ensure that this year's con is as accessible as possible, and that the con is enjoyable for all attendees.

Rory | Public Relations Officer

For the first and last time, Rory is here to bring democracy to Warpcon. Whatever you have heard about him being tall, it's a myth

Anna | Vice Public Relations Officer

Anna has assessed every role on Warpcon and Warps Committee for importance and has deduced that Warpcon Vice PRO is the most important job on either committee. She will approach her duties with EXTREME prejudice.

Michael | Webmaster

Michael arrived on the committee ready to tackle the seemingly simple task of updating our website. Unfortunately, the website was in fact a labyrinth of technological nightmares and Michael was dragged through an Odyssey-esque journey of webmastering. We're lucky he emerged from the internet alive. In his spare time he runs the finances for multiple societies and a convention.

Events

Dungeon Geomorph Workshop

Part tutorial - part frantic dungeon mapping

Join Irish mapmaker Jog Brogzin making lots of little dungeon maps (geomorphs) and stick them together into one large dungeon.

No mapping experience or artistic ability required, all maps are considered equal and great!

When: 6-7pm Friday

What you need: nothing, pens and geomorph templates will be provided

You can continue grabbing geomorph templates after the workshop from Jog's stand in the Tradehall and add to the ever growing dungeon over the weekend"

No Rolls Barred Q and A Panel

Do YOU have a burning question for Laurie, Dom, Sullivan and Holly of NRB?

Then get on board for their Q&A Panel here at WARPCON XXXV!

Where: 11am Saturday Boole 1

What do you need: Questions

Hearthfire Tales Lifeshow

Do YOU enjoy TTRPGs and Improv?

Then come along to Hearthfire Tales Liveshow with Special Guest Sullivan Beau Brown of NRB.

Where: 3pm Saturday Boole 1

What do you need: Fun ideas as audience interaction plays a huge role in determining the fate of the story

Knights of Munster Sword fighting demonstration

Do YOU think people fighting in a medieval style with medieval armour and weapons is cool?

Then come see the Knights of Munster performance happening here at WARPCON XXXV

Where: 11am Sunday Amphitheatre outside the Student Centre

What do you need: Nothing. Just come along to watch

Fiasco

Come join our good friends a UCC Dramat for a game of Fiasco. An award-winning GM-less game of "stupid" and sometimes disastrous mayhem.

Games run on Saturday please ask at the front desk or in the ORB by the Rpg sign-ups for more information.

Mahjong

On Saturday and Sunday, you can come to play Riichi Mahjong in the Upstairs Café. Suitable for beginners and longtime players alike.



The Charity Auction

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.



CCGs

Friday – Registration at 5 pm
5 pm Commander – 10 Euro
7 pm YGO locals – 5 Euro

Saturday – Registration at 10 am
11 am Commander – 10 Euro
12 pm Pokémon tournament – 10 Euro
2.30 pm YGO Win a box – 10 Euro
3 pm Lorcana – 10 Euro

Sunday - Registration at 11 am
12 pm YGO Edison – 5 Euro
12 pm Pokémon Win a box - 20 Euro
2 pm Pauper – 10 Euro
2 pm YGO locals – 5 Euro

gaelcon³⁷

*ireland's premier game convention
returns october 24-27 2025*



TRADITIONAL HAND DRAWN INK & PAPER MAPS

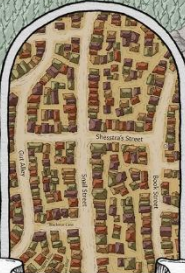
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available
on request

VISIT MY GALLERY:
JOGBROGZIN.COM

FANTASY MAPS

by Jog Brogzin

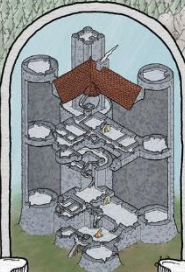
AVAILABLE FOR COMMISSIONS



2D CITIES



3D CITIES



ISOMETRIC

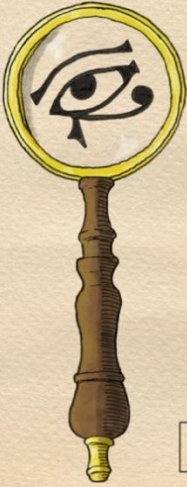


DUNGEONS

WORLD MAPS

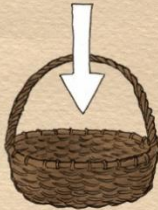
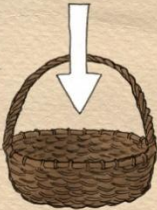
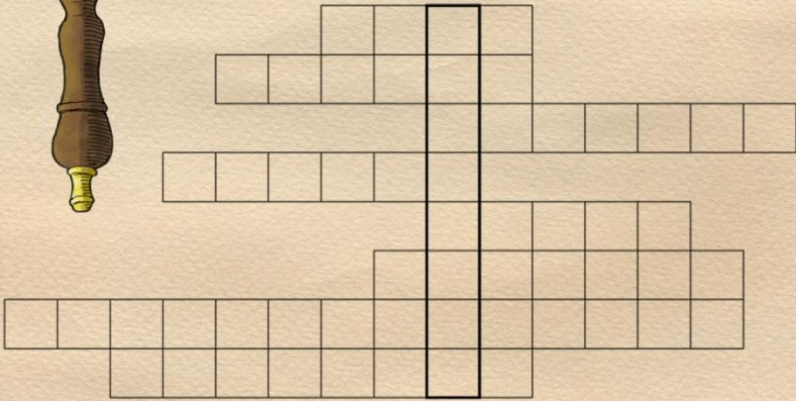
Maps for TTRPG Publishers, DMs,
Authors & Board Game Designers

CONTACT JOGBROGZIN@GMAIL.COM



WARPCON HAS DIED. THE UNDERWORLD AWAITS.

Use the maps to find your way

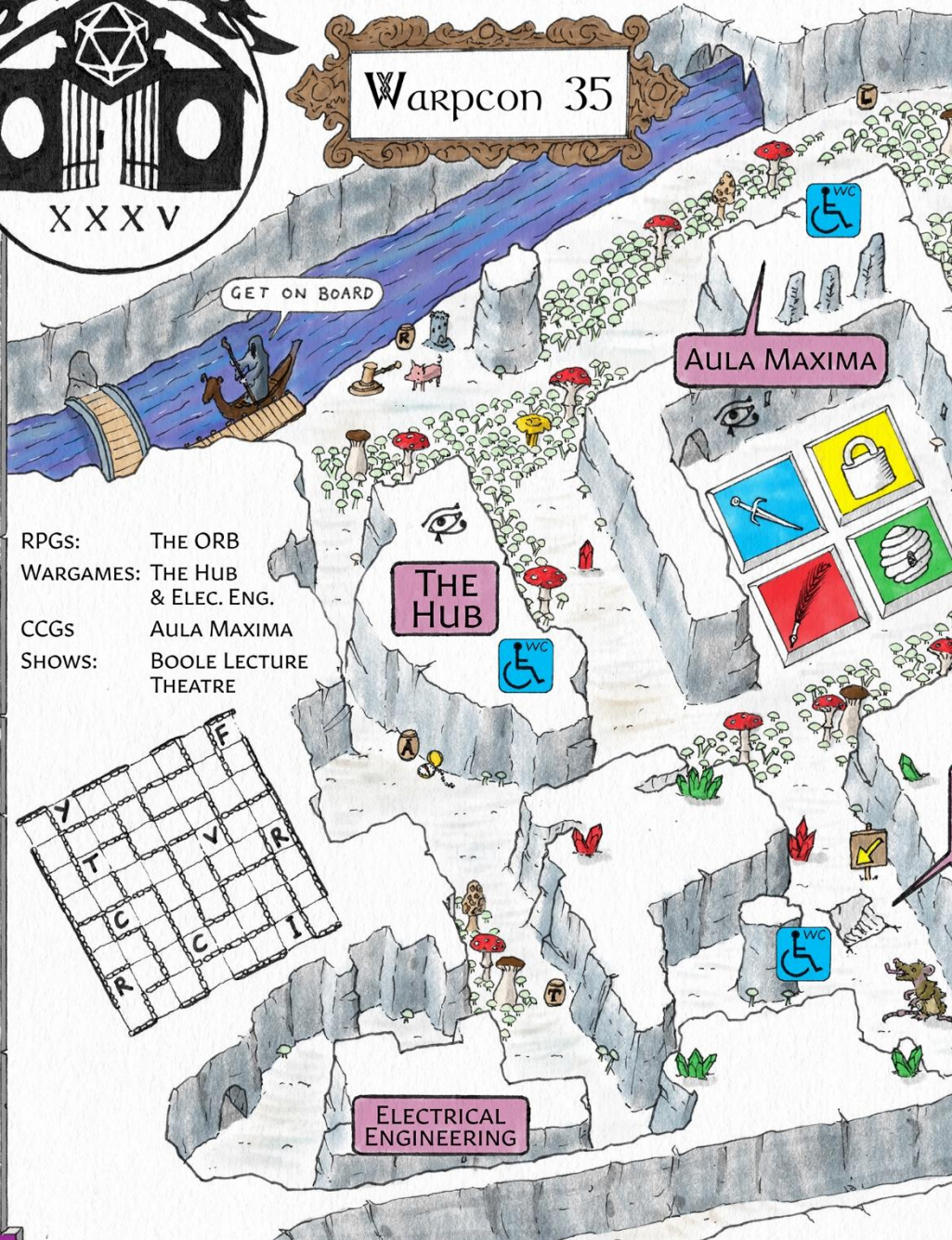


**SPEAK THE KEYWORD AT THE FRONT DESK
(SOLVE THE PUZZLE HUNT AND WIN A PRIZE)**

X R D S R Y T N M N X D



Warpcon 35



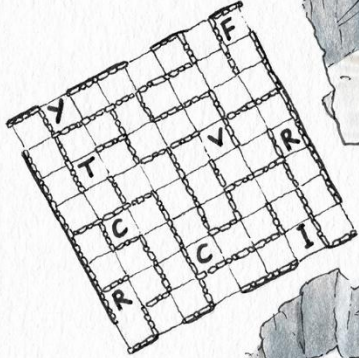
GET ON BOARD

AULA MAXIMA

THE HUB

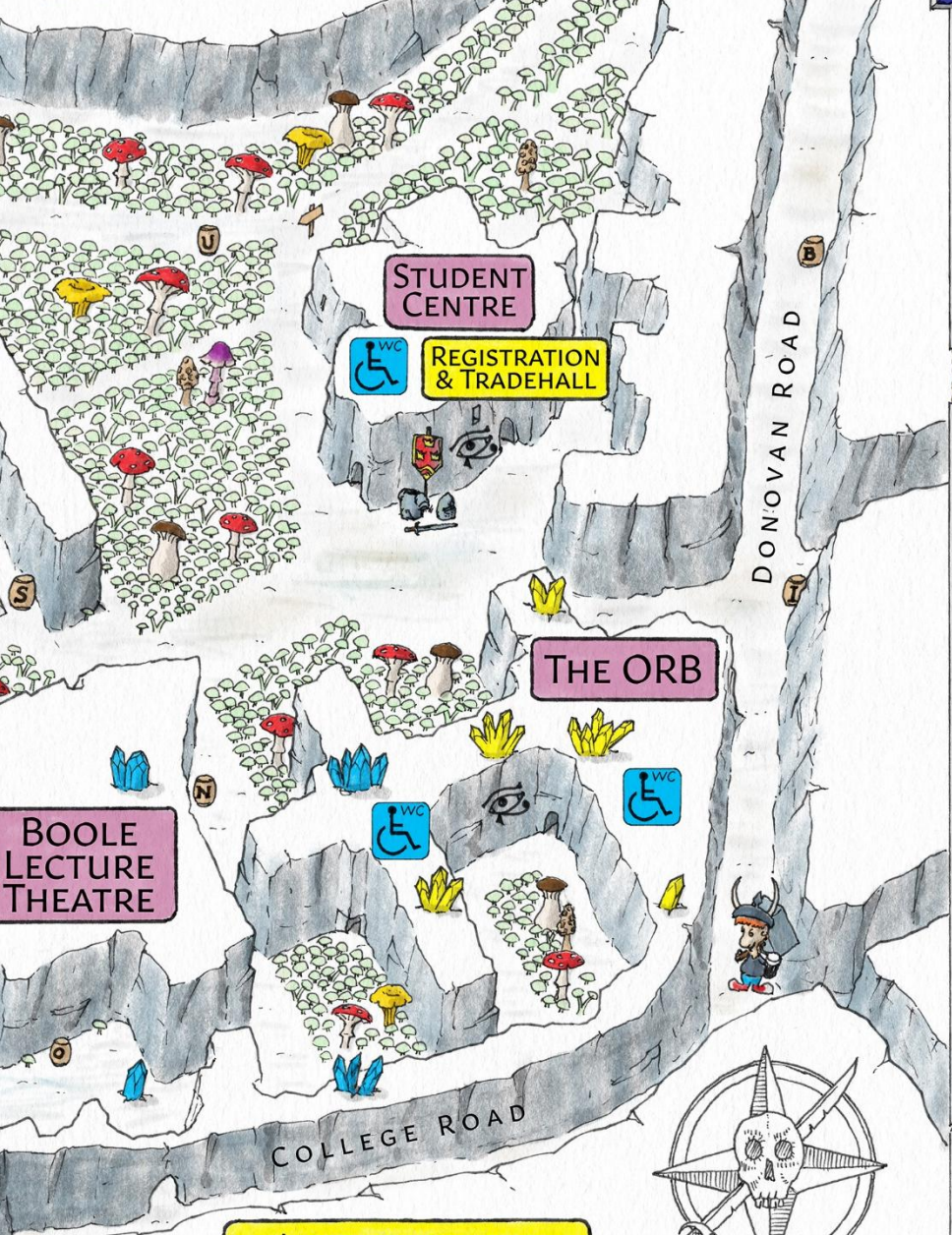
ELECTRICAL ENGINEERING

- RPGs: THE ORB
- WARGAMES: THE HUB & ELEC. ENG.
- CCGs: AULA MAXIMA
- SHOWS: BOOLE LECTURE THEATRE



FIRST IS FMBRNN S

M R M S P M Y F M M



INTERACTIVE MAP AT
WARPCON35.CONMAPS.COM



MAP BY JOG BROGZIN

S N M M R Y J R N



Wargames

Warhammer 40k - Saturday February 1st and Sunday February 2nd, Check-in 9.00, Games begin 9.30. Games End 17.45, The Hub Atrium
Marvel Crisis Protocol - Saturday February 1st, Check-in 9.00, Games begin 9.30, Games End 17.30, L2 Electrical Engineering Building

Keep an Eye out for **Horus Heresy pop up games** throughout the weekend

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. **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.

RPGs

Friday

6pm - 9pm	Abused Powers	It Waits in the Dark	Reflection: Zero to Hero	The Hair of the Hare of the Heir
10pm - 1am	Bad Product			

Saturday

10am - 1pm	Letters to a Departed Dragon	Search for the Dragonstar	Sub Rosa: Lies Beneath	
2pm - 5pm	Airlock 7	Are Friends Electric	Cinderella Needs a Dress. The Mice Will Do the Rest.	
6pm - 9pm	Bug Hunt	How to (Not) Fix a Problem	Infinite Staircase National Park	
10pm - 1am	Out of the Cold			

Sunday

10am - 1pm	Are Friends Electric	This Sick Island
2pm - 5pm	Abused Powers	Reflection: Zero to Hero

Letters to a Departed Dragon

Writer:	Dylan Breheny
System:	Ryuutama
Age:	All ages
Content warnings:	Fantasy violence, ghosts, existential horror

Lost in the hills, built on the back of a colossal snail, there is a shop that never sits still. In this shop, a particular person will serve you a particular tea, brewed using the leaves of a particular tree. When a group of travellers is gathered together under one roof, it's said that they can see their future in the bottom of their cup. You are all on your Journey, after all; A trip that every person takes at least once in their life to see the world.

But on this particular morning, your tea reading comes with visions of disaster! Someone in your group has picked up a curse on their travels, and in order to find a better future, you'll have to find a way to shake it! Can you change your future, or is your Journey over before it's started?

Airlock 7

Writer:	Phil Doyle
System:	Heart: The City Beneath
Age:	Teens+
Content warnings:	Gore, body horror, suffocation, the vast expanse of space, and mild psychological horror elements

Deep Space Research Base Ixion (DSRB-I) is one of humanity's many research bases that float alone in the void of space. It shines like a beacon against the dark, and houses a crew dedicated to studying the effects of full-time living in Deep Space conditions. It is not pleasant. Each day is a struggle, but it is a struggle for the betterment of mankind. The station has six airlocks. They are necessary for refueling and resupply, for space walks, for repairs. So when your radios start picking up strange signals, and a seventh airlock is found in the cargo bay, what can you do except open it? Maybe behind the door you will find what has been knocking on the view-ports, or what has been making grass grow in the engines. Maybe you will find nothing. Hopefully, you find nothing at all.

A game of Deep Space Horror, twisting dimensions, and eldritch science.

This Sick Island

Writer: Pierce Woodall

System: Heart: The City Beneath

Age: Teens+

Content warnings: Illness and disease, descriptions of gore and guts, lots of rats, corpses, rotting flesh, other forms of rot, potential cannibalism, fungus, bodily fluid, and possible character death

Miles off the coast of Derelictus, floating gently between the Spire above and the Heart below, lies the island of Anchorite. A small but proud merchant island, secluded from the troubles that run rampant everywhere else. Yet, for the first time in centuries, shipments have halted. The one thing an island nation fears is disease, and Anchorite's worst nightmare has arrived at its front door. The local physiker barely managed to send out a dire request for help before he too fell to The Rot. Word has it that the Heart's done this to Anchorite. Can you figure out why? Or will The Rot claim you too?

Search for the Dragonstar

Writer: Brian Caball

System: Ryuutama

Age: Teens+

Content
warnings:

Adventurous peril, survival, undead

Dragons are raised on stories. Once the Ryuujin Yume spoke to the Green Dragon Haru of the adventures of Billows, the bravest of all the Halflings. Haru grew to great size and when the time came, she flew from her nest leaving behind an egg for the next Ryuujin to care for and tell stories to. Billows has long since retired and a new generation of adventurous young Halflings are eager to follow in her footsteps. The new Ryuujin Hana has already guided them in their first journeys, telling the tales of their exploits to the unborn dragon snug in her egg.

But twenty years has passed since Haru flew and the egg has not hatched. Dark lines have appeared on the shell. The life force within is fading. Only the legendary Dragonstar can cure this illness, held in a mountain temple to the north. You, the most experienced travellers in all the Three Ridings, have been appointed this task: To go to this temple and return with the Dragonstar, and heal the unhatched dragon so that it may soar.

Reflection: Zero to Hero

Writer: Phil Doyle

System: Sentiment

Age: Teens+

Content
warnings: Dystopian themes, fantasy violence,
and the possibility of body horror
and mind control

Fuse City. A neon-drenched metropolis built atop the corpse of a god. Ruled by the omnicorporation GEIST, it's not only famous for its hyper-malls. The Coda, a grand tear in reality, sits at its foot, vomiting forth demons and otherworldly horrors into the city. Worry not though, GEIST Heroes™ are here to save the day! Only problem is, you just watched them all die. It's up to you, the left-over flunkies, interns, and janitors, to take up their abandoned legendary weapons and save the city, before a giant demon pulls all of Fuse City into the Coda.

Out of the Cold

Writer: Gareth Hanrahan
System: Trail of Cthulhu
Age: Adults only
Content warnings: Horror

The small town of Bishop, Oklahoma – a long way from anywhere.

It's the winter of 1937. It's been a long, unseasonably cold winter, the worst in a long time.

And there's something out there. Preying on cattle, prowling around the farms, leaving strange tracks in the snow.

Foolish people say that it started after the strangers came from back East, but something tells you it started long, long before that. Maybe it started before the natives raised the mounds, maybe it started before people ever came to this part of the world. Whatever's out there is older than the winter. But it's here now, at your very door, and it's up to you to put an end to it.

It waits in the Dark

Writer: Ray O'Mahony
System: Alien
Age: Adults only
Content warnings: Horror, violence, character death, xenomorph

Bacchus Station, known colloquially as Backwater, is where careers go to die. A support station for a colony that needs no support, it's a punishment posting for those who, in the eyes of the company at least, have squandered their potential. This is a station where nothing ever happens, or it was until the boxes. The mysterious cargo salvaged from a derelict hauler has piqued everyone's interest. Your subordinates are accosting you at every turn with questions about what's in the large sealed containers, but what can you say? The Company won't tell you what's inside. They just want them stored until the retrieval crew gets here.

A simple job, but potentially a high value one. The hope creeps in. The hope that there's a way of turning this job into a way off this junk heap. That's when the alarms start blaring. That's when everything goes to hell.

Infinite Staircase National Park

Writer: Richard Sean Clare
System: Delta Green/d100
Age: Adults only
Content warnings: Murder, gun violence

In a normal house in Iowa is a staircase that descends forever. A tourist attraction, it is run by the National Parks Service. It has now come to the attention of Delta Green, a clandestine organisation committed to fighting the unnatural. As a Delta Green agent, you must decide what threat it poses and how best to stop it.

How to (Not) Fix a Problem

Writer: Paul Chambers
System: Homebrew
Age: Teens+
Content warnings: Violence, body horror, despair, mental illness

"A damn is about to burst and flood the city! This is a disaster!"
"NO! This is an opportunity to prove to all MY GENIUS! My latest invention will surely solve this problem!"
"But...but professor, how would flesh-eating, radioactive Bees possibly help?"
"With the power of SCIENCE of course!"
Play mad scientists and their handlers trying to fix very normal problems with the worst tools imaginable. Inspired by: Genius the Transgression, Re-animator and other sci fi nonsense.

The Hair of Hare of Heir

Writer: Gareth Hanrahan
System: Shires Out

Age: All ages
Content warnings: Stupidity

You've been invited to dinner at Underfoot Hall, the home of the scandal-plagued Underfoot family! They've got it all: money, titles, bitter family infighting, skeletons in the closet, upper lips stiffer than rigor mortis. It's very rare that Old Golfimbul admits visitors, let alone hosts a dinner party - what's going on?
A game for up to six nosy and mildly inebriated Halfling Amateur Detectives.

Cinderella needs a Dress. The Mice Will Do the Rest.

Writer: Edmund Murphy
System: Mausritter by Losing Games. A d20 roll under system.
Age: All ages
Content warnings: Animal on animal combat, mean cat, possible character death as it is a big world for little mice

Cinderella needs a dress for the ball but has no time. It is up to you her mice friends to gather the materials through filching, fighting, or friendship in adventures across the Chateau. Talking mice, scheming cats, and a little magic.

Bug Hunt

Writer: Ray O'Mahony
System: Alien
Age: Adults only
Content warnings: Xenomorphs, violence, character death, horror

The crew of Backwater Station (BK-137) had one job; don't open the salvaged cargo. All they had to do was wait for the retrieval crew to arrive, but no, even that was too much to ask. Now the Lieutenant says they've lost contact with BK-137, and your unit has a big mess to clean up. You're gonna

have to seek out and cage some wild animal that these backwater yokels didn't quarantine properly. Acting as a glorified dog catcher instead of deploying to a stand-up fight sounds like a waste of your skills, talent, and time. Still, you're a marine and you've got a job to do. On the ready line!

Bad Product

Writer: Origon - Officer of War
System: Cyberpunk RED
Age: Adults only
Content warnings: Body horror, violence, dismemberment, drug use

It's the kind of job that could make a chooms career. Find the missing kid of some mid level corpo who couldn't afford the optics of parental negligence, but could afford your ass instead. Discretion given, ED's earned. Simple. Only, nothing is ever simple in Night City.

The kids gone amidst a string of other methheads and boosters across the neon metropolis, and with the number of random, violent killings increasing day by day, you've gotta see if there's still anything of the kid left to recover. So, you up for the job, Edgerunner?

Are Friends Electric

Writer: Dave Hayes
System: Cyberpunk 2020
Age: Teens+
Content warnings: War, late-stage capitalisms

Planet of Harlue 5. Birun Industries Facility 569K5LL as lost connection and has now not sent a communication in 3 Months. Facility is ran by a class 3 Aware Intelligence, as well as 3,025 human and 150 GELF Employees. Facility is meant to be 75% through run down protocol, ands

probable cause of break in communications is AI breaking sentence restraints.

United Nations Interstellar Forces (UNIF) Lance 3, Brigade 2, Regiment 004 has been assigned to investigate. Estimated arrival date standard Calendar 01/02/2523. Expect Light resistance and most frames on the Planet are Light Industrial Loading and maintenance. No military mechs known on world.

Mission is a Go with Full Contact Rules of Engagement Unlocked.
A Mech Game, Set in the City of No Flag Universe.

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 handwaved 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

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.

Sub Rosa: Lies Beneath

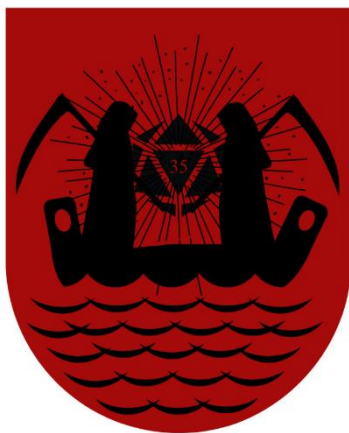
Writer: Fergal Monster

System: Call of Cthulhu 7th Edition
Age: Teens+
Content warnings: Horror

"Access your power. Achieve your dreams. Ascend your reality."

Sub Rosa is the latest trend in wellness coaching and motivation speaking. More dedicated members can attend a special resort for members to really connect with the "truth under the rose"

You all have some reason to suspect that something is terribly wrong under the smiling surface, and you have resolved yourself to keep digging until you hit bedrock or bones.



Larps

Saturday

10am - 1pm

7 Rivers: Children of the Khan

DanganRonpa:
3 Hours to
Live

2pm - 5pm

DanganRonpa: 3 Hours to Kill

6pm - 9pm

Dune Landsraad: Stewardship of
Arrakis

Sunday

Tales of Toholon: Standards and
Practices

10am - 1pm

Tales of Toholon: Standards and Practices

Writer: Shane Carr

Age: Teens+

Content warnings: Family disputes, office politics, possible body horror, capitalism

The Standard Corporation owns half the bars, casinos and hotels in the hemisphere: All a front for a network of spies, bribery and blackmail that makes nations dance to their whims. No government or business can stand against them without being dragged through the mud, and they can call on private armies, pirate fleets, and even kaiju hunters to destroy all that oppose their ambitions.

But internal strife - there's no way to buy your way out of that. With the owner on the way out, and refusing to name an heir, factions are forming and knives are being sharpened. When business as usual means manipulation on an industrial scale, what happens when it's not just business anymore?

Dune Landraad: Stewardship of Arrakis

Writer:	David Conlon, Pierce Woodall, Dani Penrose
Age:	Teens+
Content warnings:	PVP, backstabbing, deceit, player character death, discrimination based on planetary origin, classism, fictitious religious discrimination, science-fiction warfare, drug abuse

The Landsraad has been called into session to determine, by vote, who among the noble player characters shall assume control of Arrakis. The previous Steward, Archibald Richese, has been banished from the Known Universe for failing to meet production quotas for the spice melange, which is the key to interstellar travel and prolonged life. 'Dune Landsraad: Stewardship of Arrakis' is about feudalistic sci-fi rulers from different worlds seeking to increase their wealth and power through negotiation and intrigue.

Dangan Ronpa: 3 Hours to Live

Writer:	Colm Ryan, Dani Penrose, Niall Connolly, David Conlon
Age:	Adults only
Content warnings:	Mature themes, including mass death, kidnapping, and existential dread

HOPE'S PEAK KIDNAPPING - 3 WEEKS MISSING.

The news headline said everything. As an officer of the Future Foundation, it was a horrifying and embarrassing stain on the

reputation of the organisation, especially when things were just starting to improve.

Still, there's not much you can do out here, in your small police station in rural Japan. That is, until 5 minutes ago, when the TV suddenly sprung to life by itself.

"Testing, testing... one - two! Is anyone listening???"

That voice. That face. Staring at you from the TV was the mascot of the killing game himself - Monokuma, a robotic teddy bear with a horrifying grin.

"We're going to play a game Mr. Police Officer. You see, I've got your Ultimate Students nearby - and right now, I'm juuuuuust about to make them kill each other. But, if you hurry, you might be able to get some more of them out alive. What do you say? You up for a challenge?"

In this tense race against the clock, with escape-room style puzzles and tough choices, can you stop the Killing Game before its horrifying conclusion? Every minute more officers arrive to help - and more students will die. Their fate is in your hands.

— *This LARP will start with a small player count, which will increase as PCs die in the accompanying LARP next door and their players join this game. No familiarity with DanganRonpa necessary. —*

Danga Ronpa: 3 Hours to Kill

Writers: Colm Ryan, Dani Penrose, Niall Connolly, David Conlon
Age: Adults only
Content warnings: Mature themes including mass death, kidnapping, and existential dread

"Welcome, students, to the all-new, heart-pounding, despair-inducing Killing Game!"

Things had finally been looking up. The world was recovering from the apocalypse, the horrors of the Killing Games only a memory, and you were a student at the new Hopes Peak Academy. Chosen

for your unique talent in a world ravaged with despair, the future was filled with hope.

Unfortunately, today you awoke locked in a room, surrounded by your classmates and a robotic teddy bear. The Killing Game has started again, with a new horrifying twist. Only 2 people max will leave this room alive - and if there's more than 2 living in 3 hours time, than no-one survives.

In this tense murder-mystery LARP with Blood-on-the-Clocktower inspired mechanics, it's up to you to discover the truth. Who is the mastermind behind this, and why do they want you dead? Who will live? Who will kill?

Only time will tell. 3 hours, to be precise.

— *Players who's characters die in this LARP may immediately join the accompanying LARP taking place simultaneously in the room next door. No familiarity with DanganRonpa necessary.* —

7 Rivers: Children of the Khan

Writers: Rory Delaney, Oisin Duffy, Rowland Cooper

The Great Khan has spent the last half-century building the Thyr into a prominent and powerful nation within the Lynaran Alliance. In all that time, she has remained unchallenged for her leadership among the khans of the various clans of the Thyr; an achievement very few past Khagan can claim.

However, there are those among her nation that believe she has polluted the old ways, and those who feel she has not done enough to modernise their peoples. In either case, she herself believes that it is almost time to pass the torch, and will soon choose a successor from among her children.

She has invited many people of note from all over Lynara and beyond to attend a feast as part of a cultural festival to celebrate an unprecedented time of peace and prosperity for the Thyr. Visitors are invited to come to Thyr'Laa, the first permanent city of the Thyr, and drink deep from their hospitality. Rumours are even circulating that she will be announcing her successor on the final

Anti-Harassment Policy

Warpcon is a UCC Societies event and as such adheres to the UCC Anti-Harassment policies. Warpcon holds a zero-tolerance policy regarding harassment of any kind towards or by attendees, members of staff or committee members. Examples of such behaviour include but are not limited to verbal abuse, emotional abuse, sexual abuse and physical abuse. Any discriminatory behaviour is considered unacceptable and will be treated as such. Any breach of this policy is taken seriously and should be reported to a committee member or member of staff.

Recycling and Green Campus

UCC has a plastic free Campus as such we ask all our attendees to minimize their consumption of single use plastics and use the recycling bins provided around campus for the disposal of any dry recyclables. Single use plastic water bottles are not allowed within the Student centre. For more information, please refer to the UCC website.

