

Karta – 1



**August 20-23, 2026| Open Air Museum of the Slavic and Viking
Center Wolin-Jomsborg-Vineta**

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Character Groups

Below you will find descriptions of the groups whose interests, goals and motivations will drive the characters' actions during the harvest festival. Some of them have lived here for a long time, some are just settling in Tassels-Flochburg, and some are arriving for the Fair and may be tying their future to this place, or perhaps will want to move on immediately after. Before you start reading the descriptions, take a look at the [Larp Guide](#), which will give you a broader context for our story and clarify some of the issues raised here, such as the intensity zones of gameplay.

Each group has a certain minimum number of players. If we fail to gather that number of applicants, the group will not form, and we will offer those who bought a ticket another group that meets their needs as reported in the survey.

Most groups offer an interesting experience regardless of gender, the few exceptions that bring together characters of a selected gender have been marked in the descriptions. In addition, the larp allows crossplay, i.e. playing a character of another gender, with appropriate costume and suggestive play.

To facilitate the search for the group of your dreams, we have combined them thematically. This combination does not suggest common threads, but is only intended to help you choose the right game themes.

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Moonshiners (3-5 characters)

The right to make moonshine is a human right.

Masters of distillation, virtuosos of spirits, champions of booze, damn moonshiners. There are various terms for producers of homemade alcohol. The truth is that demand stimulates supply, and the demand for strong liquor in Tassels-Flochburg is high and never seems to go down. As the only suppliers of cheap hooch in the area, the Moonshiners have perfectly chosen their niche. Admittedly, the business they run isn't exactly legal, but until now the term “production for one's own use” has effectively shut the mouth of any clinging clerk. Besides, there is no better bribe in the world than a bottle of moonshine. After all, everyone has a throat that needs regular lubrication.

The truth is that whoever holds the liquor trade not only dictates the terms for the local **Tavern** and **Inn**, but also laughs in the face of the **Merchants' Guild** and holds sway with the local **Guards**. On top of that, moonshine is an excellent base for making herbal potions and elixirs, so there is no fear that someone would dare to raid the distillery and officially ban production. That would be a real assault not only on the local economy, but also something more important.... Tradition!

If it were still possible to remove in the shadows the competition in the form of **Brewers**, the situation would be ideal. The bastards are flaunting this concession of theirs, as if this concession would also protect them from accidents of fortune.... The turf war between the two groups has been going on for a long time, and no one remembers who made the first move. What is obvious is who will make the last one....

What does it offer to play in this group?

- ➡ Playing in a group operating on the edge of legality.
- ➡ An opportunity to demonstrate entrepreneurship, non-standard methods of promoting products, making deals and agreements. Most often the shady ones.
- ➡ A game based on criminal, adventurous and adventure plots, requiring difficult and morally reprehensible choices.
- ➡ The need to acquire information and valuables at the risk of health and in a manner extremely far from what we call “honest earnings.”

What does it take to play in this group?

- ➡ Readiness to play a morally ambiguous character who does not hesitate to use bribery or forceful arguments to achieve goals.
- ➡ Willingness to operate in all zones of intensity with special emphasis on the danger zone.
- ➡ Readiness for the fact that some people may perceive you as a villain.
- ➡ A dress code that matches the character's character with an aggressive edge to the details.



Gravediggers (3-5 characters)

Bad luck for them, steady work for us.

Gravedigger is seemingly one of the least desirable professions in the world and yet the only one that generates income regardless of the geopolitical situation. As the world goes on - people will always die and they will always need someone who will not only take care of the burial, but then properly take care of the grave. It's easy to know the places where the local gravedigger has gone missing - the cemeteries there are full of ghouls, corpses and other filth. The residents of the Isles of Pontar are therefore incredibly lucky.

Gravediggers are extremely sociable people and always eager to spin tales native to the cemetery crypt. It is said that a long time ago one of them went to Kaer Morhen to train to become a witcher. Whether this is true - no one knows, nevertheless it's certain that they have knowledge of the creatures that haunt the žalniki in their little finger. So before you decide to venture alone into the local graveyard in search of adrenaline or the ingredient needed to make a potion for potency, you'd better consider whether it's better to pay a professional to do it.

Anyway, the Gravediggers' offerings include definitely more than you would think. All you have to do is troop over to their shack, perform a moonshine ritual and confess your troubles in succinct words. For an appropriate fee, the Gravediggers will see to it that your problem disappears without a trace. It's also worth remembering to indicate exactly whether this is to be just a warning or more of a "last service."

What does it offer to play in this group?

- ➡ Playing in a secret, organized group, operating under the guise of legitimate business, where keeping up appearances is important
- ➡ Playing on secrets, creating an atmosphere of otherness and awesomeness.
- ➡ A game based on themes related to all aspects of death, the supernatural and the macabre.
- ➡ Possibility to prepare an interesting costume or make-up.

What does it take to play in this group?

- ➡ Willingness to play a character that operates often far beyond the edge of the law.
- ➡ Operating mainly in the dangerous zones.
- ➡ Readiness for the fact that other people may treat you as a villain or a person standing very low in the social hierarchy.
- ➡ Dressing to fit the character you are playing and having larp tools with which to play the gravedigger's job.



The Goat Brothers (3-5 characters)

Stupidity and courage are two sides of the same coin.

The Goat family is part of local folklore.

It is said that a true peasant should be as strong as a horse and twice as smart, but here nature is said to have gone wrong, making the Brothers twice as strong and only half as smart. However, this is what only the spiteful say, or those who have recently been introduced to a fist of someone from this family. It is true, however, that the Goat siblings of either gender, known by the locals as **the Goat Brothers**, usually do not enter into unnecessary discussions - they act impulsively, solving problems mostly by force. Nothing puts an end to deliberate deliberations about the moral nature of a human being like a solidly smashed nose.

Orphaned at an early age, the Goats have always had to fend for themselves and look after each other. As a result, the bonds between them are really strong. Sometimes it can feel as if they are one spirit in several bodies - one sibling starts a thought and the other finishes it, as if one was conversing with a single interlocutor. Sometimes a brother will irritate his kin with some triviality, even a not very exquisite remark. This usually ends in a

loud argument and a fight. Then they forget about the world of around them and devote themselves to arguing with their fists.

The islanders know, however, that if the simple-minded and stubborn as the proverbial goats members of this family set their sights on a goal, no divine or human force can dissuade them from their plan. They work together like the fingers of one palm, and their determination makes it clear that they have Plans and Ambitions. There is no job they won't take on, no risk they won't take on the proverbial 'cage', even if success is doubtful and only harsh blows are certain. The truth is that, given two roads to choose from, Goats will usually choose the one that is bumpier, more difficult and seemingly leads in the very opposite direction to the intended one.

What does it offer to play in this group?

- ➡ A game based largely on grotesque and adventurous themes.
- ➡ A chance to demonstrate a kind of straightforward entrepreneurship, unconventional methods of action, usually leading to spectacular consequences of the actions undertaken.
- ➡ A game based on a stubborn pursuit of one's goal, insolence, forceful solutions, reckless actions and getting into trouble.
- ➡ An opportunity to uncover family secrets and community secrets.

What does it take to play in this group?

- ➡ Playing a character with stereotypically masculine qualities (irrespective of gender).

- ➔ Willingness to play the somewhat comedic role of a simpleton or thug who may be treated with hostility, derision or much less respect by society.
- ➔ Willingness to get into all kinds of trouble (play for trouble, play to lose), play out violence and simulated fights.
- ➔ Clothing that emphasises the character's character - simple, worn-looking with elements that do not fit in with the rest.



Stynka's Crew (3-7 characters)

Crazy, full of vigor, reckless and audacious.

If only they had wanted to, they could have fitted into the local society. They could have taken up an honest job and, like their parents and relatives, become valuable citizens. The trouble is that such a life is boring and difficult, and this is something the Stynka's Crew simply cannot bear. It is much better and, above all, much more interesting to wander the streets of the town, play dice, pull three cards and bum around, pausing to look into the bellows of unwary passers-by.

In truth, there is nothing that seems too dangerous to them. They may not be masters of finesse, they may lack experience, but they make up for it

with bravado, vigour and street savagery. By the way, they don't take much for their services and, most importantly, they try to deliver on their word to the letter. Honourable rascals... And if someone gets 'a little hurt' in the process? Well, that's how the business works. So if you need unsophisticated, but eager and cheap thieves who don't ask a lot of unnecessary questions, they are the ones to hire.

Where to find them? It's easy. Just head towards the biggest gathering and commotion and you're bound to come across these rogues as they play 'hide and seek' with the Guards. Just remember to pay every penny for the work you've done, on time, and without making a fuss. Above all, keep your mouth shut. Snitching is a crime that Stynka 's Crew are not used to forgive or let go of, and then there is no longer a ban on 'big hurt'.

What does it offer to play in this group?

- ➡ Numerous hustles that will often verge on the edge of the law.
- ➡ A group game in which streetwise and loyalty to comrades are of the greatest value. One for all - all for one.
- ➡ The opportunity to play on adventure plots, extremely distant from what we call 'honest earnings'.
- ➡ The chance to actively control the intensity, tone and direction of the game depending on the type of assignments undertaken.

What does it take to play in this group?

- ➡ A game based on the pursuit of conflict and bending the law, even if this risks serious consequences.
- ➡ Playing the physical side of the game, aggressive behaviour, brutality.
- ➡ The need to play in all areas of the game.

- ➔ To have costumes and weaponry that match the character they are playing - highly varied, mostly simple, possibly improvised weapons such as clubs, sticks or knives.



Dockside Residents (5-7 characters)

There are no tougher people on the whole of Isles than the people of the docks.

Men and women toughened by the hard work in the harbour, on a barge or fishing boat, look down on all those fancy-schmancy softies who have never had a taste of the hard life. They boast their physical resilience and their ability to handle any situation. As long as they have the right number of listeners and the right drink to rinse their throats, they are a veritable goldmine of incredible stories in which they have allegedly taken part themselves.

Porters, fishermen and freshwater sailors stick together even if they seemingly don't support each other. If someone offends one of them, it's as if they spit in everyone's face, and such an insult ends in a thorough beating at best. The same is done to those who cannot hold their tongues. After all, everyone trades off a portion of the goods they carry, quietly, on

the side, caring primarily about their own purse. Even a child knows that those who do not sell are snitches. And snitches get stitches...

The barges and boats used by the **Docksiders** are the only means of communication and the only transport between the Great Island and Redania. It is therefore on good relations with their owners that the smooth flow of trade along this route, both legitimate and duty-free, depends.

What does it offer to play in this group?

- ➡ A game of characters who struggle for a stable tomorrow and are forced to deal with unfavourable situations.
- ➡ A group game where it is important to keep up appearances, play on secrets and unite in situations of danger.
- ➡ A game based on adventure, crime and the need for constant plotting and deception.
- ➡ Gaining material wealth and respect in the group in a way that is extremely distant from what we call 'honest work'.

What does it take to play in this group?

- ➡ Willingness to play a withdrawn and steadfast character who does not hesitate to fall into conflict with the law for personal gain or to hide secrets.
- ➡ Willingness to operate in dangerous areas, even at the cost of exposing yourself to extreme danger.
- ➡ Readiness for the fact that other people may treat you like a criminal and avoid or fear your company.

- ➔ Dress to match the character you are playing - shabby, tattered, indicative of hard physical work in difficult conditions.



Tavern Under the Skillet (3-6 characters)

First look at who you eat and drink with, and only then what you are eating and drinking.

Under the Skillet is a small family business with a tradition dating back to the early days of the settlement. Nice atmosphere, delicious food, reasonable prices (and certainly better than the competition). And all this accompanied by lively bard music. In a word - satisfaction guaranteed. Don't worry about being robbed or stabbed in the back - the boss guarantees full security on the premises. Outside them it is a very different conversation...

The innkeeper standing behind the bar, another distributing the orders and the bouncer guarding the door are not just 'food and drink vendors', but also some of the most knowledgeable people in town. If you live well with them and don't forget to tip appropriately, you'll not only find out about new orders, learn details of the latest gossip, or taste the best booze in the area, but you might even get punched in the snout.... because that at

a fistfighting event may happen to both the fighters and the audience. And you need to know that there is no better entertainment in the area and no better way to make a quick buck than to take part in a good brawl.

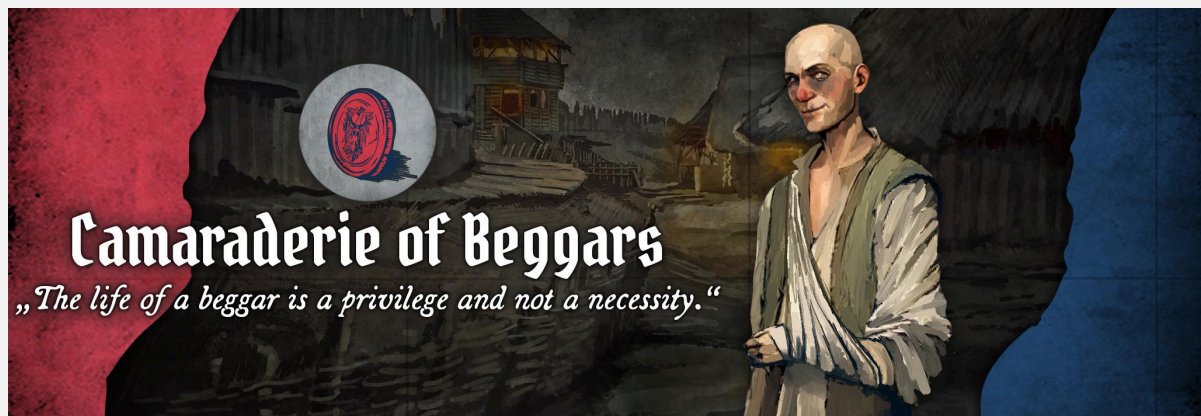
If, however, you get the urge to start your own ruckus, or entertain the idea of quietly escaping without paying the bill, know that the Innkeeper and his people have sufficient means to hold you accountable for every broken tooth.... uhh, plate!

What does it offer to play in this group?

- ➡ A game opportunity based on a small family business, the operation of which often takes place on the edge of the law.
- ➡ A game based on family, adventure and shennanigan themes with a particular focus on shady business dealings.
- ➡ Making difficult and morally ambiguous choices.

What does it take to play in this group?

- ➡ Willingness to play a character who plays his own secret chess game under the guise of legitimate business.
- ➡ Willingness to play in the more dangerous zones.
- ➡ **Playing in this group does not require actually working in the Tavern and serving food, but only animating the atmosphere, getting information.**



Camaraderie of Beggars (5-10 characters)

The life of a beggar is a privilege and not a necessity.

For most 'law-abiding citizens', the Beggars remain unremarkable. They are dirt-poor and slackers who cannot do an honest day's work.

Scoundrels who have earned their miserable fate. In reality, they are a thriving organisation that hides many secrets and riches under the guise of shabby clothes, pleading hands and dirty faces. They refer to themselves as Camraderie. No one hears more than a beggar, sees more than a beggar and is more independent than a beggar.

The unofficial beggars' guild cares about its members, and the actions of each of them are designed to increase the group's influence. In their ways, the Beggars are guided by the orders of the local Beggar King, a legendary and extremely mysterious figure. Thanks to his knowledge of the dirty secrets of the locals, is able to effectively pull more than a few strings. You may encounter a rumour that the Beggar King is a fictional character, but this is not true. He simply takes care of his privacy and is only seen by those he wishes to meet himself.

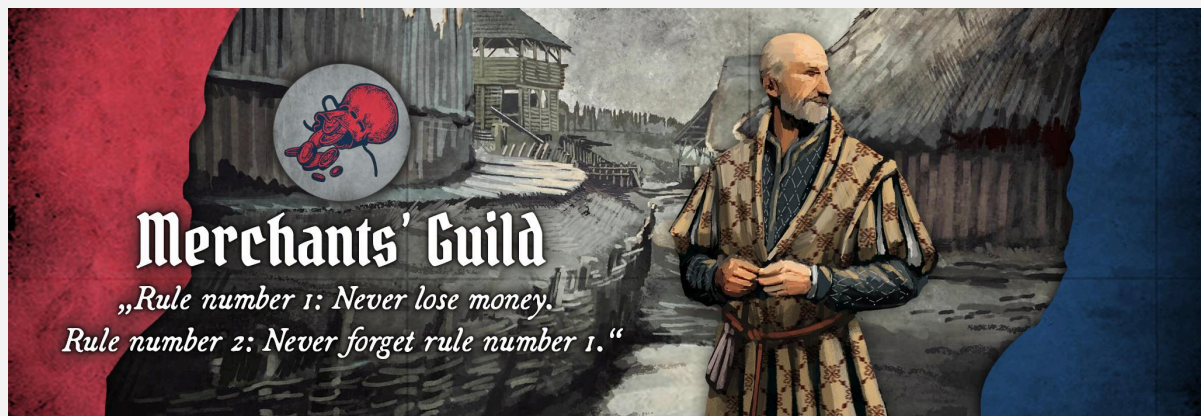
Those who have the Beggars on their side have a say in what goes on in the city, and those who expose themselves to them should better watch their backs.

What does it offer to play in this group?

- ➡ The necessity of acquiring information and valuables at the risk of one's health and in a manner extremely distant from what we call 'honest earnings'.
- ➡ A game based on espionage and adventure themes, involving the need to make difficult and morally ambiguous choices.
- ➡ A game based on the premise of 'us versus the whole world'.

What does it take to play in this group?

- ➡ Readiness to play a character who uses dirty tricks to achieve his goals and does not hesitate to cross the boundary of the law.
- ➡ Willingness to investigate and stick your nose into things that are not your own, even at the cost of putting yourself in danger.
- ➡ Accepting that other people may regard your character as standing very low in the social hierarchy.
- ➡ Dressing to match the character you are playing - shabby, shabby, made up of seemingly incongruous pieces.



Merchants' Guild (3-7 characters)

Rule number 1: Never lose money.

Rule number 2: Never forget rule number 1.

Money is synonymous with power and prestige. Whoever has a full purse, even if born in a pigsty, will be a master. Merchants know how the world works and know what counts in life. If you are to count on something, count on yourself. If you are to be confident in something, you are to be confident in yourself. Then everything will go as smoothly as possible. After all, there's never been a thing they've shied away from in order to get their business. Well, except maybe taxes.... Each person in the guild knows his place and knows what task belongs to him. Apt investments, efficient embezzlement, tax avoidance and, above all, the right customer approach and image - this is the golden recipe for how to clinch the deal of a lifetime.

A penny, however, will not earn itself and idleness does not like! The best profit is made in a group of not the best people, but with similar views to yours! The **Merchants' Guild** is an association whose purpose is to accumulate wealth and gain influence through wealth. It's the one that sets prices for a sack of grain, a sheep, or whatever happens to be banging

around in your pocket. It's them that dictate who can't and who can trade in this town (after paying the appropriate fee, of course). It is to the guild that you go for a loan. It is also to them that you must repay the debt, plus a not inconsiderable interest. I advise you well - do it without procrastination, if you care about your bones remaining unbroken....

People affiliated with the guild - respected and exemplary residents of Tassels-Flochburg - are easily able to cooperate with each other, as long as it leads to an effective plumping of their own coffers. On the other hand, they are just as easily able to betray and deceive an unwary partner, if that is the move that proves more profitable.

What does it offer to play in this group?

- ➡ A game based on the desire to make money, no matter what price it comes at.
- ➡ The opportunity to co-create local and internal politics, fight to maintain control and position, and develop the guild.
- ➡ The opportunity to realistically play the characters of traders and shopkeepers, or to draft trade agreements and negotiate pacts.
- ➡ Making morally ambiguous choices based on common or merely private interest.

What does it take to play in this group?

- ➡ Willingness to play a morally ambiguous character, for whom profit is often worth more than dignity and human life.
- ➡ Willingness to play a game based on keeping up appearances - behind the facade of a smiling shopkeep lurks a sly fox, ready to pluck the customer to the bare skin.

- ➔ Preparation of an adequate costume to the character being played - elegant and richer than the outfits of most of the locals, or, on the contrary, theatrically poor and simple, as befits a miser.
- ➔ Convincing and realistic playing of commerce.



Artisans' Guild (3-7 characters)

None of us are as smart as all of us.

Maybe they don't live lavishly. Maybe they don't have clean, creamed hands or elegant clothes, but the people of the guild are the backbone of the society living on the two islands. Everything they have, their entire position in the settlement, is the result of hard grind and many hours spent at the anvil, loom, saddler's table or potter's wheel.

Among working people there are simple, though unwritten rules: you get what you pay for, you don't work - you don't eat, teamwork makes dreamwork. Here you don't bribe customers to pick you instead of your fellow craftsman, you don't mess with your neighbor, you don't shit in your own nest. Whoever does not adhere to the accepted norms, who acts to the detriment of the guild and residents, will be treated as a pest and definitely removed from the community. So if you want to join the

Artisans' Guild, show what you can do and convince that you will respect these rules. In it there is no place for foul play, shoddiness, saboteurs or scabby **Nonhumans**.

Craftsmen know well that individually they have little clout. But as a Guild they are a faction whose opinion everyone must reckon with. After all, everyone from the ragpicker to the great lord needs the wares they offer, and there is no one else within a radius of many kilometers who is able and willing to supply them here.

What does it offer to play in this group?

- ➡ A game based on the desire to earn money, which is the result of hard work and not fraud or foul play.
- ➡ The opportunity to influence local politics, fight to gain a better position, and increase influence and authority among the locals.
- ➡ The opportunity to realistically play the role of medieval artisans, such as a cobbler, goldsmith, tailor, weaver, potter and others.
- ➡ Making tough choices in the face of the Guild's tough moral rules.

What does it take to play in this group?

- ➡ Willingness to play a character focused on realistically playing out craft work.
- ➡ Willingness to play racism and ostracism.
- ➡ Willingness to compete aggressively with other local powers for influence on the Isles.
- ➡ Dressing to match the character being played and owning and using items of equipment specific to the profession being played.



Brewers (3-5 characters)

Where there is beer, there is life.

Light, dark, wheat, mild or with a hint of bitterness - each is brewed with great care and should be drunk with the same devotion. The brewers are not only producers, but also true connoisseurs and experts in this drink of drinks. They may not be geniuses of erudition or lovers of high art, but each of them can recite all the brewing recipes flawlessly, and faster than you can pour a pint of Dark Redanian. After all, beer is the great uniter. If you don't know this, you're lame or filthy Nonhuman.

The brewers are not the only ones in Tassels and Flochburg who supply the drink to both inns as well as to the homes of the wealthier residents. Although they are the only ones with an official concession, they are not monopolists when it comes to spirits. In this field there is a silent battle for supremacy with those accursed Moonshiners. These don't beat around the bush. A whole set of Temerian Lager, released directly into the waters of the Pontar, testifies to this. No one caught anyone, but everyone knows who is guilty.

Delivering justice alone is strictly forbidden, besides, nothing justifies the use of thuggish methods. What is needed here is firm but still legal action. However, since justice can sometimes be blind and deaf to the needs of citizens, it is necessary, firstly, to obtain irrefutable evidence and, secondly, to secure support in the right circles.

What does it offer to play in this group?

- ➡ A game focused on trade and the acquisition of funds and influence almost according to the letter of the law - the highest achievement is to defeat the enemy without a fight.
- ➡ An opportunity to play in a privileged, organised and legal business group, starting from an established social position.
- ➡ A game focused on maintaining position, business development and entrepreneurship.
- ➡ The opportunity to engage in political and economic plots.

What does it take to play in this group?

- ➡ Willingness to play oriented to dislike or hostility towards certain groups, and to play up racism.
- ➡ To convincingly play beer merchants and connoisseurs - it is useful to know at least the basic concepts and be willing to share this knowledge.
- ➡ Having clothing with elements that emphasise the character of the group.
- ➡ The game does not require any alcohol-related activities, after all, there is a fair going on.



Tanners (3-5 characters)

A snake that sheds its skin still remains a snake.

The Pontar is used to float all kinds of goods from the Grey Mountains to Novigrad. Particularly valuable are the skins captured in the wilderness, which find a stop in Tassels-Flochburg for processing before the untreated ones spoil on their way. Even though the tannery stinks, even though the waste cloaks everything it runs past and poisons the river, you will recognise the owners of the tannery by their rich clothing and the scent of floral perfume from Beauclaire.

Boastful, arrogant, blasé. Just as they disdain the rules of discharging waste into the Pontar, so they treat others. They especially despise the **Docksiders** who complain about the inevitable byproduct of their resourcefulness and success! **The Craftsmen's Guild** has rid **the Tanners** from its ranks, so what? The skinnners are indifferent to the insult!

The men and women who practise tanning do not ask, nor do they demand. They don't have to. They simply wait quietly for you to bring in your own teeth what is rightfully theirs by right of wealth. They constitute the local unofficial aristocracy. Besides, even the coat-of-arms nobility is

not always, in their view, worthy of their time. They measure a person by the weight of their purse, and they need a fraction of a second to do so. Leather magnates, when it comes to their business, act ruthlessly, without hesitation or reluctance. May they appreciate their adversaries before it is too late....

What does it offer to play in this group?

- ➡ Playing to an organised group that, under the guise of legitimate business, seeks to achieve private and often illegal goals.
- ➡ A game of secrecy, with a sense of impunity associated with wealth and influence.
- ➡ A game geared to maintaining position, business development, ingenuity and cunning, especially in terms of avoiding responsibility.
- ➡ The ability to engage in political and economic plots, using non-standard methods of public pressure.

What does it take to play in this group?

- ➡ A game based on the desire to make money, regardless of whether the means of achieving the goal are legal or not.
- ➡ The ability to play either as an aggressive and arrogant character or as a clever and cunning one, who does not resort to open violence, but acts in a subtle manner.
- ➡ The willingness of some players to consider you as a villain, to avoid you or to behave hostile towards you.



Widows and Matrons (3-5 characters)

Independent, strong and able to fight for themselves.

Whether they are single as a result of widowhood, divorce or perhaps their husbands are 'away on distant trips', these women have managed to gain experience, life wisdom and a position equal to men of their age and stature. They are not youngsters, giggling bashfully in a corner. They are neither old nor bitter, or at least not all of them. And no, they don't have cats.

None of them are frumpy, breezy or coquettish. These women are seen by society as an extremely important and highly respected group because they can make decisions like no one else when things get really difficult.

Although no man says it out loud, the opinion of experienced women really counts in all aspects of life. It is they who, together with the priestesses of Melitele, organise help for the poor and needy, help the young to marry sensibly, and take care of morals and the observance of traditions. It was they who put pressure on the Merchants' Guild, leading to the blocking of the strong liquor concession. They were the ones who finally forced the Craftsmen's Guild to remove tannery workers from its

ranks. And all of this was done with white gloves, effectively and without making too much noise.

Although the Widows and Matrons are not affiliated into an official council or committee, they do meet together regularly to discuss current events and decide how to proceed. So if you have an issue that is keeping you up at night, it is worth asking for an audience and currying their favour in the right way.

What does it offer to play in this group?

- ➡ An opportunity to play in a privileged group starting from an established social position that aspires to govern the township.
- ➡ A game focused on maintaining position, expanding the reach of influence, behind-the-scenes machinations, informal activities.
- ➡ Potential to engage in political, economic, family, social plots.
- ➡ Potential to play matchmaking threads with other characters and arrange marriages.
- ➡ Potential to prepare an interesting costume and image

What does it take to play in this group?

- ➡ Willingness to play a secretive character, operating in a semi-official way, who does not hesitate to use her knowledge to achieve her goal.
- ➡ A convincing performance as a tough, experienced woman struggling for influence and respect in a hostile environment, a beacon of morality, reason or tradition, a local know-it-all, a grey eminence.
- ➡ Preparing a costume that emphasises the status of the character being played.



The Griffin Inn (3-6 characters)

The darkest place is under the candlestick.

Delicious food, friendly and professional service, the best liquor and a legal liquor concession. Admittedly, it's more expensive here than the rival **Great Island Tavern**, but oh well... you have to pay for luxuries and **the Griffin Inn** is undoubtedly the best inn in the area. Far too good for such a shabby place. This is where the high-stake games are held, where the most important talks take place, where lucrative contracts are signed. This is where Big Politics is played out.

Working at **the Griffin** means great prestige and the possibility of social advancement, but it is also quite a burden. Every member of the staff, from the servants to the bard, has had to pass through a rigorous gauntlet before getting the job. The owners pay and demand absolute loyalty and discretion. Of course, the latter point does not apply to them. It is imperative to report to the bosses everything that accidentally catches ones eye and ear.

Any service provided here is truly of a high standard precisely because the bosses invariably keep their finger on the pulse and are always well

informed of all the needs, problems and secrets of their clients. And everyone understands well what power knowledge can be.

What does it offer to play in this group?

- ➡ A game based on political and espionage plots, a chance to influence the flow of information in the settlement.
- ➡ The chance to access information from outside the town and have a taste of big politics.
- ➡ An opportunity to play characters who are ambitious, curious about the world, ready to uncover the secrets of the guests and use this knowledge to achieve their own goals.
- ➡ Playing a job in a prestigious establishment, under great pressure from an employer and a demanding clientele.

What does it take to play in this group?

- ➡ Willingness to investigate and poke your nose into things that are not your own, even at the cost of putting yourself in danger.
- ➡ Willingness to play a character who is not afraid to use dirty tricks to achieve his goals.
- ➡ **Playing an in this group does not require actually working in the Inn and serving food, but only animating the atmosphere, getting information.**



Nonhumans (3-10 characters)

One with nothing to lose can be the dangerous one.

You meet them on the street or in a tavern. They are customers, neighbours, sometimes even co-workers or fellow residents. Sometimes you sit at the same table with them or live under the same roof. Elves, half elves and dwarves are members of this community, but they will never be blood of blood, they will never be *one of us*.

Nonhumans have so far been treated quite favourably by the people of the Isles. Maybe they have not been shown any special cordiality, but nobody has referred to them with particular hostility either. Maybe occasionally someone called an elf a ‘mangy spic’, smeared shit on the door of a dwarven cottage or refused service in an inn, but no one was harmed by such jokes. Now, however, with the war against Nilfgaard, the situation has definitely escalated.

Although part of the locals do not believe that the **Nonhuman** minority could turn against their neighbours, there are those who communicate their radical views loudly and with great conviction. This hurts, but at the same time it hardens and creates a desire to resist. Is it better to suffer in

silence and wait for better times that may not come? Or is it time to acknowledge that **Nonhumans** are in fact 'at home' here and dh'oine are parasites worthy of extermination? The arrival of the **Followers of Eternal Flame** and the people with the sign of the burning rose is a threat that shatters the fragile balance. How will **Nonhumans** react to them?

What does it offer to play in this group?

- ➡ Playing in an informal group that is very different from the rest of society because of its racial background.
- ➡ The opportunity to play out plots about family, espionage, adventure and shenanigans.
- ➡ The opportunity to play the role of a fantasy race, with particular physical characteristics and lifestyle.
- ➡ The experience of closeness to others through shared difficulties, the opportunity to build strong bonds in a group of like-minded people, the chance to fight for equal treatment and due respect.

What does it take to play in this group?

- ➡ Willingness to play a character who, because of their background, may be treated with dislike, fear, suspicion and/or contempt.
- ➡ Willingness to play characterised behaviour and racism towards people even if this behaviour will lead to escalation.
- ➡ Willingness to play for trouble and to get into conflict with the law (play for trouble, play to lose).
- ➡ The need for appropriate make-up (beard, pointy ears) and clothing to emphasise membership of the relevant ethnic group.

- ➔ This is a special group. This means that by filling in the character preference form you will be able to choose which other group your character belongs to.



Newcomers (3-5 characters)

Never haggle against your own conscience.

They arrived under cover of darkness a few days ago and stayed at **the Griffin Inn**. A small and mysterious group of strangers, with a rather shabby appearance. Their members, dressed in sturdy travelling clothes and always carrying weapons, sit incessantly in either drinkhole or wander aimlessly around the Isles. They give the impression that they may be looking for someone, waiting for news, or perhaps thinking of a plan for further travel or escape.

They behave very calmly. Almost polite! They pay on time, do not impose on others and give generous tips. They talk cordially over a pint about local customs, relationships, politely gossip about people.... It's as if they're trying to fit in here at all cost and avoid being conspicuous to anyone. And this is something that arouses curiosity. Their presence has already stirred the chatter and attracted the attention of **the Guards**. However, as no one

is complaining about **the Newcomers**, the thing has so far ended in only moderate interest.

Do they intend to stay here longer? Will something interesting and spectacular come of their stay here, or will they simply pack up their bags the next morning and continue on their way, in a direction they only know? One thing is certain - something is bound to happen...

What does it offer to play in this group?

- ➡ Playing a character that does not conform to the generally accepted social norms - Newcomers are part of the community, respecting local customs as long as it suits them.
- ➡ The opportunity to take part in espionage, crime and adventure plots, often in the style of 'cloak and dagger'.
- ➡ The chance to play an ambitious character who knows the big wide world with its temptations and dangers and is prepared to use this knowledge to achieve their own ends.
- ➡ A chance to access information from outside the town and to influence the flow of information at play.

What does it take to play in this group?

- ➡ Willingness to play a goal-oriented character, whatever the cost - the ends justify the means.
- ➡ Willingness to play violence, simulated fights, illegal activities, involving the need to plot and deceive.

- ➔ Attire and behaviour that emphasises the character of the group - travelling clothes, tarnished and shabby, group members stick together, watch each other's backs.



Travellers from Ofir (3-7 characters)

There is an Ofirian saying: 'Never call anyone a fool - do business with them'.

The overseas merchants have come here to mark the Harvest Festival with their presence, to earn some good money and ... to reconnoitre the area. It is true that the North is a barbaric land for the Ofirans, but they are not here to fraternise with these primitives, but to do business with them.

This place may not be a worthy arena for big politics, but for flesh-and-blood traders it is a veritable mine of opportunity. Imagine a border duty-free zone... No one better to exploit Isles' potential than people who have sucked the skills of trade from their mother's milk. Particularly as their range includes goods rarely found here, such as silk fabrics, exotic spices, jewellery, carpets, distant porcelain and ornate weapons.

An innate flair for business and cool calculation are weapons that Ofiris wield with masterful precision. And all this is hidden behind a veil of grandiose manners, smooth words and friendly smiles. On top of this, they are supposedly honourable. Insofar as there is such a thing as 'traders' honour'. The local merchants face a considerable threat. Will they manage to subdue the newcomers from the east and keep the rules of the game? Or will the tricky Ofiris force them to make concessions? And how far will they go in their actions? It is certain that the resistance of the locals will be strong, but the Children of the Sun are ready even to completely oust the local system from Tassels-Flochburg.

What does it offer to play in this group?

- ➡ Playing with a diverse group of people representing a quasi-oriental culture.
- ➡ Playing on interesting intercultural interactions, different approaches to otherness - from curiosity and fascination to distance and fear.
- ➡ The opportunity to play one of the many characters that are the usual representation of the Ofir caravan: merchants, exotic dancers and dancers, masters of massage and acupuncture, fortune tellers and diviners, etc.
- ➡ Playing out commercial themes with a focus on services and luxury products.

What does it take to play in this group?

- ➡ Willingness to play a character oriented towards trade and profit, but with the good traditions of trade and conducted with the stereotypical manner of the Middle Eastern countries: loud

haggling, bribery, extraordinary politeness and shrewdness in doing business.

- ➔ Costumes inspired by Middle Eastern-style influences.
- ➔ A willingness to play a game geared towards cultural dissent and an absolute belief in the superiority of Ofir culture over barbarians from the North.
- ➔ Willingness to be an attraction to the locals and the subject of their curiosity, resentment or envy.



Vagabond Students (3 - 5 characters)

With your parents' money, party on!

That's the best term for the last 2... 3... 4?... weeks in the life of a wealthy student and their merry company from the Academy. It was as if they had forgotten that the purpose of this escapade was not to have fun at all, but to learn how to lead a responsible life. For the young miscreants, this education ended with the ability to suck up to the buddy with the biggest purse. The next stop for the merry band of youngsters is the border town, where the Harvest Fair is about to start. And what's a fair without a band of academic having fun?

The names alone were enough to vouch for the rental of the best room in the Inn, the opening of unlimited lines of credit in both drinkholes and most of the shops. Let's party until dawn! Nobles don't pay, they are the ones who get paid for their mere presence! Educated scholars and bachelors deliciously mock Melitele's sisters and the local quacks and constantly get in the way of Stynka's Crew. After all, the Oxenfurt Academy teaches the arcana of modern medicine, combats superstition and paves the way for modernity!

All local personalities outdo each other in bowing down to the young aristocrats and let their sins go unremembered in the hope of making a substantial profit. Time passes, the youngsters have fun and the debt grows and grows. The time for repayment is slowly approaching and, although the sponsors purse seems deep, there may not be enough money in it. On top of this, there is no help from home. The parents have made it clear that funds are limited and this seems to be their secret way to teach responsibility. The times of hardship will soon come when, the alcohol wears off and the hungover youth start thinking about where to get the funds to continue living.

What does it offer to play in this group?

- ➡ An opportunity to play a high-status character who faces life's difficult problems and tries to deal with them in their own way.
- ➡ Playing a character who does not fit into the generally accepted social norms, who gains the opportunity to find their place in a new environment, to overcome adversity, to gain new status.
- ➡ Playing in a group with the aim of having fun, the louder and crazier the better - students at summer break, silly jokes, truth or dare, crazy bets, looking for trouble.

What does it take to play in this group?

- ➔ Willingness to play a rich and bored person who, for the sake of entertainment, is eager to get into conflict with the law or with local bullies.
- ➔ Playfulness with an undertone of malice and aggression - young troublemakers.
- ➔ A game based on the pursuit of conflict and bending the law, even at the risk of serious consequences, and on the belief in one's own impunity, according to the words 'young people need to blow some steam off, especially the rich ones'.



Artistic Troupe (3-6 characters)

Love and art forever roam, always searching for a home!

Attention, everyone, gather round, for an incredibly talented and delightful group of artists are currently preparing to make a guest appearance! Believe it or not, this is a real treat, as not everyone can afford to see them perform. So sit back and enjoy a performance that you will always remember! For an appropriate but not exorbitant fee, each

performer will present their skills in the tavern, on the stage or in the main square.

The touring troupe of artists usually appears uninvited, joyfully turns the lives of the locals upside down and disappears like a golden dream, leaving behind a mess and colourful memories. The troupe members refer to themselves as citizens of the world. Although they do not belong to the same family or form a unified stage troupe, their months-long journey together has brought them together with bonds of friendship and loyalty many times stronger than blood ties.

They are eccentrics, oddballs and outsiders who are by no means able or willing to fit into society's norms. Here, no one asks about the past, nationality and race are irrelevant. All that matters is what's in your soul and whether you have the courage to share it with the audience. And if someone starts questioning or taking an unhealthy interest in the members of the troupe? Well, Artists don't like nosy people and are really great at watching their backs.

What does it offer to play in this group?

- ➡ Playing a character that does not fit into the generally accepted social norms - artists are forgiven for their extravagance and eccentricities.
- ➡ Playing in a group, where blood ties matter less than bonds of friendship and putting the good of the community before the interests of the individual.
- ➡ The opportunity to show off your stage skills in front of a large audience, gaining recognition and applause.

- ➡ The opportunity to uncover secrets about the origins of group members, which can lead to internal conflicts and acting on the edge of the law.

What does it take to play in this group?

- ➡ Having any acting, musical, dancing, acrobatic, painting, oratory or other artistic inclinations or skills, and a willingness to demonstrate these in front of an audience.
- ➡ A willingness to play a character who remains in the spotlight, often quirky, eccentric, comical or grotesque.
- ➡ Preparation of an extravagant costume emphasising membership of an artistic community.



Tax Collectors (3-5 characters)

If anyone believes in the voluntary nature of taxes, let them try to refuse to pay them.

If the King's officials say they are going to give something to someone, it means they are going to take it from you, because they are not going to pour any money out of their own pockets. If only the peasants were given

a bit of leeway, the state budget would become as full of holes as a whore's stocking and the peasants would be as frisky as if they had come back from said whore. Taxes create order, their absence destroys it! And that means that everyone should pay tribute, regardless of age, origin or wealth. Unless, of course, one gets along with whoever one needs to....

Of course, no one expects a simpleton to know how much 30% of their income is. That's what high-class specialists are for. The position of tax collector is a tough nut to crack. It requires not only the ability to write, read and calculate, but also the knowledge of numerous pieces of legislation under which citizens are held accountable for their dues to the king and the state. At the very least, it's worth knowing a few complicated words like legislation, paragraph and clause to lend credibility to your words.

Tassels-Flochburg is a kind of 'tax haven', just not for everyone. Here the law often blurs, overlaps, contradicts and, due to the peculiar location of the two islands, the tax collector often knocks on the door more than once... A good tax policy should be like plucking geese - get a lot of feathers and little shouting. That is why a good official knows not only which taxpayer to shave to the skin, but also where to apply 'extraordinary relief'. This may sometimes require secretive cooperation between representatives of both countries and double bookkeeping, but sometimes ends justify the means, don't they? Everything in the name of maintaining order, of course. After all, taxes are the foundation of the civilized world!

What does it offer to play in this group?

- ➡ The opportunity to represent something bigger than just local interests, to play cosmopolitan characters, knowledgeable about the world.
- ➡ The opportunity to play righteous or corrupt representatives of the law, and to make decisions that balance on the edge of the rule of law.
- ➡ The opportunity to play strong group relationships and to establish a range of interactions due to your role.
- ➡ Opportunity to play both an armed, enforcement-oriented character or a seemingly harmless official - a grifter, playing the roles of 'good and bad collector'.

What does it take to play in this group?

- ➡ Willingness to play a character considered vile and despicable by society, which may involve public or covert displays of resentment.
- ➡ Willingness to play a morally ambiguous character who, on the one hand, may accept bribes and, on the other, will not hesitate to take the last copper from a poor person in the name of royal law.
- ➡ Preparation of a costume, equipment and possible armament appropriate to the character.



Guards and Toll Collectors (6-12 characters)

Motto: If it were not for the exceptions, the rules would be intolerable.

Dear resident of the border area! Do you dream of a peaceful life, without unpleasant surprises from bandits, thieves, swindlers, or smugglers? Without the threat of the cursed Scoia'tael? Would you like to be sure that your home will not be attacked without warning by enemies from across the border? The answer to your needs is the Guards and Toll Collectors. They are the ones who look after the safety of residents and commuters, maintain order in towns along the state border, collect tolls for the use of border roads and bridges, and impose fines on those who break the royal law and disrupt order.

Guards and Toll Collectors are representatives of the law and as such should be treated with admiration and respect. Fine words and fine assumptions. In reality, the prestige of their kind is highly questionable, the job uninteresting and poorly compensated, instead highly risky and thankless. Bands of havekars, smugglers, murderous Scoia'tael, fickle

merchants unwilling to pay their dues, constantly disgruntled villagers. The Guards and Toll Collectors are, in truth, the last place a righteous and good warrior would want to be.

On top of this, cooperation with representatives of the opposing side is essential in this profession. Long years of service have taught that ideals and service to the fatherland are one thing, but in order to do your job well, you sometimes have to turn a blind eye to some things and get along under the table with the right people.

What does it offer to play in this group?

- ➡ Playing in a paramilitary group acting officially in the name of the law of both neighbouring countries.
- ➡ Threads of enforced cooperation lined with barely concealed hostility and mistrust of each other - us and them, Temeria versus Redania, the possibility of playing off resentment but also friendship and camaraderie despite the divisions.
- ➡ Plots connected with law enforcement as well as corruption within the ranks of government officials.

What does it take to play in this group?

- ➡ Willingness to play the character of a representative of the law who, however, is sometimes prepared to overstep the mark in order to achieve his or her own ends.
- ➡ Willingness to play corruption, violence and simulated combat.
- ➡ A costume that emphasises the character of the group - uniform-like clothing, reasonably unified in terms of colour and cut (Redanian - white and red, Temerian - blue).



Veterans (3-5 characters)

War does not decide who is right, only who's the last one standing.

A diverse group of people who, at first glance, found themselves in the area by chance. Some claim to have come here in the hope of finding a home or a job - after all, a border town should offer considerable prospects. Others maintain that they are just passing through and that their real destination lies somewhere far over the horizon.

Although each one of them is dressed and equipped differently, they share a few common details, such as an upright posture, distinctive mannerisms in their behaviour and a carefully concealed but noticeable hierarchy within the group, suggesting recent service in the army.

Are they soldiers returning home after a victory, or are they deserters fleeing the battlefield? Are their reasons for being here genuine? Maybe someone is pursuing them, or maybe they are following someone else's trail? It is difficult to tell at first or even second glance. However, if you take a good look at them, you can see the clear traces that the war has etched in their appearance and behaviour.

What does it offer to play in this group?

- ➡ Playing in a paramilitary group, with a semi-formal structure.
- ➡ A game based on adventure themes, often from the 'cloak and sword' angle.
- ➡ Possibility of hiding and revealing secrets.
- ➡ Possibility to realistically play the character of an ex-combatant, with all their positive and negative traits.

What does it take to play in this group?

- ➡ Willingness to play a character who does not hesitate to cross the boundary of the law to protect his own interests.
- ➡ Willingness to get into trouble (play for trouble, play to lose), play out violence and simulated fights.
- ➡ Having a costume that emphasises the character of the group - civilian clothes, combined with elements of uniforms and military equipment.
- ➡ Having larp safe weapons appropriate to the character being played.



Preachers of the Eternal Flame (5-7 characters)

Nothing empowers as much as a purpose.

The mission of the followers of the Eternal Flame is simple - purification. After the exposure of the heresy of Grand Master Jacob de Aldersberg, numerous confiscations and banishment from the domain, they did not necessarily try to clear their good name. Currently, they have managed to consolidate themselves quite well. Proof of this is their receipt of lands from King Radovid the Fifth and the royal order to crack down once and for all on magical filth and their shambling estate....

However, before the Order proceeds with radical action, it is necessary to carefully familiarize with the local mood and balance of power. Isles could be an ideal place to carve out land for the Order.... Meaning, of course, spreading the doctrine to more areas. All that remains is to win the friendship and support of the locals and the process of converting the ignorant people to the one and only righteous faith could begin.

Success is the sum of small efforts, repeated day after day. We all know that Tretogor was not built in a day. A small temple is enough to start with,

and step by step another area will be cleansed of pagan beliefs. There is no need to use “fire and sword” right away. After all, nothing convinces peasants more than publicly cracking down on a few drowners, or detecting who in the area is responsible for the souring of goat's milk. The followers of Eternal Flame have considerable skills for this, so the thing does not seem too difficult.

What does it offer to play in this group?

- ➡ The ability to play based on faith, rites, religious community and even fanaticism.
- ➡ Playing both armed and civilian characters with similar goals and religious beliefs.
- ➡ Playing a charismatic or argumentative character, disputing, arguing your case, finding supporters willing to support a greater cause.

What does it take to play in this group?

- ➡ Willingness to play a character oriented toward the propagation of only the right faith at any cost.
- ➡ Willingness to play racism, as well as ostracism or hostility towards dissenters and magical people.
- ➡ Playing an armed character may require possession of larp armor and appropriate weaponry.



Charlatans and Herbalists (3-5 characters)

Trust me, I'm a healer.

Nothing is more important than physical and mental health.

Unfortunately, people usually don't think about it until they've lost it.

You can ask, warn, forbid... You can recommend an infusion of marigold and a talisman of incense alder for the hundredth time and, at best, be laughed at. Or you can wait until their health begins to fail and then charge them for the treatment. Higher if the idiot has mocked you before.

No one knows more about herbs than They do, both medicinal and those with the opposite effect. **Charlatans and Herbalists** work in different ways. Some rely on real knowledge of herbs, others use orders, magical amulets or their own rituals. One thing they all have in common is that they charge a lot for their services.

Originally, **Charlatans and Herbalists** wanted to join **the Merchant's Guild** or **the Artisan's Guild**, but the former found them too poor, while the latter found them offering too vague services. So they formed their own independent and unofficial association to regulate prices and the availability of medical services. Moreover, in such a respectable group

it is always possible to exchange views or ask for collegial advice. Although they officially stick together, it is common practice for them to poach each other's patients. If you go to three quacks, you will get three diagnoses and one of them will say, 'Oh Lord, and who messed this up for you so badly!' Now, however, it is time to close ranks and rethink the current strategy, as unexpected competition has appeared on the horizon in the form of the **Melitele Sanctuary**.

What does it offer to play in this group?

- ➡ Playing with a healer character, often acting under pressure and relying either on natural healing methods, or on a completely different field of medicine.
- ➡ An opportunity to interact with characters with whom you would otherwise not have a close relationship.
- ➡ An opportunity to enrich the game with interesting healing scenes and rituals or procedures.
- ➡ Playing in a group whose members compete with each other, but at the same time are able to maintain a united front in the face of potential danger.
- ➡ An opportunity to learn the sensitive secrets of customers and patients, and to become entangled in stories that have nothing to do with law and order.

What does it take to play in this group?

- ➡ Willingness to play a character using folk practices and extremely unscientific methods.

- ➔ Actions based on belief in supernatural abilities and the building of respect based not only on actual skills but also on fear, belief in folk magic and patient ignorance.
- ➔ A willingness to play in the more dangerous zones, and to accept that a character may be treated with fear or as wicked.



Sanctuary of Melitele (3-5 characters)

If the spirit is healthy, the body will follow.

These are the words with which you will be greeted when you cross the threshold of the temple. The priestesses of Melitele have only been residing on the Isles for a short time, but they have already managed to establish themselves here. The temple they have opened not only serves as a place of prayer to the Goddess, but is also a well-functioning infirmary and asylum. Everyone can be helped here - after all, the Mother commands that everyone should be helped, regardless of their beliefs, religion or race.

The followers of Melitele believe that it is the healthy soul that is responsible for the health of the body and that it is this soul that must be cared for above all else. Bad conduct, forgetting to pray and, above all, abusing alcohol are the cause of illness and all evil. However, these beliefs

do not obscure the need to care for the body itself. No one can stitch and dress a wound more efficiently. No one can control a fever more effectively. No one will take care of a birth better.

Admittedly, the treatment offered here is limited to fairly basic procedures, served without anaesthesia, but accompanied by fervent prayers to the Mother. However, such assistance is better than none at all. On top of this, their services cost ‘whatever you may spare’, rarely overburdening the financial situation of the patient. No wonder, then, that the small shrine is visited daily by scores of needy people, and the dispensary’s treasury is never empty. These practices have already caused a ruckus among the local **Charlatans and Herbalists**, who feel strongly that their role as the most effective healers in the area is under threat.

What does it offer to play in this group?

- ➡ Ability to play in an organised and hierarchical group based on faith, rituals, religious community and to play out complex and ambiguous relationships within the group.
- ➡ The opportunity to play a healing character based on scientifically proven healing modalities.
- ➡ Adrenaline-filled scenes of saving the health and lives of other characters, moral and religious dilemmas.
- ➡ Playing a character focused on spreading faith based on love and respect for life.

What does it take to play in this group?

- ➡ Willingness to play a character focused on spreading the faith in Melitele, which involves a total rejection of harming others.

- ➔ Willingness to play the character of a medic, which may involve realistically playing bloody treatments and operations.
- ➔ Preparing an outfit resembling a monk's robe, along with a hair-covering veil and, optionally, larp medical tools and bandages.
- ➔ Playing mainly within the safe zone and danger zone, but including a willingness to make sacrifices in the name of saving lives.

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