

PLAYER GUIDE

THE WITCHER DAWN AT KAER SEREN

A red feather with a quill-like stem and a red splatter or bloodstain are positioned below the title text.

Dawn at Kaer Seren is an immersive role-play adventure (LARP) inspired by the world of The Witcher.

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THE WITCHER
DAWN AT
KAER SEREN



I - OVERVIEW OF THE GAME

INTRODUCTION

The year is 1235. Humans of the Northern Kingdoms and the Nilfgaardian Empire have been at relative peace for the past generation. Fergus var Emreis (Emhyr's father) is the Emperor of Nilfgaard, and Radovid IV reigns over Redania. Lara Dorren's death took place 93 years ago and the war that followed instilled racial tension between humans and elves that continues on till this day.

Sorceress Triss Merigold has called for a council of the northern rulers, which brought their nobles and advisors to Kaer Seren, the Griffin Witchers Castle, to discuss a somber prophecy that has come to light and which may threaten the very fabric of society. Word of the gathering has spread across the entire Continent, so it is not surprising that it will attract a variety of individuals trying to influence the negotiations in their favor. Soon it may dawn on the hosts that they have bitten off more than they can chew in their efforts to ensure peace.

Embark on a thrilling adventure into the Witcher universe as you join us at Kaer Seren. The stage is set for a tangled web of intrigue, social maneuvering, politics, and secrets. As you navigate the dangerous landscape of negotiations, be prepared to make difficult choices and face the consequences of your actions. Will you fight for the greater good, or succumb to the lesser evil?

The fate of the Continent rests in your hands as you fight monsters (human or otherwise), solve mysteries, face evil alone or with allies, and make friends, enemies, and love. All played out against the backdrop of a beautiful Swiss castle.

KEYWORDS

Intrigue / Negotiations / Politics / Secrets / Fighting / Difficult Choices /
The Lesser Evil / Greater Good / Monsters / Magic

IN-GAME TRIGGERS

Torture / Monsters / Racism (between humans and non-humans) / Death / Wrist
restraining (Trial of Grasses) / Sound effects / Fire / Blood / War / Sickness /
Drugs (fisstech) / Alcoholism / Classism / Sexism

THE EXPERIENCE

Dawn at Kaer Seren is set in a world that can be cruel, treacherous, and unforgiving, but can also be full of joy, gratefulness, love, and hope.

The experience we'd like to give you is one that connects many social classes, professions, stories, and cultures from the Witcher universe. The setting of the game allows for characters from various backgrounds to come together at (neutral) Kaer Seren to hear about the prophecy and decide upon its importance. While this is the main reason for the gathering, everyone will come with their own agendas and goals.

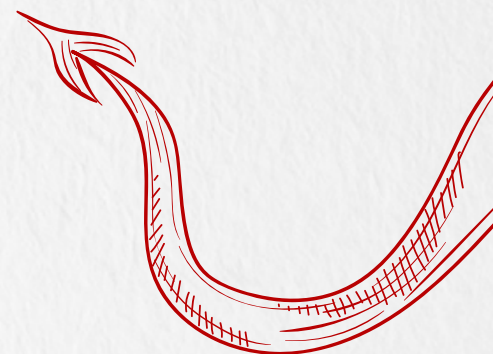
It has been a very long time since so many rulers, sorceresses, mages, elves, Witchers, military commanders, elven Rebels, important merchants, and craftsmen have come together in one place. This might lead to merrymaking around a keg of ale, but it can also turn bloody very quickly.

The Witchers of the School of the Griffin are the hosts, but also guardians of the peace. Together with Triss Merigold and the Brotherhood of Sorcerers, they have tried to make the keep as hospitable as possible. Thus a number of activities are planned to keep people from boredom, because people who are bored tend to invent monsters and monstrosities to stay entertained. Not to mention that if any dangers were to try and seep into the cracks of the keep from the outside world, it will be vital to work together.

The game poses questions about humans vs. other races, good vs. evil, political gain of high society vs. gain of the people, rationality vs. fanaticism, tradition vs. progress, invasion vs. peace, ruthless personal gain vs. compassion and teamwork.

Activities you can participate in are:

- Sword fighting and martial pursuits
- Monster hunting
- Lifting curses
- Archery and games of skill
- Feasting, music and performances (Sorceress's Soirée)
- Etiquette and romance
- Debates on war and peace between races and nations
- Political maneuverings
- Brokering deals



The overall plot is a peace treaty negotiation, with smaller plots and NPC plots weaved into the story. We encourage players to “play to get in trouble” and jump in on the plots laid out for them, no matter their profession, status or in-game gender and race. If you need help figuring out how your character can fit into a plot, please talk to the organizers. The NPCs can help you get into the plots if necessary.

There are some planned events and scenes, including the Sorceress’s Soirée.

WHAT WILL I GET? / GAME PREP

- An immersive game location
- All meals from Thursday afternoon until Sunday morning
- A (bunk or double) bed in one of the castle rooms (players need to bring a sleeping bag and pillow)
- A unique character and relations
- Plot development and drama to play on
- Supporting actors (NPCs) to interact with and guide you through the game
- Coffee, tea, water and snacks will be freely available

Your ticket does NOT include travel (a ticket for the organized transfer from the airport can be purchased separately), costumes, or alcoholic beverages.

Dawn at Kaer Seren is “ready to play,” and we only ask for little preparation. You will receive a character that you will have to read, and we ask that you read the entire updated Player Guide before you arrive on site.

This larp is a sandbox to some extent with a political narrative including elements of the supernatural. You will receive a character with a background that mentions some other characters. New relations (romance, friendships, enemies etc.) can be created only during the game as the theme of the game is a gathering of people that might not necessarily have met before.

It will be useful to have basic knowledge of the Witcher universe, *please refer to “The Witcher World” below.*



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II - PRACTICAL INFORMATION

IMPORTANT INFORMATION

Dates: April 4-7, 2024

The event will take place during spring. Usually, the weather in Switzerland is agreeable, but we still recommend players bring warm layers of clothing.

Location: Youth Hostel Mariastein Rotberg Castle, 4115 Mariastein, Switzerland.
See the travel guide to read more about how to get there.

Age: 18+

Number of players: 69

Number of NPCs: 20

Players should arrive on site Thursday afternoon at 15:00. Players can arrive from 12:00 onwards but the crew will be setting up the props and decorations, so please be mindful of that. Workshops will start on Thursday at 16:00. The game will start around 21:00. The game ends on Saturday evening around 22:00. Once the game is over there will be an optional emotional well-being debrief and an after-party. Players need to leave on Sunday morning before 10:30.

We will organise group transport from Basel airport at an extra cost, more information about the bus can be found under the “Transport and travel guide” section.

ACCESSIBILITY

If you have a disability, the location might not be easy to access for you. The castle is old and has a lot of stairs. The terrain around the castle can be rough. The corridors and terrain might not always be well-lit.

If you are in doubt, please reach out to us for more details:
charmedplumeproductions@gmail.com

LANGUAGE

This first game will run in English.

We may consider re-running the game in German and French in the future.

TICKETS & ACCOMMODATION

There are 69 tickets available in total. Tickets are not linked to gender.

Players will have to bring their own sleeping bag, pillow, and towel, no matter the type of accommodation chosen. All bedrooms and dorm rooms are out-of-game.

There are 4 shared showers and 8 shared toilets at the castle.

Every ticket includes:

- Meals 3 times a day, starting from Thursday dinner until Sunday breakfast (we will try to accommodate dietary needs and allergies). Snacks will also be available.
- Drinks (water, tea, and coffee)
- Accommodation from Thursday afternoon till Sunday morning

Bed in a shared dorm room (10 to 14 beds):

Solidarity ticket: 330€ per person (15 available)

Standard ticket: 380€ per person (31 available)

Sponsor ticket: 430€ per person (15 available)



Private room with a double bed or two single beds for 2 players. Note that these rooms do NOT have private bathrooms:

Double ticket: 960€ (480€ per person) (4 rooms available for 8 players)

Early arrivals or late departures should book an extra night directly with the youth hostel (via their [website](#), or www.booking.com).



TRANSPORT & TRAVEL GUIDE

By car: arriving in your own car will be no problem. There are parking spaces right at the bottom of the castle. We do ask you to park your car out of sight for the duration of the game.

By public transport: The closest train station to the castle is Flüh station Bättwil, about a 10 minute drive from the castle. The closest bus station is Mariastein, Abzw. Rotberg, about a 2 minute drive (10 minute walk) from the castle.

We will do our best to shuttle you from the train/bus station to the castle, but also encourage you to reach out to fellow players to see if someone can pick you up.

By plane: the closest airport to the castle is Basel-Mulhouse (30 minute drive). This is often also the cheapest airport to fly to. Zurich airport is a 1 hour and 15 minute drive away. Car rentals are available at both airports.

Bus transfer from Basel Airport: A bus transfer will be organized at an extra cost of ca. 50-100 euros return, depending on the number of people interested. The bus will depart from Basel-Mulhouse airport (which is the closest airport to the castle). We will reach out to players before the game to confirm the exact number of players and price.

Corona regulations:

There are no special regulations in Switzerland at the moment. We will not be checking covid certificates, and wearing a mask is not mandatory in Switzerland or during the event. However, we kindly ask you to inform the organizers in case you do not feel well, they can give you a COVID-19 testing kit.

FOOD & DRINKS

Full meals (3 times a day) are included from Thursday dinner until Sunday breakfast. Coffee, tea, water, and snacks will be available at all times. Food will be prepared by our (non-professional) tavern crew.

The meals will be served in-game, either in the form of a buffet or by each table. Small interruptions might occur in the forms of little speeches or similar.

During the casting process, we will ask players about dietary needs and allergies, and we will do our best to accommodate everyone.

THE TAVERN

Our barmaid and innkeeper at the tavern will provide alcoholic beverages between meal times.

Mead and beer on tap will be sold at 5.- CHF or 5€ per pint.

Players will be able to buy coins, one coin will be worth 5€ / 5.- CHF. Coins can be purchased either via PayPal or in cash (€ or Swiss Francs). Coins can be purchased from our barmaids before and during the game. Unused tokens can be returned after the game for a refund.

PACKING LIST

- Your costume
- A sleeping bag and pillow
- House shoes (outdoor shoes are not allowed inside the sleeping area)
- A towel, shower gel, and shampoo
- Personal hygiene items and medication
- Sunscreen
- Passport or ID if you are traveling from another country
- Earplugs in case of snoring roommates
- Tokens for the sex mechanic (see Game Mechanics)
- Stationery can be useful to write to your friends or enemies (no ink!)
- Extra snacks and drinks (alcohol is allowed, but please be reasonable)
- A light source for outside, preferably in-game appropriate but safety first! (real candles are only allowed in the tavern and at the campsite)
- Your own game-appropriate drinking cup (let's respect the environment)
- Any instruments, pre-approved LARP weapons, armour, games (Gwent!), etc. you wish to bring
- Warm clothes (socks, fur, cloak, etc.) in case of cold weather

COSTUME GUIDE

You will have to bring your own clothes, armour or weapons that you want to wear and use during the game. Exceptions are plot items and poison cards.

Armour is not strictly necessary for fighting as long as you are comfortable moving around in your outfit. It is acceptable to fight in just a chemise or a fancier outfit.

We will not be doing a costume check prior to the game, but we do ask you to show the organizers any weapons before the game starts to make sure that they will meet our safety standards (*see "Weapons and armour" in the Combat section*).

The clothing styles of the different parts of the Continent in the Witcher universe vary greatly, reflecting each region's unique cultural and climatic conditions.

Have a look at our [Pinterest board](#) for visual inspiration.

The following is a loose guide to creating a visual distinction between the factions.

NILFGAARD

In Nilfgaard, a powerful empire located in the southern part of the Continent, fashion is heavily influenced by the imperial court and military. The Nilfgaardian aesthetic is sleek, elegant, and sophisticated, reflecting the wealth and power of the empire.

Nilfgaardian clothing is typically made from luxurious fabrics like silk and velvet, often decorated with gold braid, embroidery, and other embellishments. The colors tend to be rich and striking, with black, gold, and red being particularly popular.

For men, fashion in Nilfgaard often consists of fitted tunics and breeches, worn with knee-high boots and a cloak or cape. Women's fashion is similarly elegant, with fitted dresses and long trains being popular choices. Both men and women often wear elaborate headwear, such as plumed hats or ornate headbands.

In the military, Nilfgaardian soldiers are known for their distinctive black and gold uniforms, which are both practical and aesthetically impressive. The uniforms are designed to be highly functional, with elements like armour and heavy boots, but also to reflect the prestige and power of the Nilfgaardian army.

Overall, fashion in Nilfgaard is a reflection of the empire's wealth and power, with a focus on elegance, sophistication, and functionality.

Nilfgaardian colors are black and yellow (golden sun on black background). Characters with military backgrounds wear metal armour.

REDANIA

In Redania, a kingdom located in the northern part of the Continent, fashion is influenced by both the courtly traditions of the royal court and the practicality of everyday life. The Redanian aesthetic is a mix of elegance and functionality, reflecting the kingdom's strong sense of tradition and its position as a major power in the region.

Men in Redania often wear tunics and breeches, made from sturdy materials like wool and leather, paired with sturdy boots. The colors tend to be neutral and earthy, with brown, green, and gray being popular choices. However, the wealthy and the members of the court often dress in finer garments, made from luxurious materials and decorated with gold braid and other embellishments.

Women in Redania typically wear plain dresses, often made from heavy fabrics like wool or linen, decorated with simple embroidery or lace. They often wear aprons, headscarves, and other practical accessories, reflecting their role as caretakers of the household.

Overall, fashion in Redania is a reflection of the kingdom's balance of tradition and practicality, with a focus on functionality and elegance.

Redanian colors are red and white (crowned silver eagle on a red field). Characters with a military background wear metal armour.

TEMERIA

In Temeria, a kingdom located in the northern part of the Continent in the Witcher universe, the fashion reflects the practical and straightforward nature of the Temerian people. Temerian clothing is functional and durable, made from sturdy materials like leather, wool, and linen. The colors tend to be neutral and earthy, reflecting the country's agricultural heritage.

Men in Temeria tend to wear simple tunics, breeches, and sturdy boots, while women

often wear plain dresses with aprons and headscarves. Both men and women often wear capes or cloaks to protect themselves from the elements.

However, despite the practicality of Temerian fashion, the wealthy citizens of the kingdom are known to dress in finer garments, made from luxurious materials and decorated with embellishments like gold braid and elaborate embroidery. These garments are often reserved for special occasions and are a sign of prestige and status.

Overall, the fashion in Temeria reflects the straightforward and practical nature of the kingdom's people, while also accommodating the tastes and preferences of its wealthier citizens.

Temerian colors are blue and white (white lilies on a blue field). Characters with a military background wear gambesons but scarcely any metal armour.

WITCHERS

Witchers typically wear a combination of leather and metal armour, designed to protect them from the dangers they face on their hunts. The armour is often reinforced with studs or plates, and is typically colored black or brown, with silver accents. They also wear leather breeches and boots, often with metal plating on the knees, toes, and other vulnerable areas. In addition to their armour, Witchers often wear a white or cream-colored shirt or tunic.

Witchers carry a variety of weapons and tools, including swords, crossbows, and potion flasks, which are stored in leather scabbards and pouches attached to their belts or harness.

Overall, the fashion worn by Witchers is practical and functional, designed to protect them and allow them to perform their duties effectively. At the same time, it also serves as a symbol of their status as professional monster hunters and members of their respective schools.

Not bound to general color patterns, Witchers do wear a magical medallion of their school, which vibrates when a monster is nearby. They use leather, cloth, and steel for their armour.

ENVOYS

Envoys are not bound to any color or patterns but rather to the difference in style depending on their home country.

In Toussaint, a duchy located in the southern part of the Continent, the fashion is heavily influenced by medieval chivalry and courtly love. The people of Toussaint tend to dress in brightly colored, elegant garments, often decorated with intricate embroidery and adorned with lavish accessories like plumed hats, jewelry, and gold-chased scabbards.

In Skellige, a group of islands located in the northern seas, the rugged and harsh climate is reflected in the clothing style. The Skelligers tend to dress in furs, woolen cloaks, and sturdy boots, designed to keep them warm and protected from the elements. They often have tattoos and scars, which are seen as symbols of strength and prowess in battle. Here you will find leather, furs, as well as fabrics in natural colors in tartan.

In Novigrad, a bustling city located in the north, fashion is heavily influenced by contemporary trends and wealth. The wealthy citizens of Novigrad dress in opulent clothing, made from the finest fabrics and decorated with expensive jewels and gold trim. The common people tend to dress in simpler, more practical attire, reflecting their more modest means.

The elves are divided into those who wish to live peacefully among humans, and those who seek to rebel against the systematic oppression and discrimination of elves. The Rebels are those who will later be called the Scoia'tael. Elves who live among humans tend to prefer garments that help them blend in with the local populace. Whereas the Rebels have a style of their own that often reflects their political beliefs and their resistance against human oppression: practical, made from natural fibers, such as linen and wool, dyed or decorated with simple embroidery. They favor earthy colors, such as green, brown, and gray, which reflect their connection to nature. For men, the Rebel style often consists of tunics, breeches, and leather boots, which are practical for stealth missions and fighting. Women typically wear plain dresses and practical accessories, such as headscarves and belts.

Sorceresses and mages wear clothing that is designed to reflect their status as practitioners of magic and their connection to the arcane. Flowing robes, extravagant dresses, rich colors, and magical accessories serve to reinforce their abilities

and prestige, making them easily recognizable. They wear luxurious fabrics like silk and velvet, decorated with intricate patterns and symbolic motifs. The robes are often rich in color, with shades of red, purple, and blue being popular choices. Accessories include jewelry, such as necklaces, bracelets, and earrings, that are imbued with magical properties or serve as symbols of their magical abilities.

GAME SCHEDULE

Players should arrive on Thursday afternoon, before 15:00. Workshops will start on Thursday at 16:00. The game will start around 21:00 on Thursday. The game ends on Saturday evening around 22:00. Once the game is over there will be an optional emotional well-being debrief and an after-party. Players need to leave on Sunday morning before 10:30.

Day 1 - Thursday

Before 15:00 Arrival of players

16:00 - 18:30 Workshops

18:30 Players get into costumes

21:00 Start of the game

22:00 - 22:30 Dinner

01:00 Curfew (no plot, no organizers or NPCs)

Day 2 - Friday

08:30 - 09:30 Breakfast / Game calibration with leading NPCs

09:30 Gameplay resumes

13:00 - 14:00 Lunch

19:00 - 20:00 Dinner

01:00 - Curfew (no plot, no organizers or NPCs)

Day 3 - Saturday

08:30 - 09:30 Breakfast / Game calibration with leading NPCs

09:30 Gameplay resumes

13:00 - 14:00 Lunch

19:00 - 20:00 Dinner

22:00 End of Game

22:10 Plot debrief

22:30 After party

Day 4 - Sunday

09:00 - 10:00 Breakfast

Before 10:30 Players leave

(subject to change)

CODE OF CONDUCT & HOUSE RULES

The Witcher universe can be cruel, sexist, and racist. These are themes you might encounter during the game as well. However, discrimination based on real-life attributes (gender, race, sex, sexual orientation, physical appearance, beliefs, etc.) will not be tolerated and may result in the offending party being banned from the game. The same goes for out-of-game physical or emotional violence.

We do not accept the aforementioned behavior out-of-game and play on ethnicity should not be used as an excuse for racism, bullying or generally being unkind to your fellow players.

We also do not accept sexism, LGBTQ+-phobia, ableism, or any sort of discrimination based on religious beliefs, age, physical appearance, etc.

Any form of out-of-game harassment or violence will not be tolerated and may result in a player being asked to leave the game or authorities being contacted if necessary.

We have rules and safety mechanics in place for negotiation of escalation (physical and verbal) during the game. These can be found in this document and will be discussed at the workshops before the game.

While you are welcome to bring alcohol for yourself, we expect you to not get drunk at the game. Of course, playing drunk is allowed as long as it doesn't become obnoxious for other players.

Drugs are not allowed on the premises.

There will be a dedicated smoking area, please do not smoke anywhere else.

Real candles and fires are only allowed in the tavern and at the campsite.

Shoes are not allowed in the sleeping area.

Not following this code of conduct will have consequences and can lead to being asked to leave the event. We all want to have a good time so let's make sure we take care of each other.



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III - MORE ABOUT THE GAME

THE WITCHER WORLD

Basic knowledge of the Witcher universe is not a must but would definitely add to the game experience. If you want to get better acquainted with the lore, we suggest you play the video games, read Andrzej Sapkowski's books, watch The Witcher Netflix series, or read the Witcher Fandom Wiki.

In the casting form you will have the opportunity to tell us how much you know about the Witcher lore so we can adjust character casting accordingly.

PLOT

The plot of this game is not linked to whatever happened in the Witcher books, games, or series. Parties can side with whatever plan or nations they prefer. The fate of the Continent is in the player's hands and the outcome of the game can change depending on the player's choices.

FACTIONS

Characters are grouped into factions. The exact size of these factions will depend on the answers we receive in the casting form, but we aim to have between 14-20 characters per faction. Characters will have relationships in- and outside of these factions.

There are 5 factions of various races and statuses:

1. Witchers of the Griffin School (Masters, Witchers, and adepts) and Witchers of the Wolf School (Masters, Witchers, and adepts)
3. Redania (Sorceress, Nobles, Military figures, Priests of the Eternal Flame)
4. Nilfgaard (Sorceress, Nobles, Military figures, Bards)
5. Temeria (Nobles, Blue Stripes)
6. Envoys and other nations (Ambassadors, Elves & Rebels, Mages, Major Merchants, Druids)

Each major group will be guided by an NPC in a leading role.

CASTING PROCESS

A casting form will be sent out to all ticket holders after the game is sold out, or 1 month after the tickets have been launched, depending on what comes first.

In this casting form, you will be able to tell us about the themes, professions, nationalities, etc. you'd like to play on, as well as whom you'd prefer to play with, what your knowledge of the Witcher lore is like, and what themes and players you'd like to avoid. We will also ask you what character gender you'd like to play (see *Characters and gender below*).

In this form, you can also tell us about any medical conditions, dietary requirements, and if you'd like to be on the bus transfer from the airport (*see Transport and travel guide*)

Characters will be written after the casting process is complete, meaning that every character will be tailored to your preferences as best as we can. We can't promise everyone will get their number 1 profession, nation, etc., as this also depends on other players' choices (we can't have 2 kings of Redania, for example), but we will do our best to give you a character we think you'll enjoy.

This means that we need time to write your characters once we've received everyone's reply in the casting form. We will ask for your patience and try to make sure everyone has their characters about 4 months before the event. You will have 1 month to request reasonable changes to the character.

CHARACTERS AND GENDER

Character descriptions are a guide to help you immerse yourself into the role you've been given. They will contain background information, secrets, goals, relationships, etc. You are welcome to adjust the character, add to it, or take away from it. Once you've received the character, it's yours to inhabit.

Most characters at Dawn at Kaer Seren will be gendered -it is the gender of your character that matters, not your gender as a player. Anyone can play any character, no matter what the gender of the player or the character is. Nobody is forced to portray a gender they are uncomfortable with, as we will cast you according to the gender you'd LIKE to play.

CHARACTER DEATH

Your character is allowed to die if it fits the character's story and if it makes sense to you as a player. The game designers will never force a character death on you, as character death is always entirely the player's choice.

If you wish for your character to die, we ask that you coordinate this with the design team. We also recommend you only let your character die on the last day of the game, so that you don't miss out on too much of the gameplay. If you wish to rejoin the game after your character has died, you can take on a new role.

DISCLAIMER: Certain NPCs may die during the game. Please be aware that these deaths might be unavoidable and may be key elements of the game plot.

PLAYING TOGETHER

Some characters will have a higher social status than others, but within the Witcher universe, this is never really underlined. We aim to do the same, so while sorceresses or military men may be, in practice, intimidating, we consider playability to be more important than social rank.

This means that no matter your character's social rank, you can enter into conversation with any other character at the game.

We encourage players to check in and talk off-game if they wish to plan specific scenes or if they're about to have a physical interaction (romance, fight, etc). *See Emotional and physical wellbeing for more information.*



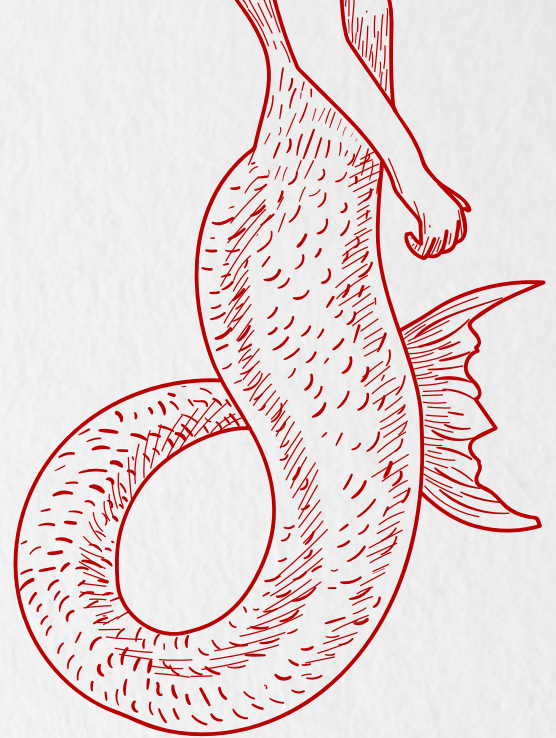
CHARACTER STATUS & RACE

Status will be part of the game and characters at the bottom of the ladder should show respect towards those above them.

From highest to lowest:

- Royalty
- Nobles
- Sorceresses and mages
- Ambassadors
- Military
- Merchants and craftsmen
- Witcher Grand Master > master > adepts

Race also comes into play when considering status; elves, dwarves and particularly Witchers are generally seen as outcasts. Of course there are a few exceptions to the rule. For instance the character of Francesca Findabair is an elven sorceress, and the queen of the elves of Dol Blathanna, she would thus be treated as royalty but that doesn't mean people won't express their true feelings behind her back.



CHARACTER PROFESSIONS

PLAYING A ROYAL CHARACTER

Being a royal character means wielding great power and responsibility. All governing decisions are in their hands, but it comes at a price. Royalty always has to remember that everybody is watching them and judging their every move. Choosing the right words, showing impeccable posture, keeping up a façade of strong resolve, it all ensures that the lower classes know that you are the right person to put their trust in. Royalty is quite isolated from other classes and usually mingle with them through proxy. One has to be aware of the consequences if one is caught red handed breaking any rules.

Their lives are always in danger, so a net of spies and informants, and loyal guards are essential for their survival. Especially in the presence of royalty from other countries.

The play experience:

As royalty, all final decisions regarding your country and your people are in your hands. You are responsible for pulling the strings of your web of informants, gathering information and resources to figure out in what way to steer the plot. You'll already have your trusted people to help you, but it is crucial you build as many relations as possible with the right people from other nations and backgrounds. Marriage alliances will also be part of your game, and love seldom comes into it. Persuasion and negotiations are your best weapons and your role will also be to create gameplay for others.

Finally, life at court can get quite isolated and monotonous so an opportunity to visit Kaer Seren is something exciting and unusual. You will be curious about Witchers, elves and common folk, their behavior and way of life. It might even be great entertainment to provoke them in every possible way.

Note:

- Royalty will be the center of attention but can't participate in every activity (a morning drill with the Nilfgaardian soldiers would be out of place)
- You will have certain responsibilities within the game and might receive directions from the crew that can't be neglected
- Your role might involve public speaking

#Powerful #Cunning #Selfish #Confident #PoliticallySavvy #Manipulative #Socialite
#Narcissistic #Ambitious #Bored

PLAYING A NOBLE CHARACTER

Although dependent on the royalty and owing them their allegiance, nobility handles the direct governance over their people. They hear their pleas and dispense justice. They raise taxes and endure the grumbling of their people. They build bridges and castle walls. Often they are also guided by their own interests and well-being, making the peace of their subjects a secondary priority. The most important for them are connections and acquaintances, which are not limited only to honest citizens. They are in the spotlight, but not as much as the royal family. However, they should of course be careful about their image while surrounding themselves with the right people. Meeting nobility from other countries in a situation like this is a great opportunity to make yet more valuable connections beyond their own realms.

The play experience:

As a nobility, you are dependent on the royalty, but have a lot more freedom. You are in charge of the information flow and can make sure not everything reaches your liege.

Your experience will involve balancing the demands of your people with the competing interests and well-being of yourself and your noble peers. You will also be responsible for governing your people, hearing their grievances, and dispensing justice. Carefully cultivate your image to maintain your status and avoid scandal for losing face in front of the royal family as well as the rabbel would be damaging beyond repair. Meeting with nobility from other countries will present you with opportunities to expand your network of contacts and gain access to valuable resources and information.

Finally, being in a place like Kaer Seren is great entertainment. It is not often that you can be in such diverse company. Provoking the famous temper of sorceresses and Witchers might make for phenomenal entertainment.

#Powerful #Cunning #Confident #PoliticallySavvy #Manipulative #Socialite
#Ambitious

PLAYING A SORCERESS OR MAGE

Being a mage or a sorceress means wielding a great power that can influence the world. It should also be a great responsibility, but most think that the mages don't really live up to that expectation. Wielders of magic tend to stick together and while they are often in the employ of rulers of various countries, no one really knows where their loyalties lie.

As a Sorceress, one must be a graduate of the famous Aretuza, where one was trained and learned about magic, healing, astrology, etc. Male wielders of magic, on the other hand, are former students of Ban Ard, which is regarded as a lesser academy by female mages. This doesn't mean, however, that mages are any less powerful.

The play experience:

As Sorceress or mage you have your own interests and plans, regardless of the kingdom or ruler you serve. As a wielder of magic, you see yourself as superior to all other creatures on the Continent. Blessed with a long life and the ability to change your appearance, you indulge yourself in all kinds of pleasures. You are a beacon of knowledge and power and as such you will get confronted with all kinds of problems for which you are expected to have a solution. Council on political matters will also be expected. You will be able to cast spells and can perform rituals if necessary (for the latter we ask you to inform the organizers during the game to be able to assist you). However, you should use your powers with caution as you are not the only sorceress or mage at Kaer Seren and there will be many watchful eyes and loose tongues. All Sorceresses and Mages are part of the [Brotherhood of Sorcerers](#).

#Powerful #Cunning #Mysterious #Confident #PoliticallySavvy #Manipulative
#Socialite #Narcissistic #Ambitious

PLAYING AN AMBASSADOR

An Ambassador represents his monarch in foreign courts. Always at the centre of attention, with knowledge unaccessible to common people. They are responsible for furthering the interests of their ruler. Not everybody can become and thrive as an Ambassador, as it can be a very stressful and dangerous office. They place the pawns on the chessboard of the Continent and are the voice of power while their rulers are absent. It takes a lot of wits, negotiation skills, and courage. Ambassadors are the bridge between high society and the people, as well as the current that keeps the kingdoms talking without exploding.

The play experience:

You'll be the face of your country amongst your friends and enemies. You can have a great influence on the shape of the future and the outcome of the meeting for which so many have gathered. While your ruler may have their plans, you have a direct say in how it is passed to others, and, therefore, how it is perceived. Your council will also be greatly appreciated and respected by your ruler and you'll be a mediator and negotiator on the highest level of the Continent's politics. On the other hand, you'll have to watch your back, because some might seek to silence the voice of your nation.

#Mediator #Persuasive #Strategic #Deceptive #Discreet #PoliticallySavvy
#WorldWise

PLAYING A MILITARY CHARACTER

Proud, disciplined and loyal, the Army is the backbone of every kingdom. Its soldiers will do anything to protect their sovereign and their people from outside threats, as well as the ones coming from inside their borders. Their expertise is highly valued in times of war and rulers would be well advised to listen to them if things should turn south. While the Continent has been at peace for the past decade, the armies have always been properly maintained and trained. The military men and women are trained for war, but also for swift handling of natural disasters, rebellions and short missions.

The play experience:

Military Leader:

You will be a key figure at your court's table. After all, the situation is dire and war seems to be inevitable. You know best how your army is doing, its strengths and weaknesses. You are in charge of coming up with war plans and advising your ruler in case of a declaration of war.

Bodyguard:

The life of your ward lies in your hands. You are a skilled fighter and a keen observer. Your Ward perceives you as confidant and you know more about that person than anyone else. They trust you with their lives and secrets.

Note:

Playing a bodyguard does not mean you can't leave your ward's side. After all, you are here to enjoy yourself.

#Advisor #Politics #Disciplined #Fighter #Loyal #Trusted #Capable

PLAYING A MERCHANT OR CRAFTSMAN

Money rules the world, there is no doubt about that. Merchants understood this truth a long time ago. Smart, foreseeing, and calculating, they know how to use their knowledge to make a profit, but this is just the practical side of the occupation. Most merchants and traders are also explorers, focused on traveling and finding extraordinary goods for their customers. Some are even craftsmen themselves, masters of their chosen professions. It gives them a unique perspective and familiarity among representatives of different cultures. That's why they are very often great negotiators and mediators of deals.

The play experience:

As a merchant, you know how to use money, skills, and tools to wield people's desires and dreams. When rulers decide upon the people's future, they often overlook the practical side of things, and that is where you come in. Who is going to find the resources to build this new bridge? Who will make sure the wine they drink at court arrives in due time? Who will supply the army with the food they eat and the weapons they depend upon? You are indispensable for the day-to-day life of the people of the Continent and you can shift the balance by using that power. As a merchant, you will not only focus on trading and brokering deals, but also on spying, giving advice on the feasibility of the plans drafted by those in power, and gathering information and influencing the overall situation. All of this, for the good of the people and your guild.

Note:

You are very welcome to bring items your character would "sell" in-game, such as larp daggers or armour pieces (if you are playing a Master Armourer). This is not an obligation however and you won't miss out on anything if you don't.

#Wealthy #Resourceful #Influential #Skilled #Ambitious #Entrepreneurial #Creative
#VoiceOfThePeople

PLAYING A WITCHER

Even though they are trained in various crafts such as fencing, basic magic, and alchemy, and have supernatural senses as well as strength, they are often seen as outcasts for being mutants, similar to the monsters they fight. This antipathy is produced by the side effects of the trial of grasses which causes loss of emotions and physical changes in their anatomy. Witchers are neutral characters, officially they should take no side. The Witchers of the School of the Griffin have offered their keep as a safe haven for this gathering.

Their ranks are divided into:

- Grand master (NPC)
- Master Witcher
- Witcher
- Witcher Adepts

The play experience:

Master Witchers, Witchers, and Witcher Adepts will be the ones to see the most “physical” action. They are called upon if a monster threatens to attack the castle, or if someone is a victim of a curse. They aim to stay out of political trouble and try to be good hosts. You might face hostility from other non Witcher characters.

Master Witchers

As a Master Witcher you will be a role model for Adepts. You will be tasked with up-holding the order. As a Master you will be proficient in a trait important to the Witcher craft like fencing, signs ect. You are a teacher of your school and will get the chance to pass on your knowledge to the Adepts and if you wish, hold a lesson for them. Please contact us beforehand so we can plan this together.

Witchers

As a Witcher who has been on the path, you have traveled far and wide. You bring connections and information as well as experience and stories. You are the eyes and ears of your Grand Master. Training the next generation is not your business, instead you help to keep your school running by sharing the coin you’ve earned.

Adepts

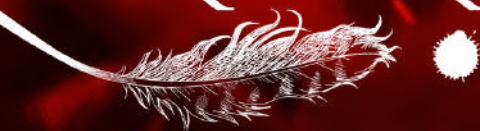
You are new to the life of a Witcher and will undergo training. Your knowledge about monsters and curses are between basic and non-existent. You will be able to cast some signs but your body won’t be as well adapted to potions as your more

experienced colleagues. You will get the opportunity to experience the Trial of the Grasses. Be aware that the Trial of the Grasses might not be for every player or character because it will be physically and emotionally demanding. If you think the Trial of the Grasses might be too much for you as a player but would still like your character to go through it, please reach out to the organizers and we'll discuss the possibilities together.

#Neutral #Mysterious #Disciplined #Fighter #Independent #Emotionless #Mutant
#Rejected



THE WITCHER
DAWN AT
KAER SEREN



WORKSHOPS & GAME MECHANICS

On Thursday afternoon all players will participate in workshops and briefings run by organizers and volunteers. These are obligatory and will cover important information such as combat mechanics, sex mechanics, emotional and physical well-being, etc.

PLAY TO LIFT/LOSE

“Play to Lift” means that the responsibility for your drama and your character also rests on all your co-players. You have to lift each other. You don’t, off-game, have to worry about delivering the best speech ever just because everyone knows that your character is the best orator in the country. The reason that you don’t need to worry is because the other players will lift your character up, and applaud loudly – they will give you a win. An alternative name to Play to Lift might actually be: “Play to Let Others Win”.

“Play to lose” is when your main focus as a player is to create better drama, by making your character fail. For instance, your character doesn’t want to be discovered hiding underneath their lover’s bed and thus, you make a sound so that your lover’s wife notices that you are hiding underneath said bed. This makes your character fail in keeping their secret, but creates a dramatic scene that everyone involved can play on.

(excerpt from “Play to Lift, not Just to Lose” by Susanne Vejdemo on nordiclarp.org)

MAGIC

Magic is a part of the witcher world and this game be it spells, magical rituals or simply monsters. We will run a workshop before the game explaining how to use and react to magic.

Mage’s and sorceresses’s magic:

To cast a spell upon someone, the wielder of magic has to make a gesture with their hand and state outloud what the effect of the spell is supposed to be. Make sure you have the attention of your “victim” and that it’s safe to cast that spell (beware of stairs, fire pits etc.).

Example: Philippa Eilhart casts a spell upon a Redanian soldier by pushing both of her hands out in front of her chest and shouting “GET BACK!”. The player of the Redanian soldier deduces she just cast a spell that sends a shockwave towards him and the

player staggers and takes a few steps back or falls on the ground.

Witcher magic signs:

Witcher signs are more like little cantrips and are belittled by the mages and sorceresses.

To cast a Witcher sign the witcher or adept must make the appropriate sign with their hands and say the name of the sign they are trying to cast. Again make sure you have the attention of your "victim" and that it's safe to cast that sign (beware of stairs, fire pits, etc.).

There are 4 different signs we use in this game:

- Ard: the sigil of force. A telekinetic thrust that can stun, repel or knock down.
- Axi: the sigil of persuasion. Has a hypnotic effect. It can calm people and creatures, manipulate their minds.
- Quen: the sigil of protection. Used to provide defense by creating a forcefield around the caster, absorbing incoming energy, kinetic or otherwise.
- Yrden: the sigil of containment. Used to trap earthly substances.

Example: Master Vesemir shows his adepts how to cast Quen. He asks one of the adepts to swing a sword at him. As the sword approaches, he crosses his arms in front of his chest and loudly says "Quen". The adept that swung the sword deflects to the side, pretending a forcefield has cast away the blow.

POISON MECHANIC

To poison someone, you drop a small poison card (with the effect written on it) inside their drink. This is a visible in-game action, meaning you can get caught and will then have to suffer the consequences.

While the victim is drinking, they will realize something is inside the drink and act out the scene accordingly.

Poison can be used to cause memory loss, to make them very sick, become unconscious, etc. Poison has an immediate effect.

On the last day of the game, poison can also cause a character's death. In this case, the character that wants to poison someone to kill them needs to calibrate this outcome with the character that is the victim beforehand, and must also notify the organizers of their plan.

If you are playing a character that knows how to make poisons (this will be mentioned in your character sheet), you will receive poison cards from the Game Masters. If your character does not have this knowledge, then you can only procure poison by getting it from others.

SEX MECHANIC

Romantic storylines are present in multiple character stories. Scenes involving sex and intimacy are particularly sensitive and should be approached with responsibility, awareness, and mutual consent.

We expect and encourage frequent use of safety mechanics when sexual scenes are concerned; anyone should have the possibility to play them in a way as abstract as they deem fit. Always remember that you need to receive an “enthusiastic yes” and we highly recommend using the 90% rule here (*see Emotional and physical wellbeing section*).

In any case, touching or caressing the genital area, chest, bottom, inner thigh, etc. is not part of the game, and is forbidden in in-game spaces. However, sex scenes can also be played out with a «Fade to Black» (the scene simply ends and the token gets exchanged; it can be discussed off-game how the scene went down offscreen). Also, please remember that sex, like in real life, is generally private, and sex scenes should be carried out as privately as they can, since you would not want to offend the hosts and guests with these kinds of obscenities. This doesn't mean you can't let people know of your romantic time. Simply rough up your hair, undo some buckles or buttons and let gossip do the rest.

We use a clear sign of when the scene is over which is the exchange of a little token. This can be (like in the games) a card with a picture of your character or something like a special rune stone, a bracelet, ribbons or a feather. It is a nice memento but more importantly it marks the end of the scene so if someone doesn't feel like playing it out he/she can simply hand over the token.

Sexual scenes are just a tool to further develop your character's story. After taking part in one, lovers can play a meaningful scene together. There can be a bitter farewell, a promise of eternal love, a last moment of tenderness before the coming storm, or the sharing of an uncomfortable secret...

Last but not least, we ask players to refrain from playing scenes of sexual violence in-game. No scripted scenes of sexual violence are planned during the game.

COMBAT

Introduction to combat:

While all parties present are expected to keep the peace at Kaer Seren, some threats from outside and within the castle will arise. It will also be possible for characters to engage in duelling (for sport or honour), and military drills (physical warm-ups and sword exercises).

Players who do not wish to engage in physical combat can still play martially adept characters (*see more in Duelling combat section*).

Safety:

All combat is opt-in, and physical combat is conducted at the participants' own risk. All participants must be mindful of others' safety. Be aware of the safety words, "cut", "lay-off", and "Is that all you've got?", and don't be afraid to use them.

If the organizers or Leading NPCs become aware of any participant behaving in a way that is considered dangerous or irresponsible, that participant will be asked to sit out some or all of the fighting. Repeated problems can lead to other sanctions, up to and including removal from the game. Participants must not fight whilst drunk or otherwise impaired. Acting out combat can only be done when a Leading NPC or organizer is present.

Weapons and armour:

Physical armed combat will be represented using larp-safe weapons. Foam weapons, specifically designed and professionally constructed for Renaissance and medieval-themed larp combat, are appropriate. The use of homemade, "boffer" and similar weapons is discouraged. The organizers will check all weapons for basic coherence and construction ahead of their use in the game, and reserve the right to ask participants not to use any weapon deemed unsuitable. Use of such weapons constitutes grounds for removal from the game. If in doubt, feel free to contact the organizers ahead of time.

Only professionally manufactured larp weapons are appropriate to fight with.

Armour is not required for the game, but should participants wish to bring armour with them, it is entirely acceptable. Any armour that is used during combat must be unlikely to injure other participants with no sharp edges or the like.

Combat guidelines:

All fights are self-regulated by each player through common sense, care for other players' well-being and fun, and the "rule of cool". We trust everyone to improvise fights safely and cooperatively, while respecting a few conventions.

Fights should be played out as if they were happening on a stage. Thinking about "What do onlookers think of this fight? Is it cool to watch?" is a very effective guideline for creating physical confrontations that are playable and run smoothly. A conflict scene should be as "cinematic" as possible (without becoming overly dramatic) to be interesting and engaging, as much for the characters who are directly involved as for those standing around. We expect all players to be comfortable with the kind of verbal intensity and body contact you would see on a film set.

Duelling combat:

Duelling combat takes place in the courtyard (designated in-game area for duels), where the Master of Arms oversees and enforces the duelling rules and conditions.

Duels need to be pre-negotiated in the presence of the Master of Arms. This means that the duellists will have to talk off-game about who wins and who loses the duel. If players can't agree on the outcome, the duel doesn't happen. Once the outcome has been decided, the players can choose to play out the scene with larp-safe weapons, or they can choose to rejoin the game, stating the duel has happened and what the outcome is. The loser can, of course, use make-up or fake blood, or fake an injury to show they have been beaten.

If larp-safe swords are required to act out the scene, they can be acquired from the organizers.

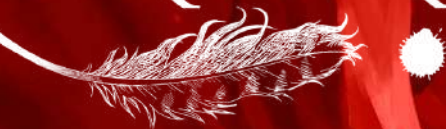
An off-game negotiation has to take place before the fight. If there is no agreement on the conditions, the duel does not take place.

Dueling Conditions:

- "First blood" - Duel lasts until the first hit
- "To the Defeat" or "Yield" - Duel lasts until one of the opponents yields or physically cannot continue the fight
- "To the death" - Duel lasts until one character dies



THE WITCHER
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EMOTIONAL & PHYSICAL WELLBEING

EMOTIONAL WELLBEING CORNER

If you are feeling overwhelmed during the event at any point, feel free to seek out the Organizer Room or the Emotional Wellbeing Person. We are ready to offer any help we can give and we have set aside a quiet place for you to take a break, eat a snack and drink something warm.

CURFEW

There will be no plot, no organizers and no NPCs facilitating game between 01:00 and 08:30, to make sure everyone gets 6-7 hours of sleep.

OPT-IN

To ensure the safety and enjoyment of everyone on-site, we ask everyone to keep a few simple mechanics and rules in mind. First and foremost, this means that every single interaction is always opt-in rather than opt-out. In other words, every participant always has the choice to participate in an interaction before said interaction happens.

If at any moment you encounter a situation in which you feel uncomfortable or unsafe, you are free to leave that situation, without having to give an explanation to anyone involved.

INTERACTIONS

We understand that at this LARP players might engage in multiple forms of extreme roleplay, such as instances of fights taking place between the characters you are portraying, or any form of intimacy.

Before playing out a scene that is either physically or emotionally intense, players need to talk off-game about their limits and consent.

We go with the “enthusiastic yes” rule. Make sure that before you head off with someone to be intimate or physical in- or off-game, you have received an enthusiastic “yes” of consent.

Another good guideline is to offer 90% to the other party, and let them either complete or forego the interaction.

For example: One player wants to give a hug to another player - they may extend their arms for a hug, leaving space for the other player to accept or deny the hug.

Please refer to the Combat section for fighting rules.

In addition, we will be employing four other safety mechanics during this event:

1. The “Cut”

At any point, any player can say “Cut!” to immediately halt all roleplay in the immediate vicinity. If you hear a cut being called then you are to immediately stop roleplaying and make yourself aware of why a cut was being called. The player who has called the cut is not under the obligation to say why if they don’t wish to.

Examples where “cut” could be used:

- *A player has found themselves in a dangerous or uncomfortable situation and wants to leave the scene.*
- *A player notices another player being in danger without that player having noticed it.*
- *An NPC or Organizer notices a potentially dangerous or unsafe situation unfolding between other players.*

2. The “Lay off ”

At any point, anyone who feels uncomfortable with the actions of another player towards them can call “Lay off ”. If you are told to “Lay off ”, then you must take a step back (if possible) and de-escalate the intensity of the situation. This is not a request, and the player who called “Lay off ” does not have to explain why they did call the “Lay off ”. This call doesn’t break the game.

Examples where a “lay off” can be used:

- *A player is uncomfortable with the level of intimacy their co-player is playing at, even if it was agreed upon beforehand.*
- *A player is uncomfortable with the level of physical force another player is using, even if it was agreed upon beforehand.*
- *An NPC is uncomfortable with the level of force they are being interrogated with, even if it was agreed upon beforehand.*

3. The “Is that all you’ve got?”

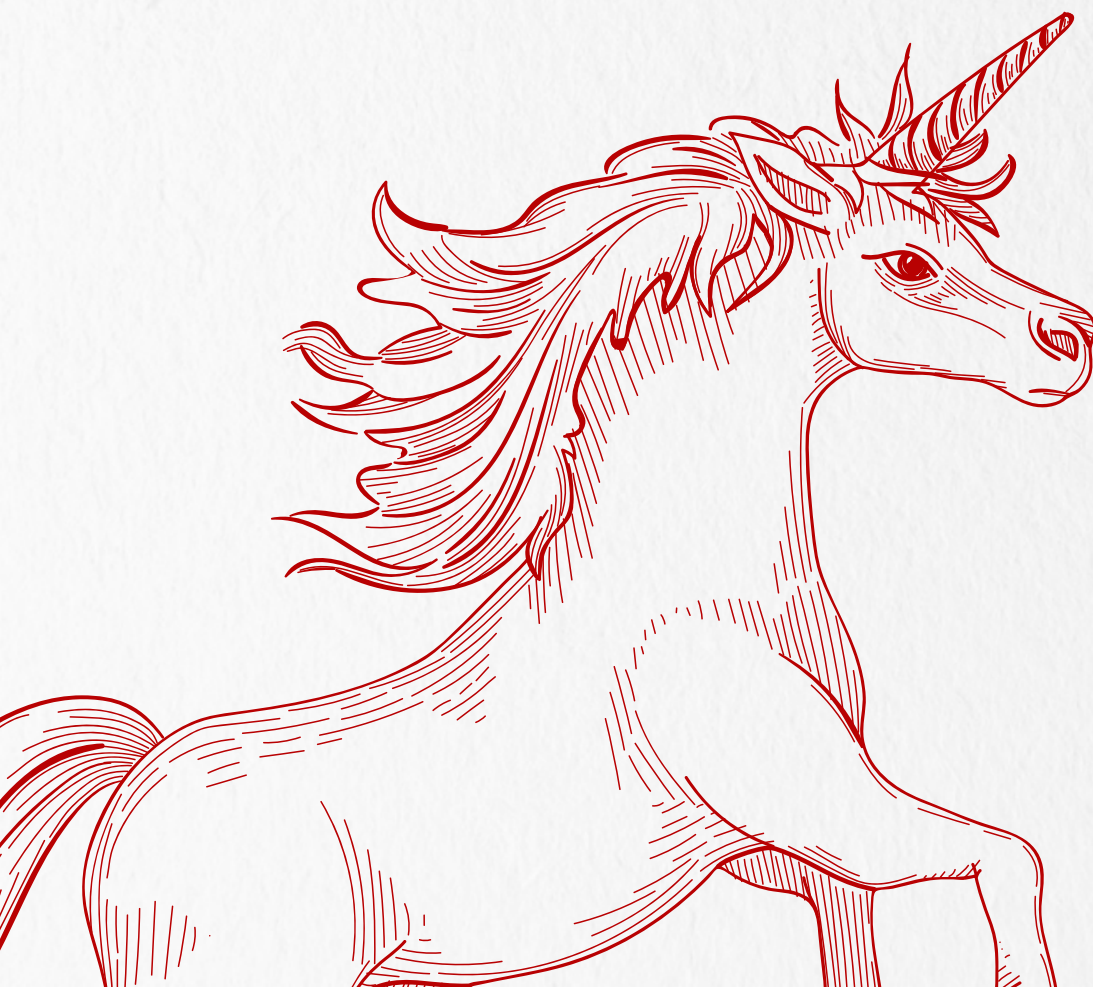
If a player wants to increase the intensity of a scene but doesn’t have time to step off-game with their co-player to discuss their boundaries, a player can ask another player “Is that all you’ve got?”. This is a request to increase the intensity of the play at that moment.

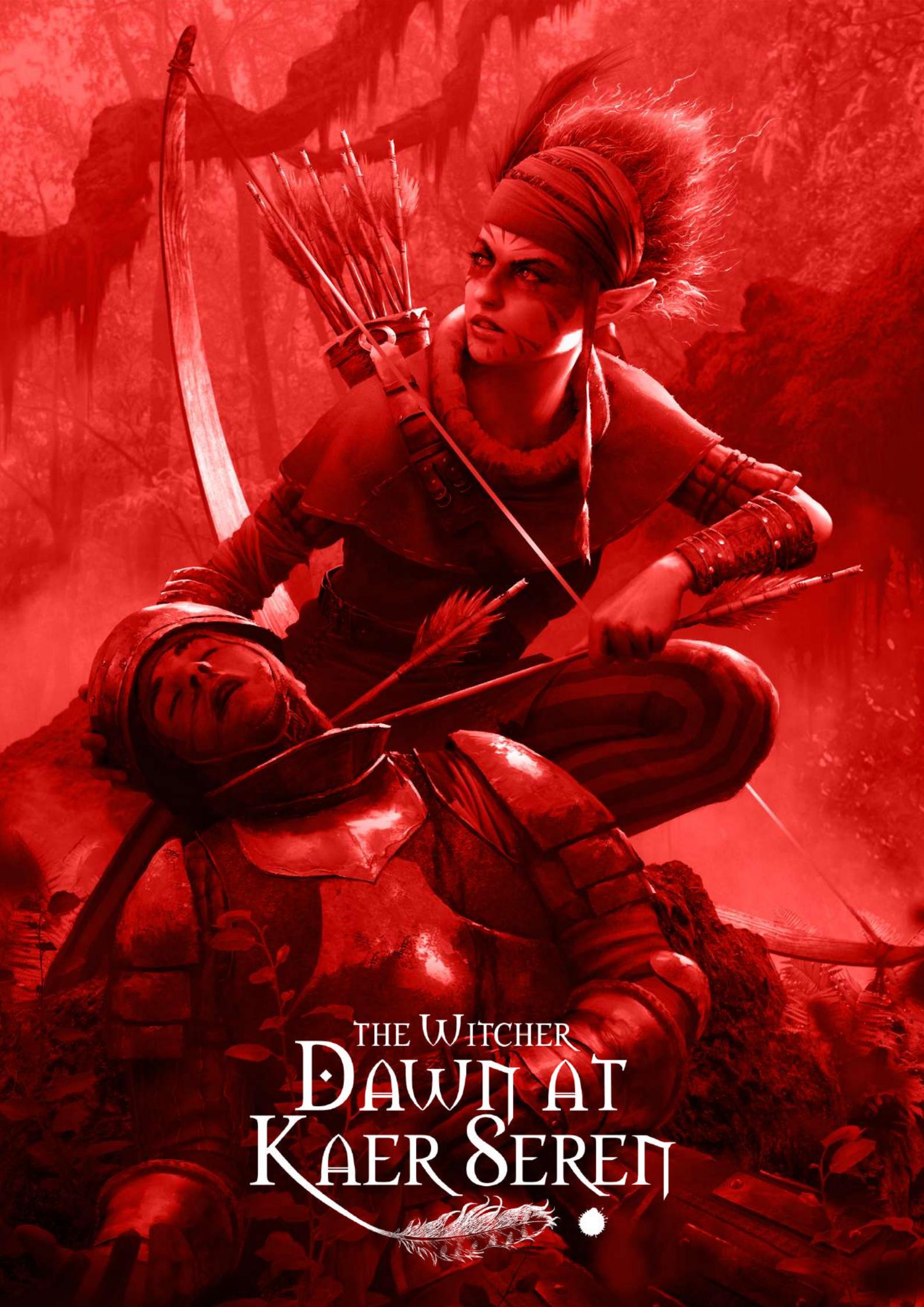
If the recipient of this phrase does want to increase the intensity, they can reply with “Is that all you’ve got?” (emphasising on the *you’ve*) to agree to increase the intensity.

Any other reply means that the recipient is turning down the request to increase the intensity of the scene. No one should feel obliged to agree to this escalation, in case they’re unsure whether or not it could make them feel uncomfortable.

Examples where “Is that all you’ve got?” could be used:

- *A player would like to go from verbal words to grabbing a limb of their co-player in order to restrain them.*
- *A player would like to start shouting arguments at another player to further display their displeasure with the other character.*





THE WITCHER
DAWN AT
KAER SEREN



IV - CREDITS & DISCLAIMER

Dawn at Kaer Seren is an unofficial production, and is in no way affiliated with or endorsed by Andrzej Sapkowski, CD Projekt Red, the Netflix show or the former Witcher School LARP experience.

It is a game made for fans by fans.

This game is produced by Charmed Plume Productions (France)

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Fantastical animal sketches and stains from Freepik

Witcher illustrations from Witcher Original Art goodie pack, CD Projekt Red

We also owe our thanks to Andrew Russell.

V - CONTACT

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