

2024



DRAGONMEET

FOREWORD

A Message From The Directors:

Well, it's that time again.

Normally I'd tell you about how we've increased from last year in all things, and we have, but this year, there's other things going on, there's been a lot of changes this year, a lot of things we're working towards for next year (that as of going to press have not yet been finalised), but we can do more than hint about one of them.

Anyone remember Kensington Town Hall? For those that don't, it was where Dragonmeet truly came into its own and grew into the great convention that you're coming to now.

And next year, in addition to Dragonmeet Prime, there's going to be a second Dragonmeet event, in the early part of the year, being held at Kensington Town Hall. More on this shortly, so make sure you're signed up to the Dragonmeet newsletter.

The other bit of news, well, on the Friday of this year's event, we're going to be across town before we open the convention up, looking at the shape of things to come.

Have a great time at Dragonmeet this year, and as always, tell us how we can make it better.

John and Chris



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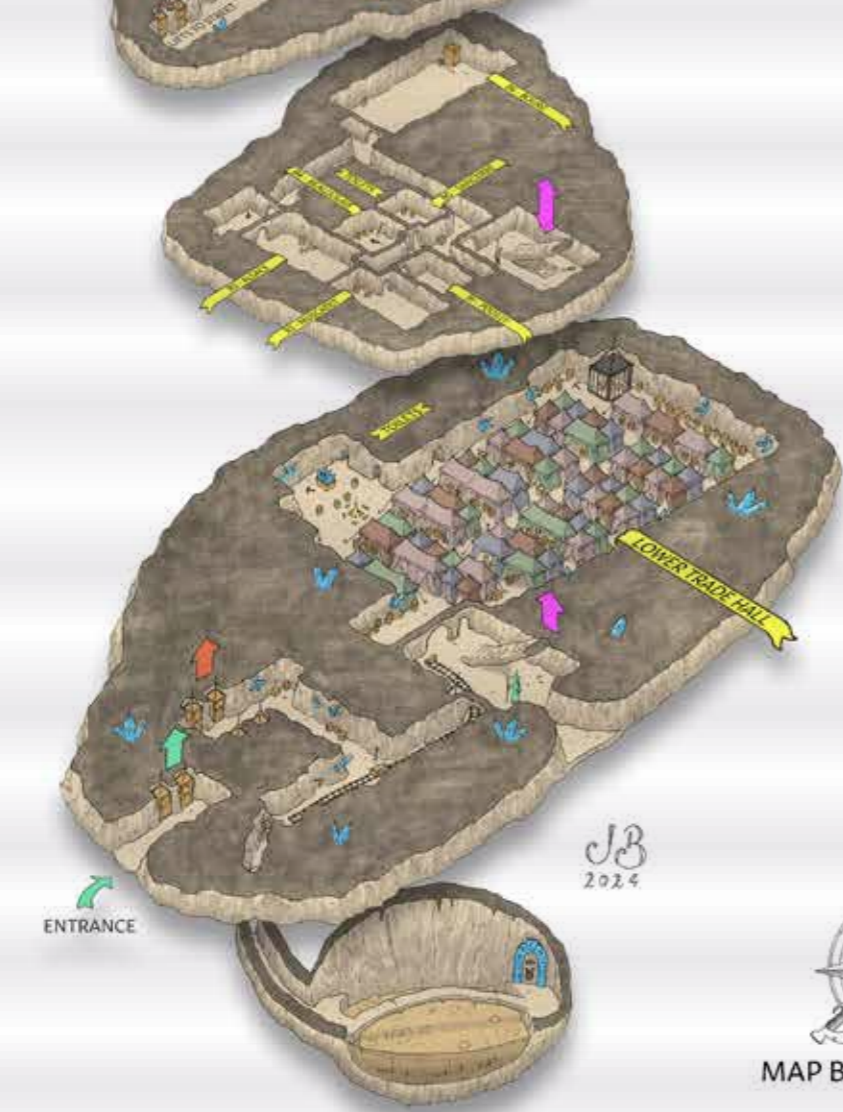
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DRAGONMEET

NOVEMBER 30TH 2024
NOVOTEL HAMMERSMITH



JB
2024



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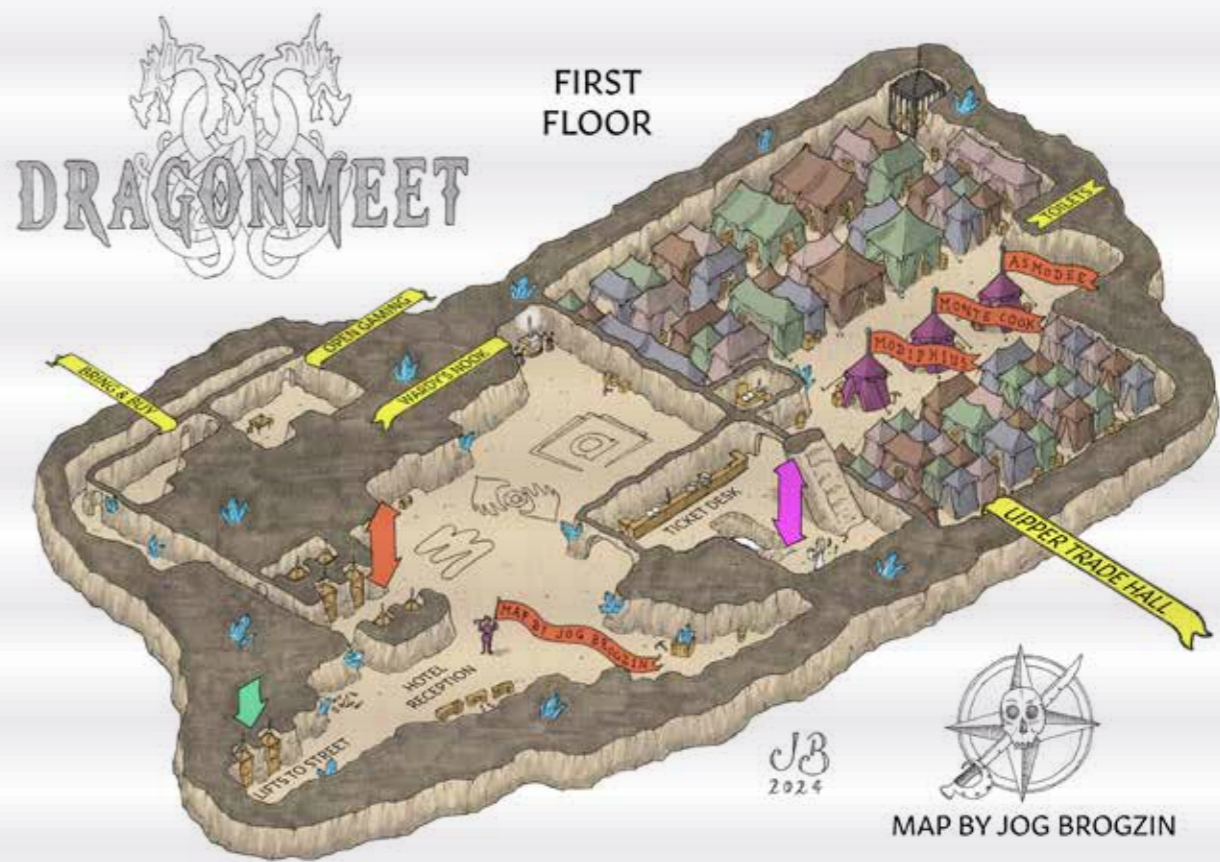
SECOND
FLOOR

DRAGONMEET

JB
2024



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FIRST
FLOOR

DRAGONMEET

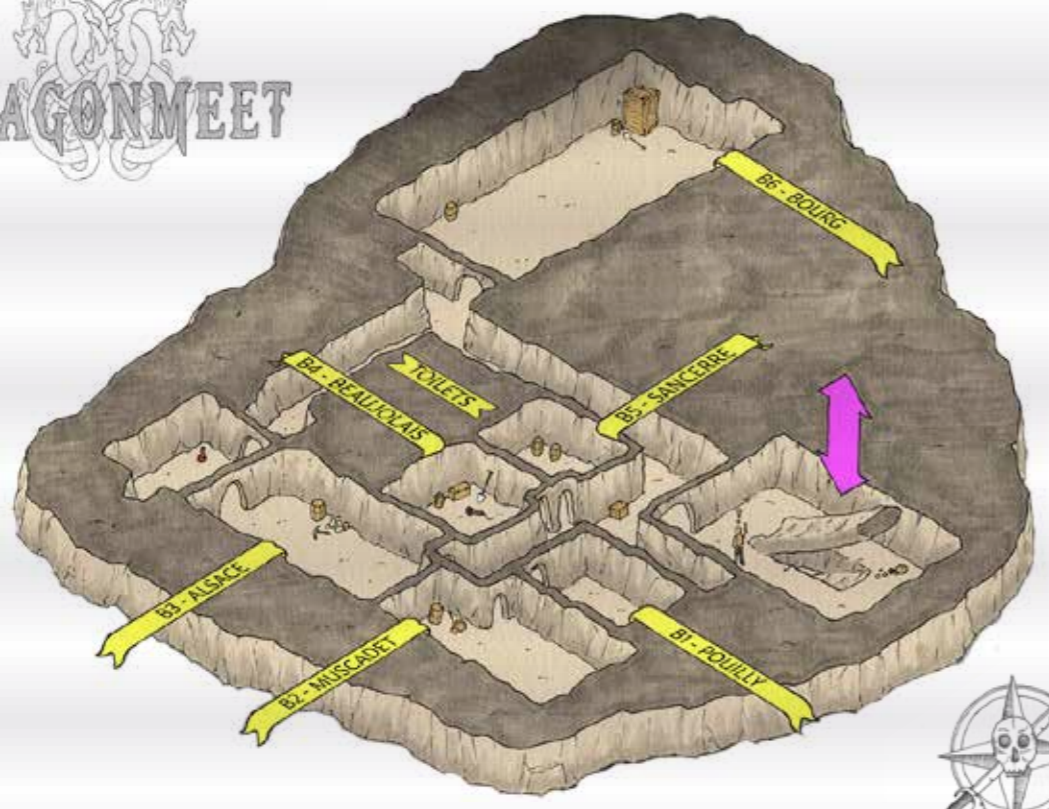
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2024



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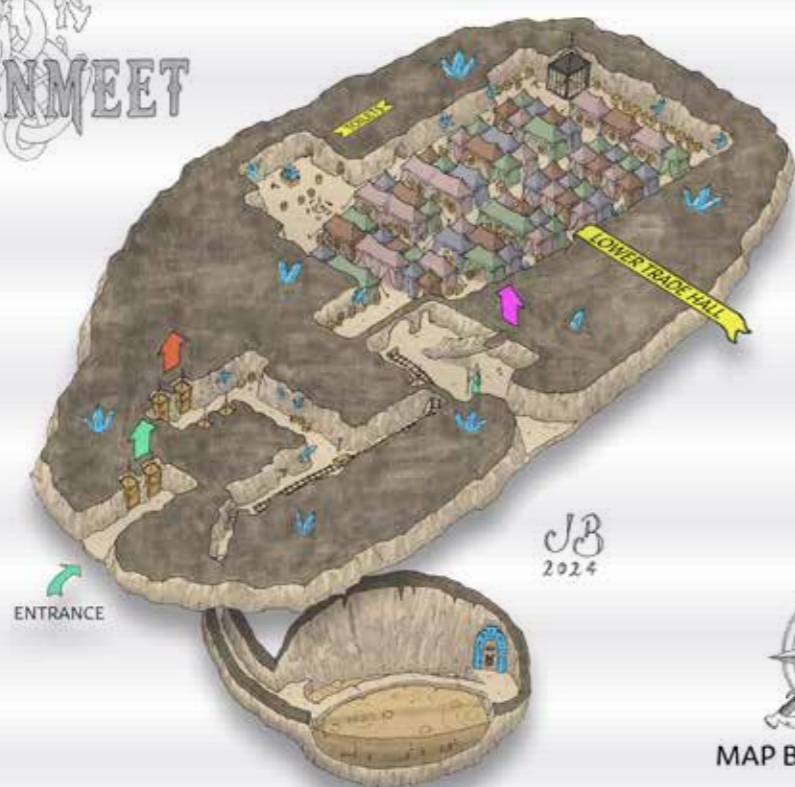
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DRAGONMEET



MAP BY JOG BROGZIN

DRAGONMEET



MAP BY JOG BROGZIN

FANTASY MAPS
by Jog Brogzin

AVAILABLE FOR COMMISSIONS

2D CITIES

3D CITIES

ISOMETRIC

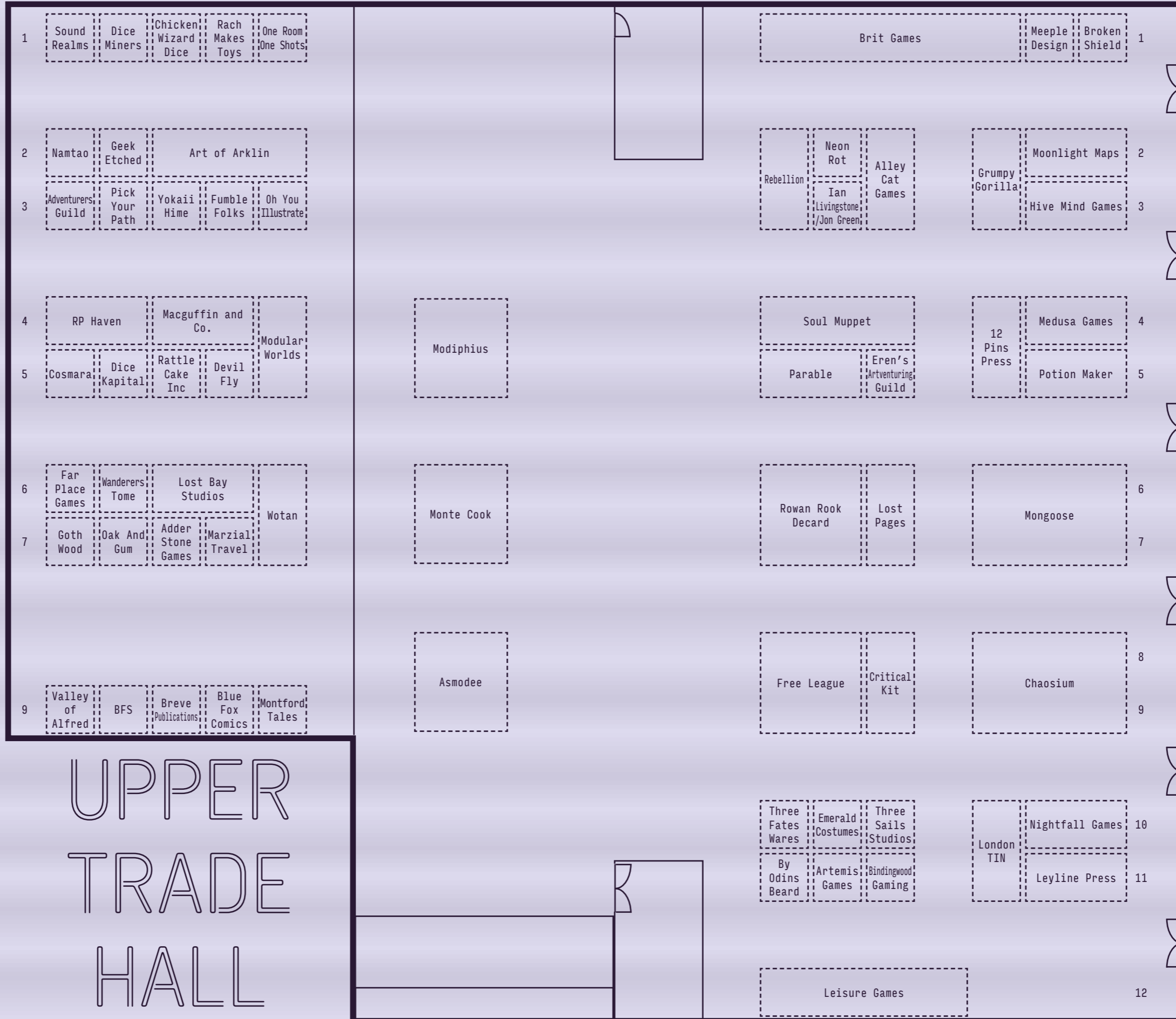
DUNGEONS

WORLD MAPS

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

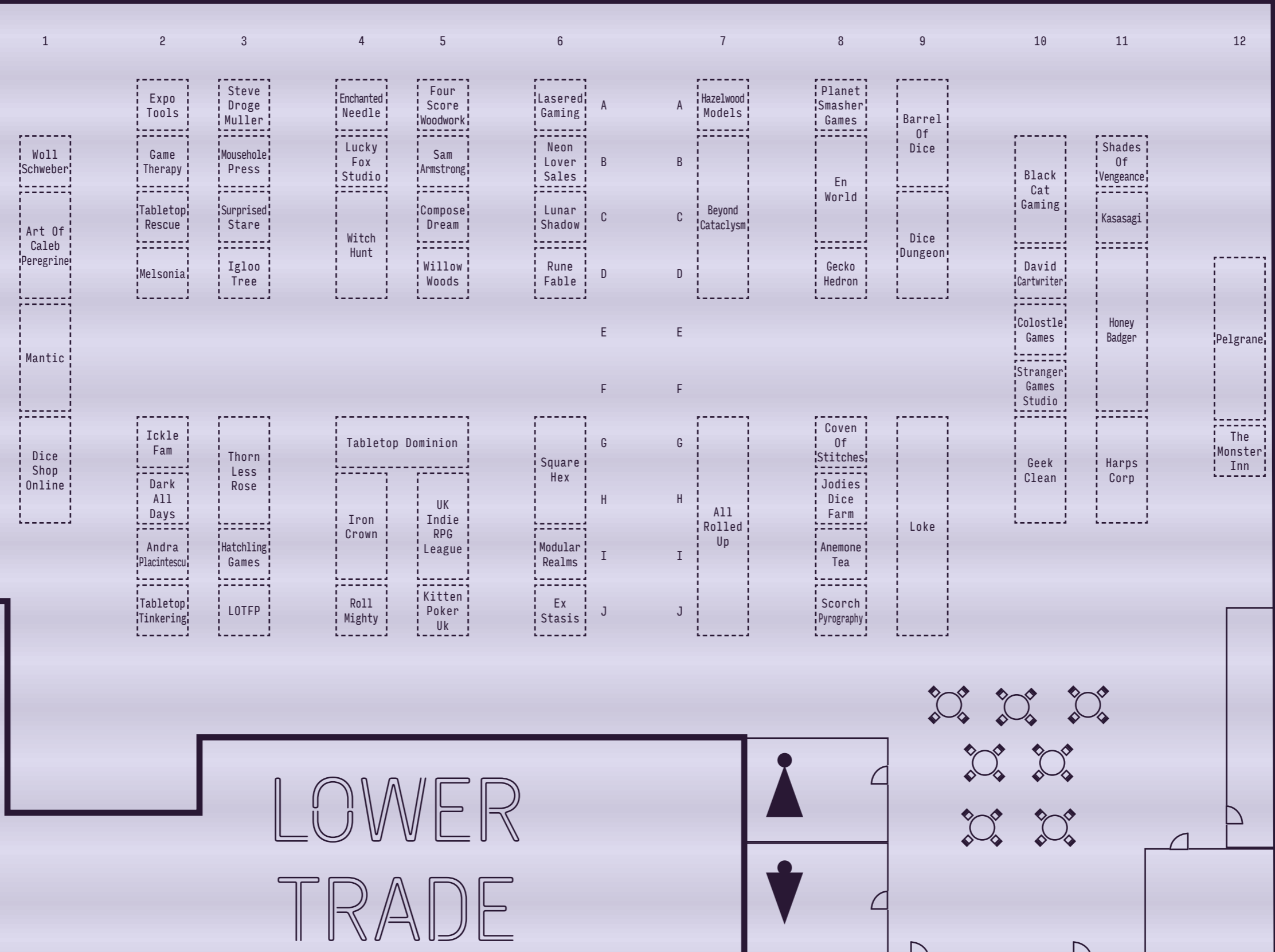
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Location	Trader
4C-5C	12 Pins Press
7K	Adder Stone Games
3M	Adventurers Guild
2E-3E	Alley Cat Games
2I-2J-2K	Art of Arklin
11F	Artemis Games
H8	Asmodee
8L	BFS
11E	Bindwood Gaming
8J	Blue Fox Comics
8K	Breve Publications
1C-1D-1E-1F-1G	Brit Games
1A	Broken Shield
11G	By Odins Beard
8A-8B-8C 9A-9B-9C	Chaosium
1K	Chicken Wizard Dice
5M	Cosmara
8E-9E	Critical Kit
5J	Devil Fly
5L	Dice Kapital
1L	Dice Miners
10F	Emerald Costumes
5E	Eren's Artventuring Guild
6M	Far Place Games
8F-8G 9F-9G	Free League
3J	Fumble Folks
2L	Geek Etched
7M	Goth Wood
2C-3C	Grumpy Gorilla
3A-3B	Hive Mind Games
3F	Ian Livingstone/ Jon Green
12D-12E- 12F-12G	Leisure Games
11A-11B	Leyline Press



Location	Trader
10C-11C	London TIN
6J-6K	Lost Bay Studios
6E-7E	Lost Pages
4J-4K	Macguffin and Co
7J	Marzial Travel
4A-4B	Medusa Games
1B	Meeple Design
H4	Modiphius
4I-5I	Modular Worlds
6A-6B-6C 7A-6B-6C	Mongoose
H6	Monte Cook
8I	Montford
2A-2B	Moonlight Maps
2M	Namtao
2F	Neon Rot
10A-10B	Nightfall Games
7L	Oak And Gum
3I	Oh You Illustrate
1I	One Room One Shots
5F-5G	Parable
3L	Pick Your Path
5A-5B	Potion Maker
1J	Rach Makes Toys
5K	Rattle Cake Inc
2G-3G	Rebellion
6F-6G 7F-7G	Rowan Rook Decard
4L-4M	RP Haven
4E-F-G	Soul Muppet
1M	Sound Realms
10G	Three Fates Wares
10E	Three Sails Studios
8M	Valley Of Alfred
6L	Wanderers Tome
6I-7I	Wotan
3K	Yokaii Hime

Location	Trader
7G-7H-7I-7J	All Rolled Up
2I	Andra Placintescu
8I	Anemone Tea
1B-C	Art of Caleb Peregrine
9A-9B	Barrel Of Dice
7B-7C-7D	Beyond Cataclysm
10B-10C	Black Cat Gaming
10E	Colostle Games
5C	Compose Dream
8G	Coven of Stitches
2H	Dark All Days
10D	David Cartwriter
9C-9D	Dice Dungeon
1F-G	Dice Shop Online
8B-8C	En World
4A	Enchanted Needle
6J	Ex Stasis
2A	Expo Tools
5A	Four Score Woodwork
2B	Game Therapy
8D	Gecko Hedron
10G-10H	Geeky Clean
11G-H	Harps Corp
3I	Hatchling Games
7A	Hazelwood Models
11D-E-F	Honey Badger
2G	Ickle Fam
3D	Igloo Tree
4H-4I	Iron Crown
8H	Jodies Dice Farm
11C	Kasasagi
5J	Kitten Poker UK



Location	Trader
6A	Lasered Gaming
9G-9H-9I-9J	Loke
3J	LOTFP
4B	Lucky Fox Studio
6C	Lunar Shadow
1D-E	Mantic
2D	Melsonia
6I	Modular Realms
3B	Mousehole Press
6B	Neon Lover Sales
12D-E-F	Pelgrane
8A	Planet Smasher Games
4J	Roll Mighty
6D	Rune Fable
5B	Sam Armstrong
8J	Scorch Pyrography
11B	Shades of Vengeance
6G-6H	Square Hex
3A	Steve Droge Muller
10F	Stranger Games Studio
3C	Surprised Stare
4G-5G	Tabletop Dominion
2C	Tabletop Rescue
2J	Tabletop Tinkering
12G	The Monster Inn
3G-3H	Thorn Less Rose
5H-5I	UK Indie RPG League
5D	Willow Woods
4C-4D	Witch Hunt
1A	Woll Schweber

LOWER TRADE HALL

Is pleased to announce two new series of novels: **The Gamers & Darwin's Forge**

THE GAMERS: A series of novels set in the world of gaming and gamers

THE GAMERS: BOOK 1 – WARRIORWARS by Julian Musgrave

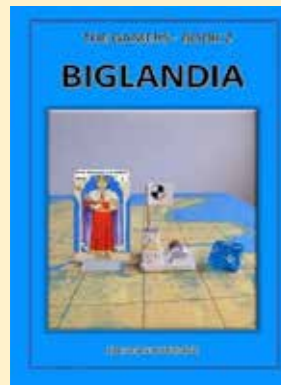


Paul Walsh is a lifelong gamer: Role-playing games, board games, wargames, paintball games – if it's got the word "game" in it, he is playing it – and very likely winning it.

So, when he gets the heads-up about a new game that involves smart phones, local clans and battles out in the streets and parks of west London he is a natural recruit, a born street warrior and before very long, a clan leader looking to join the roster of WarriorWars' legendary players.

Then he recruits Mel into the Hanwell Hunters. With her as the clan necromancer, the oddball Pike as clan sergeant and the enigmatic Memnon as clan medic and bard, the Hanwell Hunters, start to prosper mightily. Life is good... until a cryptic message appears on the WarriorWars website and Paul finds himself drawn into someone else's game plan where the battles are for real and the only good in life is trying to say "goodbye" to some deeply unpleasant characters intent on playing fast and loose with both him and the rule of law

THE GAMERS: BOOK 2 – BIGLANDIA by Julian Musgrave



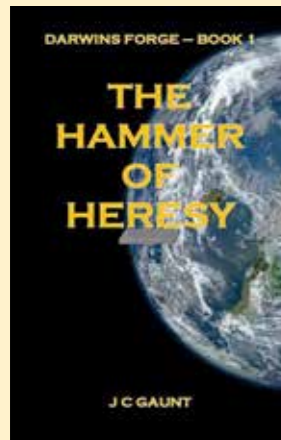
Paul Walsh, lifelong board game & RPG player, is designing a solo board game, Biglandia, in the evenings while working in the hospitality industry by day. In the game, he is King Paulus of Polltrej; in the real world he is plain Paul Walsh, Marketing Director of the Grimm-Smith brewery.

To a sensible chap like Paul, they appear to be two quite different activities carried out in two quite different worlds, but when Paul begins to dream about Diana the Dim, heir to the throne of Dhustey, one of the realms of Biglandia, Henry the Hairy, King of Haydese the kingdom next to his and the commander of his own army, General Pannick, the two worlds meld in a very unsettling fashion.

Then real people from the brewing industry start to pop up in his Biglandia dreams while Paul's partner, Mel, starts to take an unhealthy interest in the fate of Diana, now warrior queen of Dhustey. It is clear even to him that the game he thought he had created and controlled down to the last detail is now controlling him – down to the last detail. What is it that Biglandia trying to tell him? And will he find out before General Pannick stages a coup and Paul/Paulus ends up in the dustbin of Brewing/Biglandian history?

DARWINS FORGE – Speculative fiction that explores genetic engineering & the future of humanity.

DARWIN'S FORGE: BOOK 1 – THE HAMMER OF HERESY by J C Gaunt



OLYMPIAN SYSTEM – PLANET MINERVA – THELAND: Aganon the Fiddler feels crushed by Mater Templum. As he goes from village to village its priests smell his words and actions for any whiff of deviancy or heresy. All he wants is to escape – preferably before the dreaded seekers come howling down on him for committing some terrible crime against Apostica, the inflexible religious laws that control every aspect of life in Theland.

OLYMPIAN SYSTEM – MINERVA OBSERVATORY: Hana Takahashi, a genetically engineered A-Type human, feels anything but crushed. Nobody smells her words for deviancy or heresy as she studies Theland's warped but fascinating society and its pathetically short-lived and disease-riddled O-Type humans. She researches how and why the genetically unmodified colonists from Earth now populating Minerva lost their science and technology and degenerated back to fractious nationalism, theistic mythologies and endemic violence.

SOLAR SYSTEM: Meanwhile the O-Type humans that populate the Solar System look on the success A-Types have made of their exile to Athena, Minerva's twin planet, with a visceral loathing. A-Types outlive them, A-Types out-science them and A-Types treat them with a lofty disdain. The voices saying that genetic engineering was a horrible mistake and demanding that A-Types should be removed from the human record grow ever stronger.

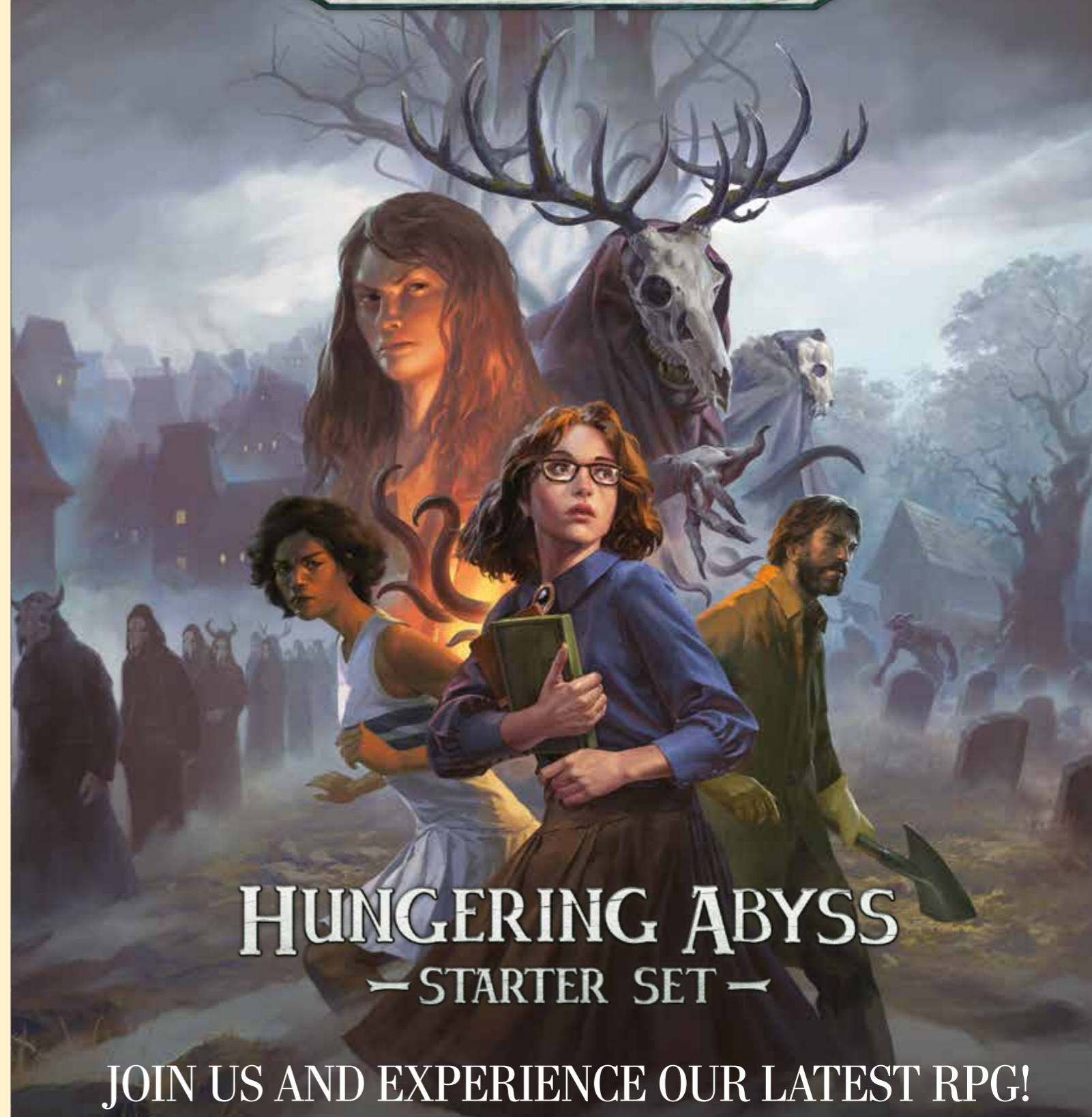
IT IS 3999 C.E: Three human tribes bound by a shared past but now divided and unwilling to share a future. A-Type Director of Science Panjit Weisman-Singh has one solution; Director of External Affairs Hildergard Soonders has another. Will Hana's research reveal a third way?

The Darwin's Forge trilogy looks at the future of a species struggling to cope with its own tragic brilliance.

ALL THREE BOOKS NOW AVAILABLE ON AMAZON KINDLE IN DOWNLOAD OR SOFTBACK EDITIONS.

ARKHAM HORROR

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ONE ROOM ONE SHOTS

EPIC ADVENTURES IN A SINGLE SESSION

Welcome! Such wonders I have seen, such dangers I have faced - and all for your benefit my curious friend!
Ever since I left the Academy of Cancion I have traveled across the realms; rid tombs of their curses, battled monsters of the deep, matched wits with demigods (and managed to keep my skin)! So, allow me now to regale you of my heroics! Perhaps they will inspire you to attempt something equally daring and... Why would you want to know why I left the academy? It's not important! Of course you can trust my account of these adventures...

- Grimcowl, mage guide extraordinaire



ADVENTURING MADE EASY

The focus of the book is to provide a **quick and easy** way to start playing, providing the GM with everything they will need for an incredible session. Each adventure is designed with **specific player character levels** in mind, but also includes advice on how to adapt this as needed.

The book will contain **eight complete adventures** with each individual adventure sitting at around **30+ pages** that all include the following:

- **Full introduction setup** providing background information for the adventure, story hooks and relevant lore the GM needs to know before running the adventure.
- **Step-by-step** breakdown of the adventure, detailing every point of interest, puzzle and encounter with clear read-aloud text and supporting illustrations.
- **Unique creature stat blocks** for every creature and character encountered in the adventure.
- **Maps** of each room available to be printed or used in VTTs, as well as alternative maps when the room undergoes drastic changes!
- **Expanding the adventure** section for each adventure, providing details on changing the difficulty, how to include it within a pre-existing campaign or running a mini-campaign based on the adventure with bonus encounters, additional creatures and wondrous items.

With a projected page count for the book of **300+ pages**, this will be a **substantial tome of content!**

One Room One Shots is a collection of short adventures themed around a single room or structure and is fully compatible with **5th edition**. There are no complex castles or labyrinthine dungeons to get lost in, just a **single location** that means the adventure can be played in one session with **little to no preparation required** - perfect for when you want to give friends a taster of the game, or for when your group keep meaning to play and finally find an elusive evening off together, but no-one has had time to plan more!

The adventures themselves combine **combat encounters, puzzles** and **role-playing** that all fit within the theme of the room. Each adventure contains **unique lore** that can be adapted to fit into any campaign you are currently running or be expanded to create a short campaign based around the one shot.

How you utilise the adventures in the book is really up to you and - **as game masters ourselves** - we have aimed to make them as adaptable as possible.

WHO ARE WE?

No Short Rests! is a core team of three who hope to use **One Room One Shots** as the catalyst to form our own independent publishing group.

We have used our own money to fund the project so far, spending all of our time writing, editing and formatting in between our regular campaign sessions and real world obligations. We would love to chat to you more about our book and all things TTRPG related so if you see us today please come and say hello!

ONLY AT DRAGONMEET!

Today are we selling our level 5 adventure, **Temple of the Forgotten Depths**, as a play-test booklet. This is our very first printed adventure, and if you sign up to our pre-Kickstarter today there will also be an upcoming **free digital download**, so come to our stall to find out more!



TEMPLE OF THE FORGOTTEN DEPTHS
LIVE PLAY @ 9AM - 1PM

TOMB OF GRIEF
LIVE PLAY @ 2PM - 6PM

Matt Project Lead



Matt first started 'playing' Dungeons & Dragons when he was 12, making his own character sheets and monster cards to print and play with. Matt is the ringleader who first introduced our group to 3rd edition, inspiring a lifelong obsession within the group.

He had the initial idea of a book of one shots set in a singular room and is the Elder Brain behind the majority of the adventures. Matt studied screenwriting at university, is a father of two boys (welcoming his second future adventurer last September) and *hates* the idea of a short rest in the middle of a dungeon.

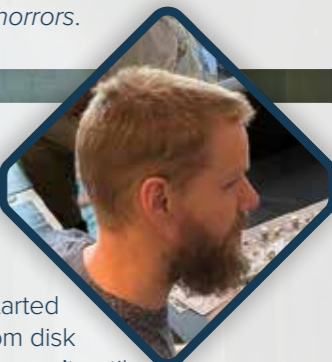
Alex Art Director



Alex was introduced to Dungeons & Dragons by Matt over 15 years ago and has never looked back since, playing 'weekly' games and taking on the role of Dungeon Master from time to time.

Alex is an artist, graphic designer and prop maker that has worked at an industry level for a AAA games company for almost 10 years. Whilst acting as Art Director with our fantastic illustrators, he is also making use of his decade of experience by designing the entire layout of the book. He loves short rests and *eldritch horrors*.

Gareth Business Manager



Gareth's love affair with Dungeons & Dragons started with the classic 5 CD-Rom disk copy of Baldur's Gate. It wasn't until the three met as teenagers that Gareth turned his hand to table-top gameplay and the stories and characters created together.

This deep love of storytelling grew and grew, and now he spends (perhaps to his partner's chagrin) three nights a week playing or running games. When not prepping for sessions, Gareth operates his own company of rental river boats and always provides both *short & long rests* in his games.

FIND US IN THE UPPER TRADE HALL!

SEMINARS

BOURG

09:30 **Dragonmeet Awards**

11:00 **What makes monsters memorable and why?**

In this panel, host James Holloway (Cthulhu Dark Ages, The Pamphlet of Pantheons, Monster Man podcast) and Eleanor Hingley (Wrath and Glory, Doctor Who: The Roleplaying Game, Ex Libris) plus special guests discuss their tips for creating unique and memorable creatures for games.

Plus: a live game of Monster Roulette forces the whole panel to generate monsters on the fly from random prompts!

12:00 **50 years of Chaos**

Chaosium turns fifty in 2025! Founded by Greg Stafford in 1975, the company has never been content to imitate, publishing games that are original in style of play, content and design. Led by Greg, Chaosium became renowned for its originality and creativity, and responsible for introducing many things to the hobby that are standard today.

As proud inheritors of Greg Stafford's legacy, what does the Chaosium team have in store for the next half-century? Or 2025, at least. Join us and find out.

13:00 **Roleplaying and YouTube - a discussion with TTRPG content creators**

Come and join a whole host of your favourite creators of RPG content on YouTube and Podcasts as they discuss the best and worst elements of shooting roleplay for videos and podcasts. Hear the highs and lows and ask the burning questions you've always wanted to know the answers to!

Host/Moderator - Alex Brew - Chaotic Neutral (Trident Digital Media)

Panellist - Johnny Chiodini - Oxventure

Panellist - Liv Kennedy - 3 Black Halflings

Panellist - CJ Starry - Rowan, Rook and Decard

14:00 **Bringing the living to life: Using characterisation and voice techniques in any game**

As a GM you're not only in charge of your game's world and in arbitrating rules, but you have to bring your NPCs and a cast of thousands of monsters and bad guys to life. Join Jason Buck for a session on breathing life into the bad guys and the good guys, no matter what game you're running, and make your game step off the page, and your players feel excitement, fear, laughter and sadness. You don't have to be an accomplished performer, or a roaring extrovert, you'll learn how to be yourself and use your own style and talents to make your encounters come to life.

Jason Buck is an award-winning performance storyteller, voice actor, and veteran GM across many different game genres. This is his third year at Dragonmeet.

SEMINARS

15:00 **Journalling the Rise of Solo Games**

Modiphius' Samantha Webb will be joined by Anna Blackwell (Apothecaria), Chris Bissette (The Wretched), Taylor Navarro (Dice of Life) and Chris Birch (owner, Modiphius) to discuss the increasing popularity of solo roleplaying, journalling, and tabletop games. How does the design of these games differ from the collaborative experiences of multi-player RPGs and board games, and what's driving the growth of its community?

16:00 **Why Would You Run an RPG at a Convention?**

Kate Evans Marketing Manager Monte Cook Games

The seminar will cover

- Benefits of Running an RPG at a Convention
- Anatomy of a Convention Adventure
- Who Is the Game For?
- Become a Convention GM

17:00 **Ken and Robin Talk About Stuff - Live from Dragonmeet 2024**

In a live recording of their eruudite podcast, writers and game designers Kenneth Hite and Robin D. Laws tackle the mysteries of the nerdtrope deck and answer your questions about RPGs, history, weirdness, cinema, food, and that weird article you forwarded us.

18:30 **Dragonmeet presents Jason Buck Story Teller**

Tickets must be bought for this event.

'The Dragon Club Stories'

Once every one hundred years, a group of people meet - the same group of people. They meet in comfortable surroundings, and retell their histories and their stories - and you may not believe it either, when I tell you of their stories, their histories - the stories of The Last Dragons.

Jason Buck is an award-winning performance storyteller, voice actor, and veteran GM across many different game genres. This is his third year at Dragonmeet and his talks are often over subscribed!

"Jason Buck is a man made of myth, magic and mead. His stories are filled with adventure, his beard is full of unexpected twists and his tankard filled with a poet's brew. Sit around the fire and listen to his tales - you won't be disappointed." Abbie, Strange Times Storytelling Club

SEMINARS

ALSACE

11:00 How to Make It as an RPG Writer

Industry professionals including Samantha Webb (Black Cats Gaming) and Chris Shepperson (Hansor Publishing) give insiders' insights into roleplay game publishing, discussing what publishers look for from writers and designers, and what you can do to improve your writing for a gaming audience.

12:00 Hello Adventurer: A Tavern (Horror) Story

In 2021 we decided to open the UK's first immersive tabletop gaming tavern. In hindsight that may have been an act of unparalleled hubris. A candid talk diving into all the pitfalls, emotional trauma, and eventual triumphs of creating the Arcanist's Tavern, and the community that has formed around it.

Speakers:

Maya Luna Alexandra

Benedikt Stroher

13:00 Writing RPGs with Laurie O'Connel

Role-playing games have been around forever, but they're exploding in popularity at the moment. They're a really effective storytelling method, and surprisingly, not very hard to write at all!

In this workshop, Laurie O'Connel, writer of Lichcraft, Hieronymus, Death Game and other RPGs, will take you through the basics of writing a roleplaying game. Designed for experienced writers and newbies alike, we'll be designing a game "at speed", giving each other feedback and breaking down the key components of a game as we go.

14:00 Game Therapy UK presents: "The definitive update in therapeutic gaming"

"An opportunity for gamers, therapists and educators to get an update on therapeutic gaming from the UK's top experts followed by questions and discussion".

Dr Joe Stammerjier- Forensic Psychiatrist running therapeutic gaming projects in the criminal justice system.

Prof Ian Baker- researching academic therapeutic gaming projects at Derby Uni.

Finbar Westall- running therapeutic gaming project for people experiencing homelessness, addiction and survivors of modern day slavery.

Lucas Maxwell- author and school librarian running therapeutic gaming projects in mainstream schools.

Dave Coulter- occupational therapist running projects for special educational needs young people.

Chaired by Dr Gary Colman

SEMINARS

15:00 Worlds of Pure Imagination: Designing and Running TTRPGs for All Ages

"Designing or wanting to play TTRPGs for younger players? Come join us as we share our own experiences, discuss where we'd like to see the industry go next and try to answer all your questions!"

Panellists:

Bex (Lucky Fox Studio) [they/she]

DC Bradshaw [he/him]

Elizabeth J. Birch [she/her]

Rich Oxenham (Hatchlings Games) [he/him]

16:00 Bridge Command: Sci-Fi Roleplaying on a fully-interactive starship

A case study on using Roleplaying concepts and mechanics for commercial immersive and interactive performance.

17:00 Big Table

Big Table, the British & Irish Game Trade Assembly, is a new business organisation for tabletop games publishers and sellers in the UK. It's launching early in 2025 but this Dragonmeet panel is your chance to find out what it's offering and how your company can benefit, and tell us what services we can provide to help you sell more copies of better games to a wider market.

Chaired by James Wallis

SEMINARS

MUSCADET

11:00 **Historical influences on plot and character development**

Willow Woods

As a fantasy author history has a strong influence on my writing, for me this is conscious as I'm obsessed with history. But as a reader of the genre I notice historical elements more and more, and can't help wondering - is this intentional or are authors passively influenced by history? This talk will explore how I've used historical influences to (hopefully) strengthen plot and character development, and why I think it's crucial for real-life elements to be added to fiction.

12:00 **A Short History of Dice**

Dice are one of the oldest & most ubiquitous of human technologies. They're also, on the face of it, the most useless. They don't do anything, don't solve any obvious problem like the wheel or irrigation or gunpowder. Author Tim Clare offers a fun, informative whistle stop tour of the history of dice, from ancient knucklebones and Chinese fortune telling to Roman dice towers and grisly executions, drawing from his new book, *The Game Changers: How Playing Games Changed the World and Can Change You Too*.

13:00 **Young People, Mental Health & Tabletop Roleplaying Games, the Young Dragons Outreach Programme**

Participate in a panel-led discussion led by experts focusing on the therapeutic advantages of utilising tabletop roleplaying games (TTRPG) to address children's and young people's social, emotional, and mental health needs, including Neurodiversity.

During the seminar, the specialist panel will explore the recent success of the project Young Dragons TTRPG outreach programme and how explore how it works in engaging with mainstream schools, libraries and Special Education Needs Disability (SEND) schools, providing practical support to children.

Panel:

David Coulter Clinical Director of Mythic Minds, Head of Clinical Services for SEND independent schools, Registered Occupational Therapist and Sensory integration practitioner.

Danela Campbell Lead Therapist and Creative Arts psychotherapist for Community therapy outreach hubs.

Kimmi Norris Head of therapy at the first ever online SEND school and Speech and Language Therapist.

Rupert Greyling Head Storyteller at Mythic Minds and professional therapeutic Games master (GM).

SEMINARS

14:00 **Swords, Spies and Shoggoths: The Pelgrane Press Panel**

It's been a hectic year for Pelgrane Press. Join Simon Rogers, Cat Tobin, Kenneth Hite, Robin D. Laws and Gareth Ryder-Hanrahan to learn more about the second editions of *13th Age* and *Trail of Cthulhu*, as well as their plans for 2025.

15:00 **First product to first convention: The Creator Experience**

Many of us dream of creating and releasing our own games or gaming related products, either as a hobby or to build an independent business. Join a panel of this year's exhibitors who have taken the jump for a discussion of their journey from first product to exhibiting at conventions and the reality of creative life. What do they wish they'd know at the start, what would they do differently and is there actually any money to be made from it?

16:00

Join us for an engaging discussion on the evolving landscape of tabletop role-playing games (TTRPGs) and the crucial role gender diversity plays in enriching these experiences. Our panel brings together voices from the TTRPG community to share insights on how women are shaping the narrative, both as players and Game Masters (GMs). We'll dive into the nuances of world-building and character creation in fantasy, fiction and sci-fi settings, exploring the challenges and triumphs of fostering inclusivity in these imaginative spaces. Whether you're a seasoned gamer or new to the world of TTRPGs, this panel offers a unique perspective on crafting compelling, inclusive stories that resonate with everyone.

With Danie Ware, Mira Manga and Alyx MacQueen

17:00 **What's Hot in Indie RPGs 2024**

What's Hot in Indie RPGs returns for its twelfth year to talk about some of the hottest games and trends from the year. With Lloyd Gyan, Rob Carnel & friends and produced by Epistolary Richard. Please note that this year the seminar handouts are only available digitally on therpgpipeline.blogspot.com/

FIRST SUNDAY /

PANELS

10:00 **Networking**

11:00 **How To Be Good At Conventions**

with Mol Joule (they/them) from SoulMuppet, Josh (he/they) from Hive Mind, and Rori Montford (she/her)

Conventions are an exciting, often overwhelming and incredibly chaotic part of the TTRPG scene in the UK and abroad. SoulMuppet's head of marketing Mol Joule, Josh from Hive Mind and Rori Montford have the inside track on how to succeed at conventions, how to arrange your stands, and how to pitch your products to punters.

12:00 **Actual Play vs actual play**

with Edward Spence (he/him) moderating, Liv Kennedy (she/her) from 3 Black Halflings, JC Darcy (they/them) from Euphoria APs, and Drakoniques (he/him)

As Actual Play becomes increasingly prevalent in the TTRPG industry - and as its parameters become ever more experimental - join award-nominated producer Drakoniques (Beyond the Brook), Euphoria's JC Darcy, and Liv Kennedy (co-creator of the award-winning 3 Black Halflings) in a discussion moderated by award-nominated Game Master Edward Spence, as they explore: does this medium present a true experience of tabletop gameplay? And is that its purpose?

13:00 **Break For Lunch**

14:00 **Brick and Mortar: RPG Retailing in the UK**

with Tom Mecredy (he/him), eCommerce Manager at SoulMuppet moderating, Casper from Orc's Nest, James (he/him) from Leisure Games

Are you a creator looking to build a more sustainable business or get more eyes on your product? SoulMuppet's eCommerce manager Tom sits down with Casper from the Orc's Nest and James from Leisure Games to talk about the physical retail side of the TTRPG industry.

15:00 **Networking**

/ MUPPET MEET

SPEAKERS

10:00 **Networking**

11:00 **Building Diverse Spaces and Creative Teams**

with Taylor Navarro (she/her)

From conventions to conspirators, Taylor Navarro (founder of the UK TIN Creatives of Colour space and co-founder of Dragonmeet's POC Lounge) breaks down how you can create safe and inclusive spaces to foster diversity and creativity in TTRPGs.

12:00 **Investigating Queer Games and Queering Games**

with Finley Palaniki (they/he)

Join games studies academic Finley Palaniki (they/he) as we explore what queer games design is and investigate alternative design philosophies to apply to our analog games. All while we admire the queer, marginalised creators who are leading the charge in experimental design practices and are making the indie TTRPG scene flourish!

13:00 **Break For Lunch**

14:00 **Taking Selling RPGs from Hobby to Business**

with Zachary Cox (they/them)

Lots of us make games for fun and profit, but how do you turn that side hustle into a full hustle? Join SoulMuppet Publishing's Director Zachary Cox, Producer of games like Paint The Town Red, Inevitable, Orbital Blues and DIE: the RPG, to talk about the pivot points between hobbyist and professional RPG publishing.

15:00 **Networking**

LIVE PODCASTS

	BEAUJOLAIS	POUILLY	SAUTERNES - POC	SANCERRE
09:00			PROFESSIONALISM IN TTRPG 09:00 - 10:00	Open Podcasting
09:30				The Sancerre is available for open recording with a Bring Your Own Device policy. We invite everyone who wish to do impromptu recordings or interviews to book time on the website.
10:00		WORLD WIDE WRESTLING EUphoria Linktr.ee	DESIGN YOUR FIRST TTRPG 10:00 - 11:00	
10:30	YOU AWAKEN IN A STRANGE PLACE WITH SCIENCE AND SORCERY Science & Sorcery Site	10:00 - 11:30	SPEED RUN GAME JAM 11:00 - 12:30	
11:00				
11:30	10:30 - 12:00			
12:00		HOSTILE CHRISTMAS PARTY Destiny Linktr.ee & Deck of Many Aces	POC NETWORKING EVENT 12:30 - 14:30	Each session is a maximum of 60 minutes long.
12:30	DRAGONS DUEL - THE RPG GAMESHOW! Dragons Duel Podcast	12:00 - 13:30		Please do not take chairs or tables from this space for use in the live shows/the podcastzone as this violates health and safety and accessibility access requirements.
13:00	12:30 - 14:00			
13:30				
14:00		DAMSELS IN DICESTRESS LIVE SHOW Damsels in Dicastress YouTube Channel	POC GAMING HOUR (AND A HALF!) 14:30 - 16:00	This room has a no alcohol policy.
14:30	THE D&D PANTO - PART3: IT'S BEHIND YOU! Modified Roll Website	14:00 - 15:30		
15:00	14:30 - 16:00		ACTUAL PLAY 101 16:00 - 17:00	
15:30				
16:00	TIL DEATH DO US HEART Rowan, Rook & Decard Website		MARKETING YOUR CONTENT 17:00 - 18:00	
16:30	16:00 - 17:30			
17:00			GAME EXCHANGE 18:30 - 19:30	
17:30				
18:00				
18:30				
19:00				
19:30				

CALL SIGN BINGO

The rules are simple. On the back of this booklet, you'll find a list of every member of the Dragonmeet choir (all of us in Purple T shirts). Our call sign is written on the back and on the badge we're all wearing on our chests. Feel free to ask us who we are if you're having trouble. Just mark off everyone you find. Not everyone is at the convention, so if you just tick all the boxes, it'll be wrong.

Write your name and a convenient contact method that we can use if you win. Tear off the back page and hand it into the front desk.

There's a prize draw at 17:00 on the front desk for those who've filled in the Bingo sheet correctly so make sure you get it to us by then. The front desk will help with any of us that you might be missing, as well as being able to tell you when you've got them all.

Good luck



ShadowCon XIX 2025

Sat 23rd August to Sun 24th August
August Bank Holiday Weekend
Northfields Community Centre, Northfields, London, W13 9SS, UK

Role Playing Games/Boardgames in the Hall:
Pathfinder Society 2ed, Aliens, Blades in the Dark, Cthulhu, DnD 5e, Descent, Living Arcanis 5e, ShadowFist, The One Ring 2e, The Warlock of Firetop Mountain, (subject to change/addition), Boardgames available both Saturday and Sunday.

For more details: www.shadow-warriors.co.uk
Signup Via Warhorn: <https://warhorn.net/events/shadowcon-uk-2025>
Player Signups will open on August 1st

CALL SIGN BINGO

Bootyvicious	Sparkles	Rocket	Natural 20	Crispy
Dino Nerd	Mog	Bubba	Zander	Eomer
Rubber Duck	Insomniac	Teacup	Dynamite Dandy	Bigfoot
Beekeeper	Sherbet	Highball	Viking	Paul or Mathew
Aquaman	Venger	Bartmoss	Spikepit	Manga
Shiny!	Grinder Woman	Jetfire	Dragon Kali	Red Five
Neutron John	Too Tall		Burbank	Ghost
Crudella	Littlecogs	Zen	Snaparound	Not The Orc
Snapshot	Voluntold	Iron Man	Pirate	RFED
Mucksprout	Floater	Short Fuse	Braggart	Seahawk
Budgie	Raider	Ninja Hobbit	Teeny	Tiny
Sekhmet	Yip Yip	Wish	Melkor	Finny
Ankylosaurus	Disco	Ocean	Runaround	Bambino

Name: Contact Info:



For our convenience, please fill in the above in all caps