

GEN CON 2026

THE ANNOUNCEMENTS THAT ACTUALLY CHANGE YOUR TABLE

DND DICE ROLLER

Gen Con 2026 broke attendance records with over 74,000 attendees. Here is what actually matters: D&D's 18-month roadmap including the World of Warcraft crossover, the return of Dark Sun, the Psion as an official class, and the ENnie winners.

GEN CON 2026: THE ANNOUNCEMENTS THAT ACTUALLY CHANGE YOUR TABLE

GEN CON 2026 RAN FROM JULY 30 TO AUGUST 2 at the Indiana Convention Center, and it was the biggest one ever. I was not there. I was at my desk in a different hemisphere, refreshing three liveblogs at once and doing the time zone arithmetic that every non-American gamer does in early August.

So this is not a “what the show floor smelled like” post. Plenty of those exist. This is the version I wanted to read: what got announced, what it means for the game you are actually running on Thursday night, and what is worth putting in your calendar.

THE NUMBERS, BRIEFLY

Gen Con drew more than 74,000 attendees, up from roughly 72,000 last year, which makes it the biggest Gen Con in the convention’s history. It sold out for the third year running. Nearly 800 exhibitors and vendors packed the hall, and the city put the economic impact at around \$83.5 million.

Gen Con President David Hoppe summed the weekend up like this:

Even through construction and thunderstorms, Gen Con 2026 was bigger and better than ever, with a record-breaking number of attendees gathering in Indianapolis for The Best Four Days in Gaming.

The construction he is referring to matters for next year. The convention center expansion and the new Signia by Hilton both come online for 2027, which should take some pressure off the thing every Gen Con veteran complains about: not the events, the hotels.

There was also a thousand-drone light show over downtown on the Saturday night, because apparently the biggest tabletop convention on earth decided it needed a bigger third act.

D&D JUST MAPPED OUT THE NEXT 18 MONTHS

Wizards laid out a roadmap in “seasons” rather than dribbling announcements out one at a time. Here is the shape of it.

SEASON OF MAGIC (NOW THROUGH SEPTEMBER)

Arcana Unleashed lands on September 15, along with **Arcana Unleashed: Deadfall**. The first is a gameplay expansion: 8 subclasses, 33 spells, 10 backgrounds, 29 feats and 47 magic items. The second is a campaign that runs characters from level 11 to 20 against the lich Szass Tam, which is a name that will make anyone who played in the Forgotten Realms in the 90s sit up straight.

D&D Beyond also got a looking-for-group feature at dndbeyond.com/1fg, covering both in-person games and partnered online play.

SEASON OF CHAMPIONS (OCTOBER TO DECEMBER)

The headline: **Dungeons & Dragons: World of Warcraft**, out November 17. It is a full crossover book with 11 new species, 9 subclasses, 7 WoW dungeons converted for the table, 30 boss stat blocks, 60-plus spells and 50-plus monsters. There is a DM screen, Icecrown Citadel maps and miniature packs alongside it.

This is the first product under a new “Universes Beyond” banner for D&D, which is the same language Magic: The Gathering uses for its crossovers. If you have watched what Universes Beyond did to Magic’s release schedule, you now know exactly what D&D’s next few years look like.

SEASON OF SURVIVAL (FEBRUARY TO JULY 2027)

Dark Sun is back. Two books: *Edge of Oblivion* as the setting expansion for Athas, and *Blood and Power* as the gameplay expansion. Plus a map pack, a DM screen and a limited edition Player’s Handbook with Dark Sun cover art.

Buried in *Blood and Power* is the announcement a lot of people have waited years for: **the Psion becomes an official class**. Psionics has been homebrew, playtest material or an awkward subclass graft for most of 5e’s life. It is finally getting a proper chassis, and Dark Sun is the correct place to put it.

SEASON OF SWORD & SORCERY (SEPTEMBER TO OCTOBER 2027)

Greyhawk: Crown of the Witch Queen, a 160-page campaign built around the vampire Drelzna, with the usual DM screen and map pack.

THE REST

Wizards also announced a **Star Wars crossover** under the name “Season of Rebellion” with very few details attached, which is a classic way to make sure a headline survives the weekend.

There is a new **D&D Icons** program with Joe Manganiello as chief creative officer, and an inaugural roster of Luke Gygax, Margaret Weis, Tracy Hickman and R.A. Salvatore. Third-party setting support was confirmed too: Ghostfire Gaming on Ravenloft for 2027, Visionary Productions on Eberron for 2028, and Kobold Press working in the Forgotten Realms.

A video game called **Warlock: Dungeons & Dragons** arrives in 2027, with Tasha as your patron, voiced by Maggie Robertson. The D&D Beyond mobile app is also getting a full rebuild, with an early version due in 2027.

THE ENNIES WENT TO THE INDIES

The ENnie Awards were handed out on the Friday night across 23 categories, including a new Best Solo Game award. The gold winners worth knowing:

- **Product of the Year:** *The Crooked Moon Ultimate Edition*, Avantris Entertainment
- **Best Game:** *Daggerheart Core Set*, Darrington Press
- **Best Adventure, Long Form:** *Vaesens: City of My Nightmares*, Free League Publishing
- **Best Adventure, Short Form:** *Whispers of the Woods*, Heltung Storytelling

Avantris also took Fan Favourite Publisher and swept most of the production and art categories. **RuneQuest** was inducted into the ENnies Hall of Fame, which for a game first published in 1978 is somewhere between overdue and completely correct.

The pattern here is worth noticing. The biggest night in tabletop awards went largely to a YouTube-native studio and a game that came out of an actual play show. That is not a fluke, it is the industry's centre of gravity moving.

FOR THE DICE GOBLINS

This is a dice site, so: Gen Con remains the best place on earth to buy dice you did not plan to buy.

Kobold Press was giving away a free set with every hardcover monster book bought at the show. Gate Keeper Games ran a Gen Con 2026 exclusive, “Genny the Dragon,” as a collector's edition inclusion set. Most of the dice makers you already follow did convention-only colorways that will be resold at unpleasant prices by Christmas.

If you missed all of it, you have not really missed much: buy dice you like the look of, not dice you think will appreciate. The d20 does not know how much you paid for it. I have written at length about [why we all lost our minds about dice](#) and none of that has improved.

WHAT THIS MEANS FOR YOUR TABLE

Strip out the noise and three things actually land in front of players:

1. **Psionics becomes real** in early 2027. If you have a player who has been asking to play a mind mage since 2015, they finally get a supported option.
2. **Crossovers are the strategy now**, not an experiment. World of Warcraft is first, Star Wars is coming. Whether that is delightful or exhausting is a matter of taste, but it is the plan.
3. **Classic settings are the other half of the strategy.** Dark Sun and Greyhawk both return within a year of each other, which is the clearest signal yet that Wizards has decided nostalgia and crossover IP are the two levers worth pulling.

Gen Con 2027 runs August 5 to 8, in a convention center that will finally be bigger than the crowd. Badges will sell out again. Book your hotel far earlier than feels reasonable.

Until then, the dice on this site are free and never sell out. [Go roll some.](#)



DND DICE ROLLER

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UNCURSE YOUR DICE

Convinced your d20 hates you? **True Randomness** cuts every roll from a signed public pulse published by the US National Institute of Standards and Technology, and shows you which one. Blame physics, not the dice. Find it under **Unlock**.

FIND YOUR PEOPLE

The **Directory** at dnddiceroller.com/directory lists 59 dice makers, map artists, rules tools and table gear we'd actually use. Sell something for the table? Get listed.

TAKE IT TO THE PUB

Legend Roller puts the same roller in your pocket, iOS and Android, with profiles for every character you've ever loved and lost.