

# **OLDTOWN LARP 2116 – HOW WAS IT?**



**OLDTOWN**

# DEAR OLDTOWNERS!

In the name of all organizers we present a summary of the OldTown 2116 LARP. Following document focuses not only on an explanation of our setting and an evaluation of what was good and what was bad, but it also shows a course of action seen from many points of view. Apart from a presentation of the plot seen by organizers and CAD (an order-keeping service acting as eyes and ears of organizers during the game) you can here find presentations written by faction coordinators describing activity of their faction during the LARP.



# 1. WHAT DID WE WANT TO ACHIEVE AND WHAT WAS OUR SETTING?

Our main aim was to create a believable world which lives, grows, changes and which can be freely explored; something similar to sandbox games like GTA or The Witcher. Additionally we wanted to make player's actions visible in the world and how it is changed by them, so that any player can think "*damn, it's because of me!*".

We decided to kick the city of OldTown from its utopian enriching nest by driving it into an internal conflict. We wanted to make factions suspicious towards each other, to make them break alliances and to form new ones, and even to wage open wars among themselves. The key issues here were the disabling of drones which allowed for a fight in the city streets, and showing the Order of the Holy Flame not as antagonists but as a side in a conflict (which could be right after all) so players could choose if they want to consider the Order as enemies or friends. Equally important for us was giving an ability to cut out completely from political play if someone wished to. Last but not least we focused on allowing players choices – despite if it was a matter of the conflict between the city and the Order, a matter of red mist, or Czeska and their whining about some bomb – to influence course of the game. Yes, almost everything you did had an impact and changed something in the game.

Furthermore we wanted to avoid having just epic stories, like glorious battles and great discoveries during the LARP. We wanted everything we created to have its own story, its own plot, its own link you can catch, to follow and uncover curiosities, mysteries, or just ordinary treasures. That is why we did two things. Firstly, we made a living organism – the city with its commerce, media, order-keeping service, sports events, bulletin board, and the like. Secondly, we created (not without help of course) tons of side quests, from faction quests to an ordinary raider fluff. Everyone could find something for oneself.

Last but not least we wanted to make the wasteland less barren. That is why we focused on random events: there were raider bands on the airstrip, and mutants and ghouls in bushes. We could achieve that thanks to increase of a number of NPCs and forming them into away teams, which could make regular runs over the airfield, so average number of random encounters remained approximately constant.

## 2. WE STILL SEEK NO WIDER WAR – OR WHAT WENT WRONG.

Let's agree: something always goes wrong. If we were ideal, we would all be named Ernest. Here we present small summary of things that did not go as planned:

### **A) LOOT IN THE WASTELAND**

We planned to fill the wasteland with texts so that every stone, carcass, pot, and hole was some letter, diary, or book. Moreover it was not supposed to be just random notes with general lore about the world but actual quests involving hunting treasures, solving riddles and searching for people. Unfortunately human factor has failed – we have just run out of power to take care of it. Conclusions have been drawn.

### **B) EMPTY RUNS TO THE WASTELAND**

This year in-game items in the wasteland were re-spawned every three hours, but despite that players still were returning empty handed sometimes. We acknowledged that and the next time we will increase the number of items or frequency or re-spawn – we will see what is more cost-effective.

A completely different thing are parties that reportedly were spotting our man and taking everything he had planted a moment before. This is not fair. Here we can do nothing but educate. On the other hand you can do a lot, from traditional manual correction to pointing out such people for us. You have the power.

### **C) ANOMALIES**

Anomalies were the most voiced plot of the LARP. Unfortunately for some disappointed players they were moved to the second place and somehow covered with all this corruption with the Order. You see, that was our plan from the beginning, meaning anomalies supposed to be a background, a reason for all factions to come to OldTown this year. We did not expect that this thread was going to be received so kindly, but now we know everything we always wanted to know about your preferences (but were afraid to ask), so we are going to use this knowledge.

## **D) PERSONAL QUESTS FROM CHARACTER FORMS (YES, THERE WERE SUCH)**

Actually we have no valid response here. There was a work overload. The person responsible had too much to do in other areas, so we decided to do one thing correctly rather than two wrong. It is our mistake, next time we are going to find a person dedicated exclusively to this task. We hope all players involved in these quests had a good time despite the lack of them.

## **E) ENDING**

Well, now we are going to talk. It goes as this: final actions were purposely planned to avoid the situation where 800 players suddenly brawl with each other. You may find it amusing but believe us, it is not. That is why we decided to break the final into four different events:

- the shooting (laboratory);
- ceremonial pounding with plastic sticks + agility elements (swamps);
- narrative scene at the natural monument (ending for Children of Ashes and Wakatili);
- escort quest (GECK convoy through the airstrip).

Different number of players involved in every event turned out to be a cardinal flaw of this solution, because NPCs were evenly divided between places. It caused great disproportions in forces numbers, so some groups were lacking action while others get beating out of proportion.

With so many participants we cannot allow to make an ending in the same place for all players because of following reasons:

- a number of fuck-ups grows proportionally to the size of a gathering;
- if it is a battle, not everyone wants to fight;
- if it is a shooter, look above;
- if it is a narrative or scripted scene, only those in the first row are going to have real fun.

We will try to make more effective means to handle a so massive number of players, so everyone can actively participate in the final action. Remember that your feedback from questionnaires is invaluable here!



### 3. LARP AS SEEN BY CAD/ORGS

The Season of Arrivals started with a concert attended by multiple inhabitants of the city. The atmosphere in the beginning of the Season of Arrivals and of the concert was heated up by the information that something was approaching the city. The Order of the Holy Flame assisted by acolytes and flagellants crossed the city gate and, being divided from a crowd of citizens by CAD officers, addressed the gathering with demands. The Order demanded to denounce people who (according to the Order) during the last year's Season of Arrivals were responsible for killing Ramat's members – believers of the Holy Flame. In a response to the not very pleasant welcome the Order severely damaged a drone system that was protecting the city and they stopped to work in 24/7 order. Additionally the band which performed during the concert was considered as heretics, taken outside the gate and executed. The Order's orator was shredded by gatling's bullets which finished negotiations with the Order. In response to the destruction of the drone system there was an away team sent from the city to acquire components necessary for repairing the defensive systems.

From this point the evening went relatively calmly, despite commotion of citizens caused by the Order.

The next day brought the first City Council meeting, which mainly deliberated about the Order and its demands. The subject of anomalies surrounding the city was virtually not taken up, which was going to change later. First wave of mutants arrived at the city gate and was killed swiftly without casualties (it was the weakest sort from the laboratory, which was not known to characters at this point). First clues about mutant origins started to appear. The red mist, a mysterious anomaly occurring near OldTown from time to time, rolled through the centre of the city this time. Although no one was visibly harmed, all affected were taken to the hospital for an observation.

During the afternoon mass the Order of the Holy Flame held on the Arena, there was a duel. Someone named Foka challenged members of the Order, demanding a revenge for the death of Foka's family, supposedly killed by the Ramat the year before. Foka succeeded in his revenge and the Order was defeated in the duel, surprisingly for everyone it peacefully left the city emphasising that the Order has no wish to come into conflict with the law, but simply looks for justice for its killed believers. The rest of the day passed by sending caravans by the City Council to determine the situation of the city in the conflict with the Order. Prize Fighters boxing gala was held in the evening, after which the procession of the Order's flagellants was conducted. By that time the drone system was partially repaired. Although it was operational only during the night it allowed CAD officers to rest, at least for a while. Except for events described above there were some minor crimes and accidents. But for the first time in a very long time, it was a day without drones actively watching citizens and performing defensive functions, yet surprisingly it was very peaceful.

### **The next day brought many conflicts.**

First of all the situation between the Czeska Street and CAD was aggravated. During the whole Season of Arrivals there were more and more tension between the officers and the Czeska inhabitants, more brawls and arrests. The climax of the "conflict" was throwing off a mini nuke on the Asylum camp. Fortunately for the Asylum the rocket fuel depleted before reaching its target and the warhead hit the ground before the camp, leaving radioactive leak there. The person responsible for the issue of the order, judge Augustus, was thrown into jail for this. He committed to the crime and was stripped of his laws and wealth, and sentenced for an exile. However the judge had escaped from jail before the verdict was given.

The City Council had increasing troubles with maintaining an agenda. The Order remained the main issue, but the Council could not ignore the more frequent mutant attacks and occurrences of the red mist any more.

In the wasteland outside of the city, life was blooming: caravans were going for supplies, field investigations were set up, not only to find sources of the red mist but, also to resolve the problem of anomalies tormenting other areas of Poland. Many tried to solve the riddle of the red mist and mutants asking for help, both Igor and city authorities.

When Harhama, daughter of Igor, was killed, artificial intelligence ordered the drones to search for the ones responsible for it. With a help of Rhummagers and more or less mysterious rituals, Harhama was brought back to life as a hybrid of a human and a machine thanks to technological achievements. She did not seem to be the same nice person as before the incident though, and neither did she remember the last moments of her previous life. Because of that she set as an aim to find the ones who had deprived her of a part of her humanity.

During the night session of the City Council, held on neutral ground of PalleTERS camp, Paszko, who was the seed of conflict between the city and the order, was kidnapped. It suited some in the Council but was contrary to the desires of the remainder. The split between political parties in the city could easily be seen.

### **The last day of the Season of Arrivals.**

The conflict with the Order found an unexpected end. During the morning visit of the Order, Paszko was brought into the city along with the priests. A verdict was announced: As penance Paszko was going to be sent on pilgrimage to Breslau immediately. Some time after this, his companions, Alcochemists, also left the city, announcing their plan to launch a GECK in Postnań to create a new, better place to live. The Order, having no more reason to quarrel with the city, settled with its little brothers in faith – mutants from the Asylum – at the Czeska Street.

Vast groups went to the wasteland to find the source of the red mist. The destruction of both the laboratory, where the red mist was created, and the extraction area of raw material used to synthesise it was just a partial success. It is still not known who stood behind this and why the city of OldTown was targeted.

In the last moments of the Season of Arrivals senior sergeant Wilhelmina Goska, who performed her duty by the gun at the HOME bar's roof, was shot. A mysterious hooded man who appeared on the roof turned out to be the person responsible for the assault. He was dragging Sroka from Lanterns with him who – like Harhama – held chips used for a remote communication with Igor. After shouting something about mysterious "Them" who "forced him to do it", the mysterious man shot Sroka and then committed suicide. From the hands of the murdered fell sheets with unknown symbol of three chess paws on to the ground.



## 4. OLDTOWN AS SEEN BY FACTIONS – WHO DID WHAT?

### **PALLETERS**

During the Season of Arrivals 2116, Palleters started a cooperation with factions representing the Czeska Street in the city. They were united by common enemies: CAD officers, who kept law and order inside OldTown, and the Union. They actively participated in City Council meetings.

### **CHILDREN OF THOUSAND SUNS**

Children of Thousand Suns officially appeared in the city of OldTown during this year's Season of Arrivals. During their stay they conducted studies on AI named IGOR to determine his intentions. Simultaneously CTS dedicated a lot of attention to other religions who met for the first time conducting talks and observing. The representative of the group frequently took part in City Council meetings and had his bearing on creation of the Religious Council which role is to end discords between the many communions of the wasteland.

### **GRIFFON COMPANY**

The Griffon Company focused on battle tasks. To achieve this they conducted extensive recruitment of so called Shield Agents, whose purpose is to provide fire support for assault troops. They remained distant toward the Order of the Holy Flame and exhorted for peaceful solution of the conflict between the OHF and the City Council. Reportedly the Griffon Company was conducting studies of mysterious holodiscs which had been founded in the city.

### **STALKER HAZARD**

Without a doubt “Spelunka”, a club with a casino where weary travellers could rest with card games and booze, became a hallmark of the Stalker Hazard. The group openly opposed to demands made by the Order of the Holy Flame. It reluctantly observed incompetent attempts of the City Council to conduct negotiations with the invader. In spite of this the group established connections with Lanterns, MIR and Holikut. It is worth mentioning that the Stalker Hazard built a fort with a 4 meter high tower and focused on preparing it to accommodate and provide protection for citizens of the city in case of an attack by the Order.

## **HOTEL MOSCOW**

The Hotel Moscow is another group which appeared in OldTown for the first time during this year's Season of Arrivals. It managed to establish connections with many groups and acquired a voice in the City Council. It can be considered as a success that a commander of the Hotel Moscow, Młynarz, was appointed as a leader of the War Council. Although the Council was dismissed after signing peace with the Order, the act of appointment bear testimony of trust gained by the HM among leaders of other factions.

The Hotel Moscow undoubtedly made its presence in the city by taking part in many events that occurred during this year's Season of Arrivals. Among other things this group assisted CAD forces during the Czeska incident and this is only one of the numerous times when the HM supported relentless watchmen. In the conflict against the Order the HM supported the City Council. When Paszko, the leader of Alcochemists, was banished by the Order for pilgrimage to Breslau, it was the Hotel Moscow who protected him after he exited the city premises.

## **DISCREET CHARM OF THE ARISTOCRACY**

The Discreet Charm of the Aristocracy appeared in the city of OldTown for the second time. During their visit the group formed several alliances with other factions. They focused mainly on their own objectives and supported the City Council and was against demands of the Order of the Holy Flame, considering them as imposing on free people.

During the Season of Arrivals the group had found Dimitri who was made a symbol of an expedition to Moscow, planned for the following year.

## **FLYING CARAVANS**

During the Season of Arrivals 2116 Flying Caravans focused on economic growth and maintaining a status of a reliable trading company in Polish wasteland. They remained neutral toward many factions which appeared in the city of OldTown, but they were able to form several worthy alliances. Probably a big influence on future of this faction will be exerted by tightening of relations with Rhummagers emphasised by wedding ceremony between leaders of both groups – Donna Rosse and Panzerglas.

When a punitive expedition of the Order of the Holy Flame came at the gate of OldTown, Flying Caravans took up negotiations to reach a compromise between the occupier and city authorities. Eventually they pronounced for denunciation of a leader of Alcochemists, Paszko, into hands of the Order. They explained that a baptism and a walk of one man is less expensive than a war with the OHF.

Flying Caravans representatives had their contribution in neutralizing of an anomaly called the Red Mist. They supported other groups conducting investigation in this case and led the final assault on the laboratories that were the sources of the volatile substance.

## **ALCOHEMICY**

This year eyes of many were turned towards guests from Postnań. It was because of the accusations and demands of the Order of the Holy Flame against the leader of Alcochemists – the most numerous faction coming to OldTown during this Season of Arrivals. Paszko took up a long and fruitless negotiations with the aggressor. Eventually he was deceitfully denounced into hands of the Order by a third party and was forced to make a pilgrimage to the Breslau Fortress as a penance.

Besides dealing with political matters, faction's technicians managed to repair and activate sentry drones, which had been destroyed by the Order. Alcochemists also conducted trade and search of resources and technology in the wasteland. Before the end of the Season of Arrivals they had managed to gather components essential for the activation of the pre-war artefact - the GECK, which was used to construct a new base near Postnań, called Recreation Centre "Justynka".

Eventually the majority of Alcochemists had formed a caravan to Postnań and left OldTown, only leaving behind personnel necessary for maintaining the post.

## **GROUP OF INDEPENDENT PEOPLE**

This faction adopted a role of citizens of OldTown living in the city for a whole year. It actively participated in City Council meetings, arranged expeditions into the wasteland and organized bottle cap throwing contest. Additionally the faction focused on protection of newcomers and their introduction into subtleties of city's intrigues.

## **LODGE OF THE GREAT PERMILL**

The Lodge of the Great Permill mainly focused on missions of CSI OldTown, a group of detectives cooperating with CAD in criminal cases. One of its accomplishments was the exact study of properties and origin of the red mist and localisation of one of places of its origin (important for one of the endings of the game). Additionally CSI agents reconstructed the course of events in case of a murder of the daughter of Igor, Chimera. CSI suggests that the same scheme could be applied to a case of Sroka's murder on the bar's roof. In addition, a case of experimentations in a hospital can be counted among the successes of CSI, which led to a mad doctor and to mysterious killings in the wasteland for which, as it turned out, members of the Group of Independent People were responsible. In cooperation with CAD a case of murders at the Czeska Street was also solved. A case of the shaman from Children of Ashes, whose actions led to murder of his tribesmen, can be accounted among others into cases partially solved. The case was not fully solved because of lack of evidence caused by a tribal lynch made on the shaman before he could be interrogated by CSI. During the whole Season of Arrivals CSI closely cooperated with CAD not only by giving laboratory services, but also providing man- and firepower for order-keeping actions. All CSI actions were overt and reports were given to the City Council. The Lodge of the Great Permill was opposing to escalation of the conflict with the Order, but at the same time it was not accepting the Order's demands. The only scenario where the Lodge allowed for the Order to enter the city was when both Paszko and religious freedom are saved. Considering past conflicts between the Lodge and the Order, the former kept a considerable distance to negotiations (during the 2115 Season of Arrivals members of the Lodge of the Great Permill, then known as the Order of the Holy Permill, were kidnapped, taken to the forest, and their flag was burned). During the split in the City Council, the Lodge pronounced for Paszko. The kidnapping of Paszko led to a show of solidarity with Alcochemists, which was leaving the city by the Lodge. Only members necessary for bar and business maintenance were left in OldTown.

## **OUTCASTS**

As usual the faction famous for its familiarity with a vault technology did not look upon the Season of Arrivals as holidays. Apart from active participation in all the City Council meetings they became famous with essential help in solving the mystery of the red mist (in cooperation with CSI and Lanterns) and providing shelter for factions directly exposed to its effect (Sich and Trappers).

Additionally Outcasts kept a workshop, a laboratory and a very popular library. Furthermore they established services previously unknown in OldTown – OldTown FM (first radio station in the wasteland) and insurance company.

In the conflict between Paszko and the Order they regularly helped citizens by arranging own diplomatic missions and protecting missions sent by the City Council. They were the first to show the Refinery occupied by the Sich to the OldTown community and they remained in friendly trade relation with the former. During the final scenes of this year's Season of Arrivals some of the faction's members went with Alcochemists' caravan to build an outpost in Postnań while the rest took part in an assault on the laboratory producing the red mist.

## **UNION**

The new faction, supposedly formed as a fringe of Palleters, shows overt antipathy towards them. However the situation in the city quickly pushed animosities between factions aside. To save OldTown the Union sent caravans into the wasteland regularly to obtain items. Alliance forged with Alcochemists allowed the new faction to penetrate high radiation zones, otherwise inaccessible for members of the Union. Faction's agent net found out that rape charges against CAD commander was nothing else than an attempt to frame him by the Wakatili tribe. The Union stood firm behind Paszko for the whole time trying to enlighten the rest of the City Council what threat brings acceptance of the terms of the Order. Multiple feasts with the Sich also allowed to form a powerful alliance. The good of the city prevailed over personal clashes so the Union signed a ceasefire with the hated Palleters with intentions to protect the city. The Union paid a high price for its trust during the last events of Season of Arrivals. Palleters attacked its forces from the back and the Union's survivors retreated to the city. The latter, after gathering all possible allies, started to march toward Palleter's camp with 50 armed men. Intended slaughter had been stopped by CAD which led the Union to leave the city.

## **LANTERNS**

During this year's Season of Arrivals the faction of Lanterns, known from an art trade and supporting the city, formed a science division of CSI OldTown. Because of numerous crimes and occurrences of anomalies in a whole country, with local red mist among them, they had their hands full.

They did not expect that the most important case would be so personal... One of the Lanterns, Sroka, went missing. Trace disappeared quickly, there were no witnesses. Thanks to a signal amplifier built in cooperation with Rhummagers the woman was localised in the city limits. After all ins and outs to OldTown had been blocked, during a hasty search through camps, the mystery of Sroka's disappearance was partially revealed. Sroka along with sergeant Wilhelmina Goska had been publicly shot on the roof of the bar by an unknown person who committed suicide thereafter.

## **MIR**

This year's Season of Arrivals was fruitful for the MIR faction's members. Mostly by forming the so called Czeska's Collective – alliance with the Asylum and Palleters. By annexation of the Czeska Street territory they kept prosperity level and order in this infamous part of the city. Despite all its efforts the Collective was accused for deterioration of safety at the Czeska Street and among others for throwing feces on the CAD station. Such treatment from the city led to erection of a barricade on the Czeska Street to protect the Collective from the city's aggression. Free spirits of the MIR's members had not been stopped, even by jail, from which they managed to escape. In cooperation with the Order and the rest of the Collective they managed to kidnap Paszko during the City Council and to pass him into hands of the Order. It was reasons to form a strong alliance with the Order. Additionally MIR managed to collect parts to create spare refinery in the city and chose side of Palleters during the assault of the Union on a fort of the former.

## **GASTHOUSE**

Gasthouse's main focus was to develop their innkeeping and hotelling business. The hotel turned out to be a great idea – during time lots of weary adventurers were eager to rest somewhere else than at the bar. Just the second day, Gasthouse had to hire more crew for the inn, as well as some mercenaries to protect their valuable guests. The Presidential Suite was booked for every night, and soon Gasthouse have to accommodate new guest's on the benches for the lack of beds. As a supporting business they traded meds and chems, and even hired some massagers to entertain their guest's.

## **CHILDREN OF ASHES / TUHKAN LAPSET**

Due to a large faction population (over 50 members) Children of Ashes acted on many fronts during recent Season of Arrivals. A huge commotion was linked with Harhama (or Chimera), Igor's daughter and first hybrid of man and computer. This turn of events has led a faction, that tried to stay off politics last year to become a group that many not only have to listen, but also strive for Children's respect. Despite their new convictions, and partially abandoning their natural way of life, every night Children of Ashes signaled their presence with astounding parades and rituals all over the city.

## **TRAPPERS**

One year can change a lot in a matter of alliances. After assuring their currentness, the Trappers started the Season of Arrivals with traditional faction activities. Patrolling the wasteland and providing information about dangerous places they presented indispensable help for every traveller. While observing the situation in the city they maintained their custom of not meddling with big politics. Additionally every lost citizen or traveller could always count on their help, which saved many lives. Trappers, endlessly faithful to their philosophy, present a firm connection between the world of humans and dangers of the Wasteland.

## **WATAHA**

During the first day this faction launched a trading post, a hospital and workshops. On stalls it was possible to buy Nuka-Cola, Sunset Sarsaparilla and Sugar Bombs among others. Afterwards the faction plunged into gaining levels of access and protection of expeditions into the wasteland. Additionally talks with the Order of the Holy Flame had been conducted and concluded with non-aggression pact between the Pack and the Order. At the end of the Season of Arrivals the Pack assisted the expedition to the laboratory producing the red mist. Additionally the Pack mediated in talks between the Order and those factions who left the City Council. An established agreement stated that in case of a war between the Order and OldTown factions that left the City Council are not going to participate in the fight as long as the Order will not physically endanger neutral citizens and the city itself.

## **NOI-LAND VANGUARD**

Faction's main focus was to help other factions, trading with them and acquiring prominent contacts. All those actions were aimed to create a valid environment for future Noi-Land expeditions.

## **BASTION**

The first day of the Season of the Arrivals passed the Bastionites on the construction of their arena, known as the War Square, as well as the details of their cooperation with their friendly faction, the Union, with whom they shared the camp. Information on current and possible alliances and wars has also been exchanged. The next day the alliance of the Union and the Bastion explored the wasteland, took part in the City Council, and searched for parts to repair the drones. There was also a first meeting with the Palleters, which nearly resulted in a firefight. Another day passed with the camp being closed to outsiders, due to the Palleters and gossip about the bomb they were planning to unite. After the night meetings, which resulted in the split of the City Council and the formation of the Little Council, Bastion and Union joined the latter. While returning from the attack on the red-fog lab, Jarl Corg was assassinated by the Palleters and MiR, in front of the Union members. This resulted in an armed uprising in the city, which set off for the Palleters fort. The attacking group included Outcast, GiP, and non-affiliated members. However, the riots have been relaxed.

## **ASYLUM**

This year's Season of Arrivals has changed the Asylum radically. Mutants and reprimands, tired of being closed in the ghetto, emancipated themselves by eliminating half of their ruling party. The remainder remained to adapt to the new course, or join the Gwalciwoj and Moses in their graves. Asylum distanced itself from the image of good mutant lovers, giving away free candies, wanting to suck at any price the sluggish, old factions shaking Old Town for years. Together with Palleters and MIR, Asylum created an unpredictable force whose actions began with a crude hooliganism and a jostling for merciless executions and kidnappings, such as the delivery of Paszko, the self-proclaimed leader of the Old Town and head of Alcochemists to the Holy Flame. The chaotic Asylum has failed to obtain the necessary copy of Igor's optimization algorithms, so the only solution was to reduce the power output to a quarter of the current level. This fact certainly will not delight the main consumers of Asylum surplus current - Flying Caravans, whose electricity input from that day will reach one tenth of the input so far, at three times higher price. The fact remains that the Flying Caravans have provided the judge with an atomic launcher and the man who pulled the trigger, leading to events known later as the Czeska Incident.

## SMOKERS

Smokers focused on exploring the city and the people, as well as expeditions to the wasteland along with the Griffon company. They found components for repairing drones, which contributed to improving the quality of the city's defense system. One member of the faction was baptized by the Order of the Holy Flame and enlisted in CAD, while the other was baptized by the Children of the Thousand Suns.

## SHPERACZE

Shperacze before the Time of Travelers 2116 were expecting the vengeance of Order of the Holy Flame on the citizens who were guilty of death of their believers. By having wars through many years in past with Order on the grounds of Breslau, they were able to predict their intentions. As it turned out they were right, Order came for their vengeance. The Partynice Agreement signed in 2110 helped Shperacze by making armistice between factions. After the attack off the Order on the city, they were not idle, looking for replacement parts for drones and they participated in the city council to set the demeanor with the Order. During the visit the acolytes of the Order as few in the city decided to invite them inside the camp, thus showing a gesture of good will. Hege-mon's and Panzerglass's conversations during the visit at the Cathedral took place outside curiosity, so no one knows what has been negotiated, however, the Monks have resigned their claims to the Shperacze.

The Shperacze had their own thread during the so-called Czeska Incident. One of their members took part in it - the infamous Judge Augustus. Shperacze had accused him of being linked to Cyfrons or even being one of them, as his methods of action denied the Shperacze code, creating a threat to the facility and OldTown itself. He ran from the city jail before he was interrogated, and the lack of any contact to this day has made everyone even more suspicious of him. At night the same day someone murdered Harhama, luckily Shpereracze as one of its creators, were able to bring her back to life. They also took an active part in the search for the missing Lantern - Sroka. They built a strong signal amplifier to locate her chip. It came to light that Sroka was in town, but it was too late to save her.