

The King departed this life to meet the Gods, children are old enough for marriage, and the country needs heroes immediately. A day like any other in a typical fantasy world. Let's add some fearless pirates, steel-armoured knights, (mad) scientists and sly merchants, mysterious strangers from uncharted forests and brave (and rather noisy) mercenaries from the South; season everything with a few exotic spices and a drop of magic, and we'll obtain the best fantastic jambalaya one could dream of! Join a real feast. It's time for the

Grand Royal Tournament



Adventure of a lifetime!

- ✿ *Stay in a real castle that will turn into the residence of a legendary Kingdom's ruler for three days.*
 - ✿ *Participate in a royal tournament as a spectator or a competitor.*
 - ✿ *Become a member of one of five legations competing for influence and esteem in the royal court.*
 - ✿ *Choose what interests you the most: fencing, archery, art, court intrigues or solving mysteries and riddles, or perhaps all of them?*
 - ✿ *Spend a weekend in a world of fantasy books and games!*
- Live like an aristocrat!*

What is this larp about?

- ✿ *About the diversity of fantasy worlds*
- ✿ *About a creative approach to archetypes and stereotypes*
- ✿ *About rivalry and negotiation, fights and peaceful solutions, extremes and compromises*
- ✿ *About conflicts within a community and agreements beyond divisions*

Royal Tournament

The queen's recently announced the date of the Grand Tournament, which is held once in a quarter century. The news has stirred up not only the entire kingdom but also all the neighbouring lands.

Masters of sword, bow and other weapons have intensified their training, bards and poets are busy working on new repertoires, artists are preparing paints and brushes. Everyone hopes to win not only sumptuous awards and royal recognition but, who knows, maybe even a position in the royal court.

Counts and princes, always competing for royal favour, know that their retinues must include courtiers, merchants, scientists and spies as grand court events always provide an excellent opportunity for business, intrigues and backstage coterie fights.

And those who prefer having fun instead of fighting or scheming are already looking forward to the Queen's Ball, which is an integral part of the tournament. At the ball, court celebrities can present their newest outfits to a wider audience or show some dance steps that are in fashion this season!





During the game, you'll play a character belonging to a delegation from one of five lands in the Kingdom or to one of three foreign legations.

County of Sapphire Islands

Ten years ago Count Vigo Drakenborg was still the captain of a pirate ship and sailed the Seven Seas. But when his uncle, Count of Sapphire Island died, duties summoned him to the family stronghold in Drakenborg.

The Sapphire Island's legation is a group of the most piratical pirates you can imagine: with tricorns and colourful bandanas, white shirts and colourful pants, heavy gold earrings and ornate rings on their fingers. They're ship captains and experienced pirates, a bit more familiarized with courtly manners than most of their fellows, but still not quite a good fit for a royal palace.

Inspirations: "Pirates of the Caribbean", "Black Sails", "Captain Blood", "Treasure Island"

County of Riccolante



Countess Antonia Maria di Riccolante is a true woman from the South: fiery, irascible and beautiful. Obviously, she's also as hard as the rocks of Cape Vivicco as only a firm hand can keep order among the subjects who are always talkative and full of passion.

The County of Riccolante's delegation is composed of almost grotesque Southerners, expressive and emotional people sensitive to all real and imaginary scenes. They easily turn into flaming fury and they equally easily forget their anger. No matter if they're soldiers of mercenary companies, which Riccolante is famous for, or courtiers of a local noble; wearing colourful outfits inspired by Italian Renaissance and swashbucklers, they can be either your worst enemies or best friends, and this may change in a mere ten minutes.

Inspirations: "The Three Musketeers", "The Adventures of Captain Alatriste", "The Godfather", "Scaramouche", Italian commedia dell'arte

March of Charnobor

The lords of the March of Charnobor, the Vukovic family, are as mysterious as their entire land. Nobody really knows who's currently the leader of the house or who's going to head the delegation to the Grand Royal Tournament.

Charnoborans are a nation living in dense forests. They're mysterious people who are in fact rather unknown to the rest of the Kingdom, about whom hundreds, if not thousands of legends, fairy tales and stories are told, all full of mystery and horror. They say that Charnoborans avoid daylight, dress in black, brown and navy blue, trying to cover as much of their skin as possible. Elegantly done hair and bizarre headgear are their characteristic features ("silly as a cap from Charnobor" is a very popular saying in the Kingdom). The recently deceased King Jovan, the queen's wife, was from Charnobor.

Inspirations: "Dracula", "Van Helsing", "Grimms' Fairy Tales"

Free City of Glassburg

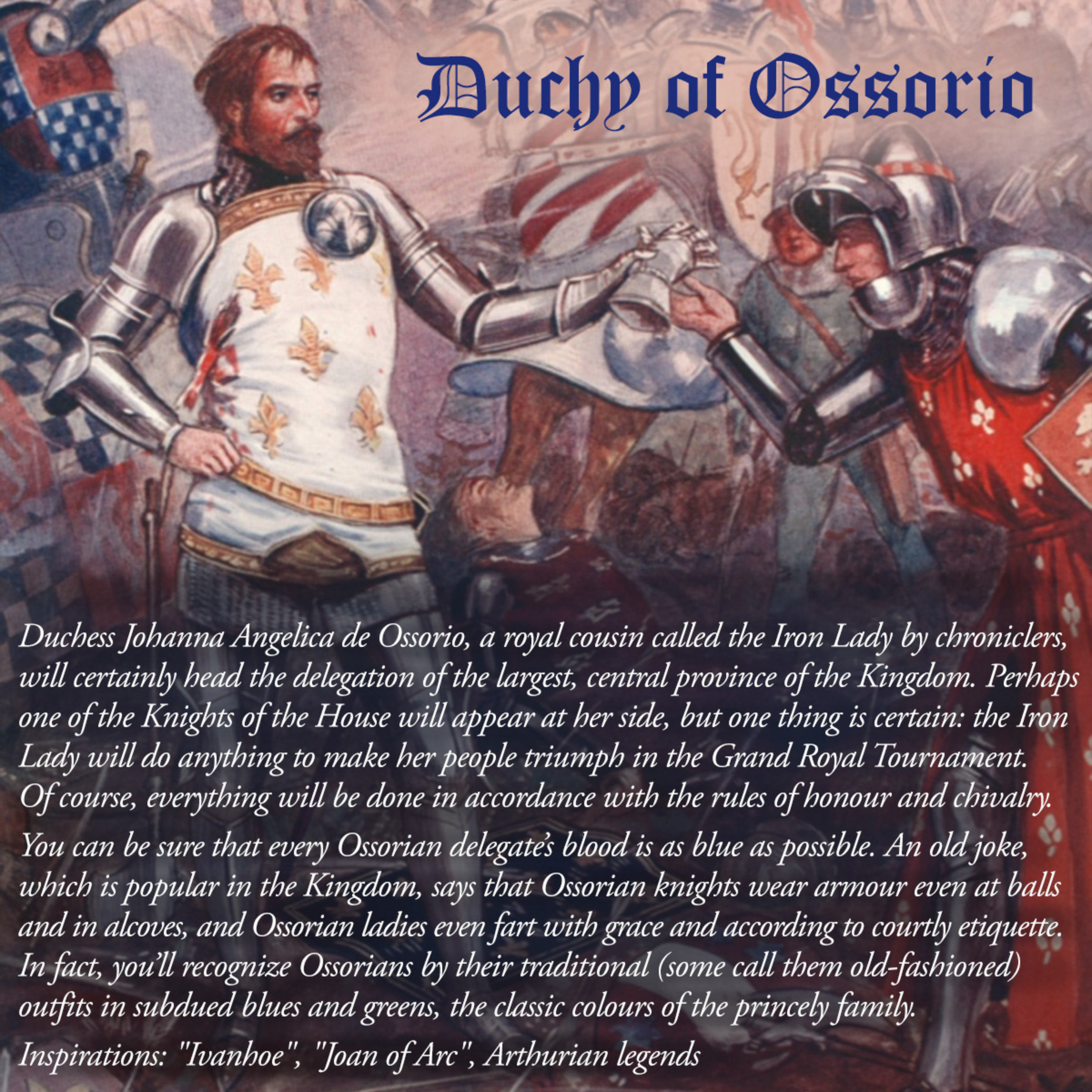


It isn't known who the ruling Council of Glassburg will appoint as the head of the delegation to the Grand Royal Tournament. It may be Professor van Halen, the rector of Glassburg University, or Anna Verhoogen, the esteemed leader of the Merchants Guild, or perhaps Piet Dickmann, the mayor of the Free City himself. But it will definitely be a person with the full support of all most important Glassburgian parties.

The delegation of the Free City of Glassburg consists mostly of merchants and scholars, but also the greatest artists and soldiers that can be bought with Glassburgian gold. The delegates are dressed modestly and practically. They wear black doublets, pantaloons made of the best wool, and white silk or woolen hose. The emblems of guilds, universities and associations are pinned to their chests or embroidered on their collars. They are calm, well-balanced and control their emotions.

Inspirations: "Admiral" (2015), paintings by Dutch masters

Duchy of Ossorio



Duchess Johanna Angelica de Ossorio, a royal cousin called the Iron Lady by chroniclers, will certainly head the delegation of the largest, central province of the Kingdom. Perhaps one of the Knights of the House will appear at her side, but one thing is certain: the Iron Lady will do anything to make her people triumph in the Grand Royal Tournament. Of course, everything will be done in accordance with the rules of honour and chivalry. You can be sure that every Ossorian delegate's blood is as blue as possible. An old joke, which is popular in the Kingdom, says that Ossorian knights wear armour even at balls and in alcoves, and Ossorian ladies even fart with grace and according to courtly etiquette. In fact, you'll recognize Ossorians by their traditional (some call them old-fashioned) outfits in subdued blues and greens, the classic colours of the princely family.

Inspirations: "Ivanhoe", "Joan of Arc", Arthurian legends

Foreign Legations



Playing in one of the three legations from distant countries is an option for those who like sandbox: without NPCs supporting their game, without clearly defined tasks, only with general goals to achieve. This is something for those who like and know how to engage in other players' game, and don't mind the absence of specifically determined conditions for winning or losing. If you enjoy such a game, you're welcome to apply for a place in the ranks of one of the following legations:

- ✿ Old Friends are envoys from a country that's been the Kingdom's ally for years. Courtiers and diplomats who'd like to stand before the Queen with a new request.*
- ✿ Eternal Enemies are the messengers of a nation that's been in a state of war with the Kingdom for a long time. They're soldiers and politicians who've come to negotiate peace terms or at least a ceasefire.*
- ✿ The Legation of Far Lands are exotic visitors from the Far East. They're merchants and artists who'd like to negotiate trade pacts and the protection of trade routes.*