

Regular Play 2026 Cycle 3 - Game Information

Welcome to Regular Play - Cycle 3 for 2026. Eleven GMs have offered their games for this cycle. Some additional important points below:

YOUTH GAME

- All the games below are for ages 16+. However, this cycle we will be running one youth table. Please refer to [this document](#) for information.

SIGNUPS

- Sign-ups will only be accepted through <https://regular-play-cycle-3-2026.lilregie.com/>
- Extremely popular games may close early
- It is not necessarily first in, first to table; GM requests, such as 50% new and 50% veteran players, are honoured where possible, along with other considerations to balance tables. However, all other factors being equal between two players, the player who signs up earlier will be placed first.
- Once you have signed up, allocations will not be announced until Saturday, 18th July - keep an eye on Discord and your Emails for allocation.
- Please consider trying different games or ranking many games as a first or second choice.
- If you choose only one game and other players are allocated to that game, you may not get to play this cycle (please make additional choices or risk this happening).
- If you want to be surprised, consider ranking them all equally and leaving it to the organisers to choose for you (They can all be first choices! Or one first and the rest second!)
- Any questions of the organisers or GMs can be asked in the Regular Play channel of Discord or via email (waikatoroleplayguild@gmail.com)

VENUE, DAY, AND TIME

- Games will be run at either The Link or Gaming DNA. Everyone will have Session Zero at the Link, and if we have more than 6 tables, some tables will shift to Gaming DNA.
 - The Link Centre, 4 Te Aroha Street
 - Arrive from 6:20 for a 6:30 start - there is no access prior
 - Allow time for tables to be set up (we have a small team that does this)
 - Must leave by 9:40
 - Gaming DNA, 550 Anglesea Street, Level 1
 - Note: Gaming DNA is UPSTAIRS. If you cannot climb a flight of stairs, this venue is inaccessible. However, we can decide which games head to Gaming DNA based on accessibility requirements. Please note any accessibility requirements in your signup form.
- **Monday Games: July 20th & 27th; August 3rd, 10th, 17th, 24th, & 31st**
- **Optional Social for all participants: Monday, 7th September**

If you have any questions, please contact Jen (Scribe) in Discord. (All players are expected to join the Guild discord for at least the length of their game, as communication occurs in those channels.)

If you are not familiar with the Waikato Role-playing Guild or have additional questions, you can find contact information on our [Website](#) or [Linktree site](#).

All attendees are expected to abide by our [code of conduct and policies](#)

Games

Name	System	GM	More Info
VTM: The Sacrifice	Vampire the Masquerade 5e	Kaylin	link
The One-Armed Scissor: A Wildsea Tale	The Wildsea	Andrew	link
Beauty is in the Journey to the Centre of the Eye of the Beholder	Dungeons & Dragons 5e	Penny	link
On the Precipice of Tyranny	Glorious	Dylan	link
Kill the Dragon, Save the Princess, What Could Go Wrong?	Heart	James	link
Outrageous and Outlandish	Flabbergasted	Jessie	link
Bella Ciao!	Godlike	Scott	link
Dungeons of Stormwreck Isle	Dungeons & Dragons	Joseph	link
The Greatest City in the World	Swyvers	Chris C	link
Slugblaster	Slugblaster	Michael	link
The Hollow Hive	Liminal Horror	Alex F	link

VTM: The Sacrifice

Vampire the Masquerade 5e

GM: Kaylin

GM Discord Handle: Querencia (krigsgaldr)

Game Overview:

Times are changing. Chicago has long since been the city of vampires, and with the rise of the Gehenna Crusade and the Second Inquisition, you are left in the midst of this tumultuous wave. You have been called together by the local Sheriff of the city and charged with guarding and transporting a diplomatic delegation. You yourselves may be old hands at the curse, or new to the world of darkness before you, but your responsibility is clear even if things are uncertain.

It doesn't last long before sabotage and more ulterior motives come to light. Blood is called for, clans fight among themselves, and it all culminates into a final decision that will shape the very fate of one particular delegation and their role in the city. There is no right answer when you're playing to multiple angles, you cannot please everyone, and enemies surround you faster than you can make allies.

Chicago can be everything for a vampire like you. All you have to do is keep your head down, mind your own business, and become a part of the bustling metropolis around you.

Remember who has your back.

And remember who can take that away in a blink of an eye.

VAMPIRE: THE MASQUERADE is a dark gothic horror campaign. This game includes themes of extreme violence, political situations, monsters, body horror, and general horror themes. You will be filling out a horror contract prior to the start of this campaign as it has the possibility to encapsulate many themes. This is a game about monsters and you will be playing monsters.

Who might enjoy this game? This game is extremely roleplay heavy and suitable for those who enjoy roleplay. This is a sociopolitical game and the narrative is shaped through your actions and dialogue, with combat situations at a very slight minimum.

This game is unsuitable if you do not wish to play, or cannot handle, horror themes and darker worldbuilding and situations. You will be filling out a horror contract prior to the start of play and usual safety tools apply.

If you enjoy supernatural horror and having a lot of responsibility over your actions and enjoy influencing the world through roleplay you will enjoy this.

No experience necessary, I can teach the system, and will have rules cheatsheets.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Horror

Game Tone: Dark

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Heavy (4 on a scale of 1-5)

Sensitive Topics: Personal Horror, Extreme Violence, Manipulation

The One-Armed Scissor: A Wildsea Tale

The Wildsea

This game is already experiencing high interest. While the game will remain open as a choice, please select additional games to avoid missing out completely.

GM: Andrew

GM Discord Handle: nullcipher

Game Overview: Some three hundred years ago the empires of the world were toppled by a wave of fast growing greenery, a tide of rampant growth spilling from the West known as the Verdancy. Now chainsaw-driven ships cut their way across dense treetop waves, their engines powered by oilfruit, rope-golems, honey and pride.

You play a wildsailor, part of a motley crew consisting of humanity's weathered descendants, cactoid gunslingers, centipedal fungi, silk-clothed spiderfolk, and other, stranger things. With your fellow crewmembers, you'll journey across the lignin tide discovering charts, pursuing drives, and avoiding mires of the deep.

A library ship, The One-Armed Scissor, is a month overdue for docking at the spit of Three Masks.

It's probably nothing, the residents tell themselves. Ships are delayed all the time by the unknowns of the rustling waves. Except... there was that rootquake, a while back, that shifted the old established trade routes. And the reports from other sailors of marauders at large, and pinwolves on the rise. And a cache of recently delivered books, their leather bindings ruined and their words run rampant and whispering.

Perhaps there's reason to worry.

And, perhaps, an opportunity for an enterprising crew...

Who might enjoy this game? *Please note that while I am an experienced GM, this will be my first time running this specific system.*

This game would suit players who love exploration, discovery, and bizarre hazards. The Wildsea is a rules-light, improvisational system that will appeal to players that love creative approaches and being able to contribute to the world and the story during play.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Weird Fantasy

Game Tone: Serious

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Heavy (4 on a scale of 1-5)

Sensitive Topics: Hunting, Insects, Horror Themes

Beauty is in the Journey to the Centre of the Eye of the Beholder

Dungeons & Dragons 5e

This game is already experiencing high interest. While the game will remain open as a choice, please select additional games to avoid missing out completely.

GM: Penny

GM Discord Handle: d4danger

Game Overview: A group of adventurers has been hired to acquire an important relic for the "good" of the "nation." The catch? The target is located inside one of the most vile and villainous creatures imaginable: an ancient beholder. Fortunately, a highly qualified, completely trustworthy, and definitely legitimate academic has devised a foolproof plan involving a stolen magical exploration vehicle, experimental shrinking magic, and only a moderate number of totally justified crimes.

This Magic-School-Bus adventure will play using 5th Edition Dungeons & Dragons (2014) Levels 8-10

Who might enjoy this game? If you are into wild, wacky, seat-of-your pants rule-of-cool D&D where the GM LOVES rules and HATES breaking them (bribes considered), this might be the game for you.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Fantasy Comedy

Game Tone: Light-Hearted

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Heavy (4 on a scale of 1-5)

Sensitive Topics: Personal Horror, Existential Horror, Extreme Violence, Bigotry or Exclusion, Manipulation

On the Precipice of Tyranny

Glorious

GM: Dylan

GM Discord Handle: Nalyd

Game Overview: The year is 1805. Napoleon has crowned himself emperor, and his armies stretch across Europe. All that stands between a free world and the armies of Napoleon is the Royal Navy.

That is you.

You're not the best the Navy has, your ship isn't the fastest, the toughest, or the most well-armed. You're what they can spare you for their more unconventional missions. Supplying rebels, finding missing ships, sneaking into enemy forts in the dead of night, and more? There it is, that you will find your glory.

Glorious is a D6-based system inspired by Napoleonic naval literature, where you take on the roles of heroic sailors & officers in the Royal Navy during the Napoleonic wars. You will face seemingly impossible odds; but with great courage, the utmost dedication to your cause, and a level of skill those frogs could never hope to match, you will prevail.

"To risk injury, death, and never seeing home again; to defend one's home against tyrants and despots, is the most glorious action a man can undertake."

Who might enjoy this game? Fans of Naval warfare, Napoleonic history, and anyone else who seeks glory.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: 19th Century Naval Warfare

Game Tone: Serious

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Bigotry or Exclusion; Illness; Natural Disasters; War

Kill the Dragon, Save the Princess, What Could Go Wrong?

Heart

GM: James

GM Discord Handle: James

Game Overview: An Evil Dragon has kidnapped the Princess! Needless to say, her Father the king, desperate to get his favorite Daughter back has offered half a kingdom for her safe return and of course the head of said dragon.

Of course, the Bravest of Heroes responded! the best and brightest flocked to answer this heartfelt call, Strong of Arm and Brave of Heart many a hero set off with trumpets and fan fair.

..They didn't come back, but not to put off so soon, they called for the slightly less famous, Strong-armed fellows who laugh at danger, surely one of them would have the where-with-all to slay this foul beast! they set out with sharp swords and dreams of fame and fortune!

They didn't come back either... but no matter, perhaps one of those rag tag bands of adventurers, those plucky under dogs! like the stories say, those heroic guys and girls that when things look there darkest, they reach within themselves and totally pull through at the last moment!

..Yeah, I didn't give good odds on them either, anyway, they died as well, Soooo.. here we are, you guys, well you showed up, sure, guess we have to let you give it a go.. ummm, good luck?

Who might enjoy this game? In this game I am trying to run a comedy of errors; this is a group of characters under prepared and with some interesting flaws, trying to do something perhaps they really shouldn't. needless to say, things are going to go badly, certainly some things are going to be set on fire, and odds are someone is going to die... hopefully it is the bad guys?

I will be using the Heart: The City Beneath - A role playing game about delving into a nightmare undercity that will give you everything you dream of - or kill you trying. if you think The Red Dwarf TV show meets Surrealists horror. that would be a fine starting place.

Required Familiarity with System: A little experience required; somebody who has played a few TTRPGs in the past.

Game Genre: Black Comedy Horror Fantasy

Game Tone: Goofy

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Personal Horror, Existential Horror, Extreme Violence, Bigotry or Exclusion, Illness, Natural Disasters, Manipulation, War, Other Terrible Things (GM is happy to push to boundaries within player limits)

Outrageous and Outlandish

Flabbergasted

GM: Jessie

GM Discord Handle: .leviathansoul

Game Overview: Egads! The city of Peccadillo must have something in the water these days. The whispers of secret societies are growing louder and the hunt for members is downright vicious. Strange inductions take place with regularity for those Outrageous or Outlandish enough to have drawn the eyes of their headhunters. Just think! The sway of the most dignified! The power of the most scandalous! With that kind of backing...the shenanigans are just beginning! So let's think up the wildest ways to get their attention! Charity! Larceny! Archery? Poetry?!

Who might enjoy this game? Flabbergasted is a narrative-driven game set in the roaring 20s! But don't worry you needn't be an historian - Comedic scenarios and light-hearted hijinks are what Flabbergasted is all about! Your Director will take you through setting up your Social Club and creating your Protagonist to give you a good run of feeling Flabbergasted!

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Comedy

Game Tone: Goofy

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: None

Bella Ciao!

Godlike

GM: Scott

GM Discord Handle: .dashwood

Game Overview: 1944, and liberation from Fascism is slowly but surely coming to the Italian peninsula. As members of the Talent Operations Fighting Force (Toffs) you're at the tip of the spear. Your supernatural abilities give you the edge over the common soldier, and the 8th Army intends to make the most of those abilities.

You will have to navigate squabbling allies, rumbling tensions in the coalition to remove fascism from Italy and a shed-load of literal Nazis.

Who might enjoy this game? If you want to design your own Nazi slaying/beguiling/outwitting superhero and explore the complex politics of late war Italy during WW2.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: World War Superheroes

Game Tone: Serious

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Extreme Violence, Bigotry or Exclusion, Illness, War, Nazis

Dragons of Stormwreck Isle

Dungeons & Dragons

GM: Joseph

GM Discord Handle: Joseph Solomon

Game Overview: Stormwreck Isle is a place where ancient dragon rivalries still echo through the waves, and every newcomer is pulled into the conflict whether they're ready or not. Your party arrives seeking answers, treasure, or redemption—only to discover that the island's mysteries are waking up again. Strange magic stirs, old wounds reopen, and the choices your heroes make could finally break the cycle... or unleash something far worse.

This campaign is aimed for people new to TTRPGs.

Who might enjoy this game? Dragons of Stormwreck Isle invites players into a living mystery where ancient draconic grudges still shape the fate of everyone who steps ashore. This adventure thrives on character-driven choices, collaborative storytelling, and players who enjoy shaping the narrative through role-play, investigation, and moral decisions. Expect a game where your heroes' personalities matter as much as their abilities, where the island reacts to what they do, and where uncovering the truth behind Stormwreck's past may demand courage, empathy, and clever thinking more than brute force.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Fantasy

Game Tone: Light-Hearted

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Heavy (4 on a scale of 1-5)

Sensitive Topics: Personal Horror, Existential Horror, Extreme Violence, Bigotry or Exclusion, Illness, Natural Disasters, Manipulation, War, Other Terrible Things (GM is happy to push to boundaries within player limits)

The Greatest City in the World

Swyvers

GM: Chris C

GM Discord Handle: Ahbakai (Chris)

Game Overview: The Smoke is the greatest city in the world, the beating heart of an empire. It is filthy and sprawling like a burst pustule left open to weep beside the iron-grey sea. It does have a name, but only the nobs and learned-readers know it.

Beneath slumbers The Midden – the interconnected passages of built-over streets, basements, tombs and hidden lairs where criminals lurk, beasts squat and lost wealth resides.

An enterprising fellow with a sledgehammer can traverse in any direction they please – not that they'll like what they find. It is rife with corpse-thieves, cellar-breakers and enterprising businessmen shunned in sunlit places.

The rich of The Smoke honour their dead with elaborate crypts, whose morose edifices encroach ever further into the slums – the trap-smiths of The Smoke do fine business from their craft, and the fences keep the money flowing thanks to enterprising tomb robbers.

This is your Smoke, none like it in the world. Starting in session 0 we will construct your smoke, district by filthy district - who rules the country, what war you're currently waging, how powerful is the church, but most importantly who has the most wealth for you to get your greasy, filthy fingers on.

Following on from that we will be following your band of merry Swyvers as they select heists and find fences, trying to survive with a few more shillings to their name, only to spend up big carousing to gain new abilities, or diseases, as you claim your right to survive.

Who might enjoy this game? Swyvers is a set of light-weight rules married to some chaotic tables in the style of an OSR (Old School Revival) rpg that plays in the chaotic sprawl of The Smoke, its many districts and The Midden.

What a city it is — corrupt officials, looming war, rogue sorcerors, monsters below and nobs above. Violence rests as thick as the smog, nothing is sacred and it's always bloody raining.

Think Charles Dickens' Oliver Twist, Peaky Blinders, Blackadder and the ilk - this game can cover some really nasty, messy things from the history of the time, the late 19th century. In practice this plays out with dark comedy, expect your character to die in 'orrible ways, with a lot of British

slang along the way. We will be covering off player's expectations prior to starting, so some of this can be filtered out or toned down, but expect:

- Interesting world-building to set the Smoke in action, and build our perception of the world collaboratively
- quick and dirty character replacement and creation
- a flavour-filled setting with improvised heists, where you can have a say in what is happening, your character is only as smart or social as you want them to be

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Dickensian, Low Fantasy, Dark Comedy

Game Tone: Light-Hearted

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Personal Horror, Extreme Violence, Bigotry or Exclusion, Illness, Manipulation, War

Slugblaster

Slugblaster

GM: Michael

GM Discord Handle: Michael P

Game Overview: Together we will make a town and then our characters who will then go Slugblasting

In the small town of Hillview, teenage hoverboarders sneak into other dimensions to explore, film tricks, go viral, and get away from the problems at home.

It's dangerous. It's stupid. It's got parent groups in a panic.

And it's the coolest thing ever.

This is Slugblaster. A table-top RPG about teenagehood, giant bugs, circuit-bent rayguns, and trying to be cool.

Who might enjoy this game? Players who want to be part of the narrative

Required Familiarity with System: Must have experience with this system or a reasonable amount of experience with TTRPGs

Game Genre: Urban Fantasy SciFi

Game Tone: Light-Hearted

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Personal Horror, Bigotry or Exclusion, Illness, Natural Disasters, Manipulation, War

The Hollow Hive

Liminal Horror

GM: Alex F

GM Discord Handle: Ezuri

Game Overview: "How skillfully she builds her cell! How neat she spreads the wax! And labors hard to store it well with the sweet food she makes..."

- Isaac Watts, 1715

On the surface, Hungry Hollow is a picture-perfect community. It is a place where the citizens take pride in their quiet routines, their local history, and their tireless devotion to the town's prosperity. But beneath the facade of this isolated settlement, a different kind of industry is at work. The industry of the hive.

As outsiders arriving in Hungry Hollow, you will quickly find that the local industry isn't just unusual, it is invasive. The townspeople are busy, orderly, and fiercely protective of their secrets. As the hours tick down on a tightening timeline, you will have to look past the neat, smiling faces of the locals to uncover what is truly being gestated in the dark. In Hungry Hollow, idle hands are the least of your worries, because something ancient, hungry, and entirely inhuman is looking for a workforce.

The story runs on Liminal Horror, a rules-lite, fail-forward system designed for modern cosmic dread. Character creation is exceptionally streamlined, focusing on quick choices and starting gear rather than dense stat blocks. The game bypasses standard tactical combat modifiers in favor of fast-paced, high-stakes encounters where survival depends on your ingenuity rather than a lucky roll. Crucially, advancement is entirely narrative and diegetic; your characters do not gain traditional "levels," but instead accumulate physical Fallout, trauma, and mechanical scars from their encounters with the abnormal.

Who might enjoy this game? This campaign is perfect for players who love slow-burn investigation, heavy character-driven role-play, and the creeping dread of cosmic and body horror. If you enjoy unravelling a mystery where your choices directly shape the narrative and you don't mind a high-stakes environment where survival is never guaranteed, you'll feel right at home.

Required Familiarity with System: No experience required; suitable for beginners.

Game Genre: Horror

Game Tone: Dark

Game Weight (this is a measure of how complex the system is and how easy it is for players to learn and play): Medium (3 on a scale of 1-5)

Sensitive Topics: Personal Horror, Extreme Violence, Illness, Manipulation, Harm to Animals (will be veiled), Cults and Religion, Traumatic Pregnancy, Tryptophobia