



# WITCHER SCHOOL

*ARE YOU READY TO BECOME A MONSTER SLAYER?*  
**JOIN THE REAL LIFE ADVENTURE IN WITCHER WORLD!**



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# GREAT ADVENTURE AWAITS!

- 
- ★ Live in a real castle, turned for three days into a real witcher keep by our scenographers.
  - ★ Experience a versatile witcher training conducted by trainers and specialists in their fields.
  - ★ Practice real skills like fencing, archery, survival crafts and many other aspects of a witcher's life.
  - ★ Fully immerse yourself in the world you know from video games, tv series and books.



# LIVE IN THE WITCHER WORLD!

**Witcher School is a 360° illusion – you will fully immerse yourself in the world that so far you've known only from the books, computer screen or from TV;**

- ★ **Instead of imaging a described scene, you will experience it**
- ★ **Instead of pressing buttons, you will really swing a sword**
- ★ **Instead of a soundtrack, you will be amazed by a concert in the tavern**
- ★ **A sword's hilt can give you calluses after a whole day of training**
- ★ **You will have unlimited dialogue options with the NPCs**
- ★ **You will taste an elixir handcrafted on your own**
- ★ **A ghoul's nest will really stink**

**We also have means of making the impossible possible, you will hunt monsters, experience the effects of a sorceress' spells, witcher signs and elixirs.**



# HOW DOES IT WORK?

- ★ It's like a plot of a good movie or series  
– but you decide how it will develop!
- ★ It's like a role in an improv theatre  
– without a director, script or audience
- ★ It's like playing cops and robbers  
– but with much cooler toys
- ★ It's like vehicle to another world  
– and a short getaway from reality.

**This kind of entertainment is called larp.  
If you want to learn more – see this clip.**



- ★ You don't have to be a Witcher universe expert – we will adjust your character to your knowledge.
- ★ You don't have to be in great shape – you will adjust the level of exercise to your physical capabilities.
- ★ You don't have to possess any particular skills – the workshops will prepare you for the game.
- ★ The only thing to worry about is having great fun – we provide costumes, props and decorations.

A man with long, wavy brown hair and a beard, wearing a dark, long-sleeved shirt and a blue armband, is shown in a dynamic pose, holding a sword. He is looking intently towards the left. The background is a blurred outdoor setting with trees and foliage. The overall tone is dramatic and action-oriented.

IT'S EASIER THAN YOU THINK!



# WHAT IS THIS LARP ABOUT?



- ★ It's about the glory days and the fall of the Witcher guild, set 200 years before the events of books and games.
- ★ It's about a dark history and conflicts that bring ruin to Kaer Tiele, the first stronghold of the Wolf School.
- ★ It's about self-improvement and overcoming weakness, changing an ordinary man into a monster slayer.
- ★ It's about moral dilemmas and questionable choices; it's about choosing the lesser evil that still is evil.
- ★ It's about establishing bonds and friendship between people who together face challenges and problems.



# YOU ARE THE HERO!

- ★ Before the game you will fill out a form which will help us prepare for you an exciting adventure tailored to your expectations and limitations.
- ★ From the character sheet you will learn about their story and why they decided to become a monster slayer, but it's you who'll decide about their future.
- ★ With a group of your peers and supervised by a master you will learn about the witcher trade, go through an initial training, face and defeat monsters!
- ★ You will make difficult moral decisions and face their consequences.
- ★ You will meet characters who will lead you to hidden quests and mysteries.
- ★ In the end you will have to decide if you want to undergo the Trial of Grasses and continue your story in the next episode of the Witcher School saga.

During the whole game our scenario team will be at your disposal. They will help you if needed, answer your questions and suggest ideas on how to have more fun.



# YOU WILL FEEL REAL EMOTIONS!



- ★ Although it's just a game, the feelings and emotions accompanying it are real: the adrenaline rush during a monster hunt, being exhausted after a full day of training, happiness in face of success, bitterness of defeat.
- ★ Remember background characters have different motivations and personalities, they may be friendly or hostile towards adepts, and in emotional moments it's very easy to mix-up the characters with people portraying them.
- ★ In every moment you can adjust the physical and mental contact intensiveness thanks to safety words and gestures. You can read about them on our blog and test them out during the mandatory workshops before the game.

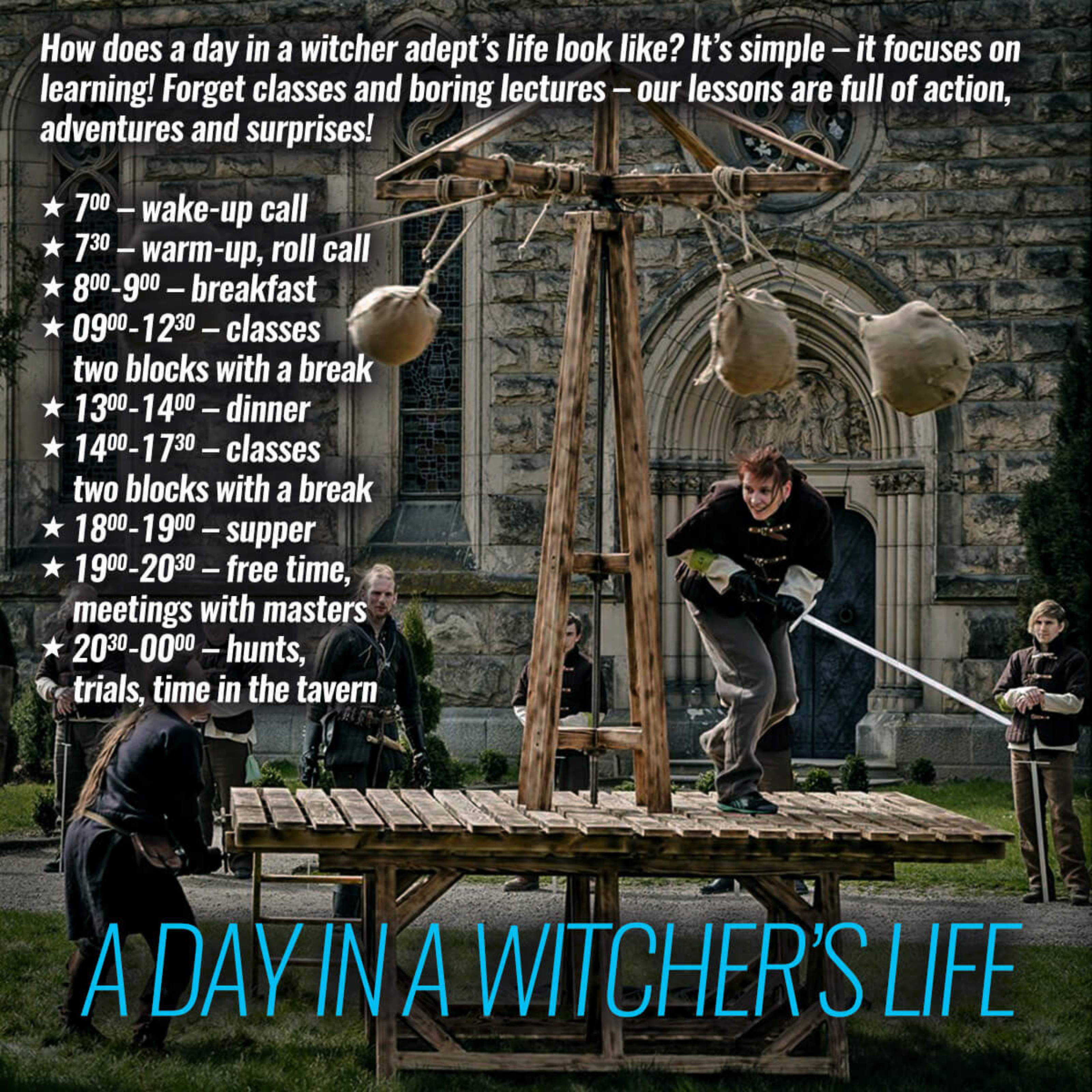
During the whole game you can find trained people in the organizers' area who can help you in case of any problem – both connected to physical matters, as well as those caused by an overabundance of emotions.



**How does a day in a witcher adept's life look like? It's simple – it focuses on learning! Forget classes and boring lectures – our lessons are full of action, adventures and surprises!**

- ★ 7<sup>00</sup> – wake-up call
- ★ 7<sup>30</sup> – warm-up, roll call
- ★ 8<sup>00</sup>-9<sup>00</sup> – breakfast
- ★ 09<sup>00</sup>-12<sup>30</sup> – classes  
two blocks with a break
- ★ 13<sup>00</sup>-14<sup>00</sup> – dinner
- ★ 14<sup>00</sup>-17<sup>30</sup> – classes  
two blocks with a break
- ★ 18<sup>00</sup>-19<sup>00</sup> – supper
- ★ 19<sup>00</sup>-20<sup>30</sup> – free time,  
meetings with masters
- ★ 20<sup>30</sup>-00<sup>00</sup> – hunts,  
trials, time in the tavern

**A DAY IN A WITCHER'S LIFE**





# WITCHER TRAINING



**Our teachers are specialists in their fields, instructors with many years of experience – during the classes you will learn many useful skills!**

## FENCING



**practical classes on sword-fighting basics,  
conducted on the basis of authentic historical treaties,  
only slightly modified to resemble the witcher style**



# ARCHERY

A woman with long brown hair, wearing a white tunic, is shown in profile, aiming a bow. She is standing in a grassy field with a large, multi-tiered target in the background. In the distance, a castle with multiple spires is visible under a clear sky.

**bow shooting basics:  
correct posture,  
putting on a bowstring,  
drawing a bow and aiming  
at a static and moving target,  
shooting from different positions**

# MONSTER KNOWLEDGE

A person in a white tunic is performing a dissection of a creature. The creature's head is open, revealing internal organs. The scene is dimly lit, with several lit candles providing light. The person is using surgical instruments to work on the creature.

**a lesson on creatures that can  
be encountered on the Path;  
it includes theory and practice,  
i.e. a dissection of a ghoul or fighting  
against the effects of a vampire's bite**





# ALCHEMY

**a practical lesson on brewing potions, witcher oils and elixirs such as Swallow or Cat in a specially prepared laboratory**



# SURVIVAL

**basics of wilderness survival; how to make a fire, how to build a shelter, how to acquire food (even such exotic delicacies like wyvern's eggs)**



# CRAFTMANSHIP

A close-up shot of two men in medieval-style leather armor working on a workbench. They are focused on their craft, with various tools and materials visible on the table. The man in the foreground is wearing a dark leather tunic with a light-colored shirt underneath, and a large, ornate leather belt. He is using a small tool to work on a piece of leather. The man in the background is also wearing similar armor and is working on a different piece of leather.

**creating simple outfit elements  
(pouches, pendants, belts etc.)  
under a tutelage of real craftsmen;  
everything you manage to create  
will be yours to take home**

# WITCHER SIGNS

A large, intense fire burns in a field, with a group of people in medieval-style clothing standing in the background. The fire is bright orange and yellow, with thick black smoke rising from it. The people are standing in a line, looking towards the fire. The background shows a stone wall and some trees.

**a lesson with special effects, that  
will teach you the basics of witcher  
magic and how to use signs like  
Igni (fire) or Aard (push)**

**We constantly add new classes to this list in order to make the game even more interesting and thrilling.**



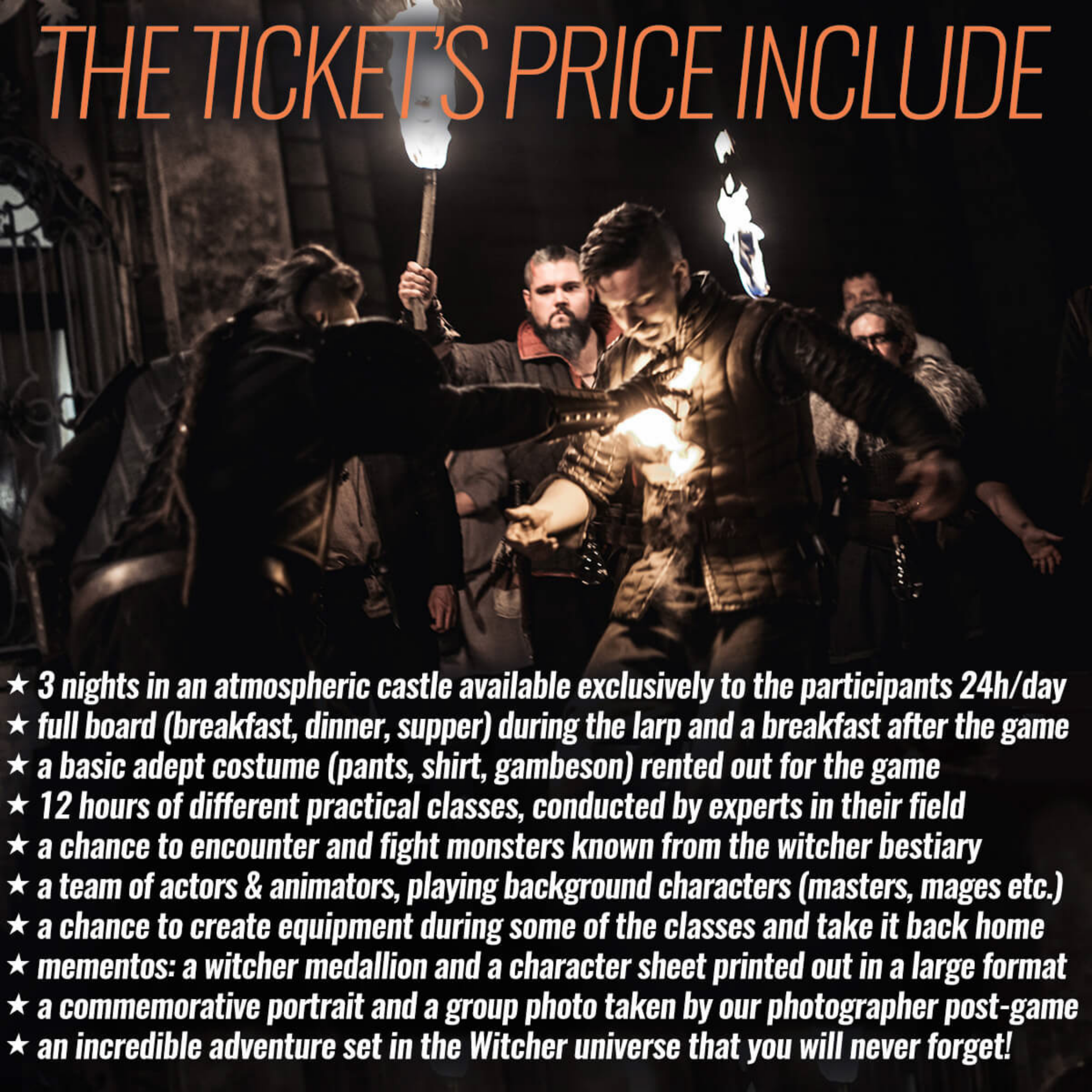
# TECHNICALITIES

- ★ The full participation fee is included in the ticket price for an episode. It does not include transportation fee.
- ★ The game starts on Thursday afternoon, and ends at night between Saturday and Sunday. It lasts non-stop for 50 hours. It takes place in the castle and its surroundings – it all makes up the game's world and encountered characters are a part of it.
- ★ In the game area you will find appropriately signed off-game areas where one can use technological commodities (which you can't do in the game area) or ask for organizers' help. The participants may decide that their rooms are off-game.





# THE TICKETS PRICE INCLUDE

- 
- ★ 3 nights in an atmospheric castle available exclusively to the participants 24h/day
  - ★ full board (breakfast, dinner, supper) during the larp and a breakfast after the game
  - ★ a basic adept costume (pants, shirt, gambeson) rented out for the game
  - ★ 12 hours of different practical classes, conducted by experts in their field
  - ★ a chance to encounter and fight monsters known from the witcher bestiary
  - ★ a team of actors & animators, playing background characters (masters, mages etc.)
  - ★ a chance to create equipment during some of the classes and take it back home
  - ★ mementos: a witcher medallion and a character sheet printed out in a large format
  - ★ a commemorative portrait and a group photo taken by our photographer post-game
  - ★ an incredible adventure set in the Witcher universe that you will never forget!





# BECOME A WITCHER

## LIVE AN ADVENTURE OF A LIFETIME

check the dates of upcoming events



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ORGANIZER



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WE FULFILL THE BOLDEST DREAMS!



LICENSOR



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All photos were taken during the event by: Piotr Muller Fotografia, MLC Fotografia, Maciej Margielski, Denis Kruk, Kamil Nowakowski