



CON MORHEN

The Cursed Hearts

11. - 14. 4. 2024

Housív mlýn, Tábor

RULES

follow the instructions of the organizers

- 1) Do not start an open fire. Smoking is allowed only at designated places.
 - 2) Drugs are prohibited.
 - 3) Do not consume your own food and beverages in the inner premises of the tavern.
 - 4) Wear the entry bracelet on your person at all times and show it upon request.
 - 5) Observe the quiet hours.
 - 6) Do not make a mess. Discard your trash properly.
 - 7) Do not use weapons or threaten other visitors. The LARP elements of the festival are not combat-based, and we do not allow any physical interaction.
 - 8) Costumes are not mandatory, but if you have one, it must not be disruptive (Witcher, fantasy, Middle Ages). Nudity is not a costume!
 - 9) If you need to answer the call of nature, do not do it outside designated places.
 - 10) Costumes are not an invitation to physical contact. If you want to take a picture with someone, be sure to ask their permission.
- failure to observe these rules and the instructions by the organizers and security may result in being expelled from the event and permanently banned from our events.

IMPORTANT INFORMATION

Costumes

Costumes are not mandatory at the festival, but we recommend bringing neutral clothes that are not disruptive. If you want to come in a costume or cosplay, it has to match the world of The Witcher - it should be inspired by the Middle Ages. Other costumes will not be allowed.

Parking

There is no parking on the premises of Housuv mlyn. Please use any parking in Tabor.

Smoking

Please respect non-smoking areas. We have dedicated smoking areas next to the coffee house by the rear inn, at the Housuv mlyn private parking, and in front of the Novigrad tent on the rear meadow.

Pets

Animal companions are not allowed at Con Morhen because of the safety of your pets and other visitors.

IMPORTANT INFORMATION

Organizers

Our organization team is there for you. The organizers are designated with a white scarf, unless they are playing a theatrical role or are on a break. Do not hesitate to approach an organizer with a white scarf should you have any concerns or questions.

Medical staff

If you seek medical assistance, there are several medics at the event, designated with a red-cross band. If you cannot find one, please go to the info booth or an organizer. These people can summon a medic through a walkie-talkie.

However, if someone's life is in danger, call 112 or 155 immediately!

Payment methods

The info booth and the rear bar accept credit cards. The info booth offers cashback services with a 2% fee of the withdrawn amount. Other bars, the inn with food, stall holders, the teahouse, and artist alley accept cash only.

Tent village for the visitors

If you chose an accommodation in the tent, you can pitch yours in the tent village (the dedicated meadow beyond the rear meadow), but only in the designated area!

STORY

Story Introduction

The story of Con Morhen: The Cursed Hearts draws inspiration from the first expansion for The Witcher 3 by the CD Projekt RED developer studio. Our theatrical scenes played out by our actors during the storyline on the main stage will tell you the story of the tragic love of Iris and Olgierd von Everec.

The Whole-Con Game

A whole-con game is a must at our Witcher events. Here's what it's all about.

We are located near Oxenfurt and the free City of Novigrad. The whole land has been roused by a magnificent message:

Anna Henrietta from Toussaint and the Cianfanelli banking house have announced an auction of lands vacated by a recently deceased nobleman. They intend to attract very wealthy bidders in order to help the land economically, while earning a hereditary title. The Borsodi auction house in Novigrad has acquired the rights to auction these lands and invited rich lords and ladies from abroad to the auction. Access to the auction will be granted to three lucky people who deposit the highest principal sum with the auction house in the next 3 days!

What are the rules?

The goal of this year's whole-con game is to amass the most Morhen coins (black and yellow tokens). You can earn coins by participating in the programme (for example in the medieval camp, in the elven circus, or in Mahakam, or by buying our beer Bjes).

STORY

Subsequently, you can deposit them with Evald Borsodi (marked by a purple scarf). The auction house will open its doors twice a day in the Novigrad tent. During these times, you can deposit all your earned coins on your account. You will be informed about the opening of the auction house by herolds, who will announce it on the whole premises.

Those of you who fail to be among the best three don't need to despair. The Novigrad tent will host an auction after 11 PM on Saturday, where you can spend your savings on interesting items. However, the auction can be attended only by those who deposit their coins and get a bill of exchange for them. Tokens themselves will have no value at the auction.

Three of the most successful attendees of the auction will receive permits which allow them to get the following advantages for the next year of Con Morhen:

1. a VIP ticket
2. a standard ticket
3. 50% discount for a standard ticket

There will also be several characters marked with a yellow scarf at various places, with whom you can engage in roleplay, and there is a good chance you can get a couple of game coins from them.

MAIN PROGRAMME

This programme will take place on the main stage.

Thursday, 11th April 2024

14:00 festival opening, registration
18:20 - 18:30 Official start of festival
18:30 - 19:20 Concert by Dyvina
19:20 - 19:30 Start of whole-con game
19:40 - 20:30 Concert by Musica Canora
20:50 - 21:05 Story: Prologue
21:05 - 22:00 Concert by five Leaf Clover

Friday, 12th April 2024

16:30 - 17:20 Concert by Durangir
17:50 - 18:00 Story: 1st part
18:00 - 19:00 Concert by Tempus
19:50 - 20:00 Story: 2nd part
20:00 - 21:30 Concert by Deloraine
21:30 - 21:45 Story: 3rd part

Saturday, 13th April 2024

13:00 - 14:30 Cosplay contest
16:00 - 17:00 Concert by Jeden Kmen
17:50 - 18:00 Story: 4th part
18:00 - 19:00 Concert by Strigõň
19:50 - 20:00 End of whole-con game
20:00 - 21:30 Concert by Percival
21:30 - 20:00 Story: 5th part

Sunday, 14th April 2024

noon End of festival

COMPLETE PROGRAMME BY DAY

You can find the programme and detailed description of individual items on our website:

<https://www.conmorhen.cz/conmorhen/program.html>

Thursday, 11th April 2024

Time	Programme	Place
14:00	festival opening, registration	Info booth
14:00 - 22:00	Board-game room	Board-game room
14:00 - midnight	Our bars	Marked on the map
14:00 - midnight	Teahouse	Teahouse (rear meadow)
14:00 - 19:00	Spolecenstvo & Swintu booth	Novigrad (rear meadow)
15:00 - 16:00	Duels and saber swordplay	Elven circus (upper meadow)
16:00 - 19:00	Photo booth	Photo booth (rear inn)
16:00 - 17:00	Worldbuilding Corner	Upper hall
16:00 - 17:00	Weapons and armour in the Middle Ages	Medieval camp (rear meadow)
17:00 - 17:30	Mead Tasting	Splattered Titty (Novigrad)
17:00 - 17:30	Northern armies training camp	Medieval camp (rear meadow)
18:20 - 18:30	Official start of festival	Main stage
18:30 - 19:20	Concert by Dyvina	Main stage
19:00 - 20:00	How did weapons and armour develop in Europe and where did the game creators draw their inspiration	Upper hall
19:00 - 19:30	Northern armies training camp	Medieval camp (rear meadow)
19:20 - 19:30	Start of whole-con game	Main stage
19:40 - 20:30	Concert by Musica Canora	Main stage
20:50 - 21:00	Storyline: Prologue	Main stage
21:00 - 22:00	Concert by five Leaf Clover	Main stage
22:00 - 23:00	Sexuality in the Middle Ages	Novigrad (rear meadow)

COMPLETE PROGRAMME BY DAY

Friday, 12th April 2024

Time	Programme	Place
9:00 - 22:00	Board-game room	Board-game room
9:00 - 22:00	PC game room	Upper hall
10:00 - 17:00	Artist Alley	Novigrad (rear meadow)
10:00 - midnight	Our bars	Marked on the map
10:00 - midnight	Teahouse	Teahouse (rear meadow)
08:00 - 20:00	Coffee house	By the rear inn
10:00 - 18:00	Photo booth	Photo booth (rear inn)
10:00 - 17:30	Elven circus	Elven circus (upper meadow)
10:00 - 17:30	Mabakam	Mead cellar
10:00 - 19:30	Sub Utraque - Hussite encampment	Medieval camp (rear meadow)
10:00 - 17:00	Nilfgaardian camp	Medieval camp (rear meadow)
10:00 - 17:00	Northern encampment	Medieval camp (rear meadow)
10:00 - 10:30	fingerloop	Elven circus (upper meadow)
10:00 - 10:30	Northern armies training camp	Medieval camp (rear meadow)
10:30 - 11:30	Medicine in the days of yore	Upper hall
10:30 - 11:30	Oxenfurt academy and witchers in gowns	Medieval camp (rear meadow)
10:30 - 12:00	Medieval sewing for beginners (EN)	Medieval camp (rear meadow)
11:00 - 19:00	Spolecenstvo & Swintu booth	Novigrad (rear meadow)
11:30 - 13:00	SlapChop Workshop or Miniatures easily and quickly	
11:30 - 12:00	Mead tasting	Board-game room
12:00 - 13:00	food and drink in the Middle Ages	Spattered Titty (Novigrad)
		Medieval camp (rear meadow)

COMPLETE PROGRAMME BY DAY

Friday, 12th April 2024

Time	Programme	Place
12:00 - 12:30	Northern armies training camp	Medieval camp (rear meadow)
12:30 - 13:00	Rosaries, their evolution, and the interweaving of material and immaterial culture	Medieval camp (rear meadow)
13:00 - 14:00	LARP battles in Czechia (EN)	Upper hall
13:00 - 14:00	The time of the White Winter and White Light is approaching, the time of madness and hatred	Medieval camp (rear meadow)
13:00 - 14:00	Weapons and armour in the Middle Ages	Medieval camp (rear meadow)
13:00 - 14:00	Duels and saber swordplay	Elven circus (upper meadow)
13:30 - 14:30	"Kaedweni freemen - hire us, ignore the rest!"	Rear meadow
13:30 - 14:30	Hirotar - The history of tanning	Novigrad (rear meadow)
13:30 - 14:00	Mead tasting	Spattered Titty (Novigrad)
14:00 - 16:00	Gwent tournament	Novigrad (rear meadow)
14:00 - 15:00	Worldbuilding corner	Upper hall
14:00 - 14:30	Northern armies training camp	Medieval camp (rear meadow)
15:00 - 16:00	LARP weapons and armour in the Czech scene and abroad	Upper hall
15:00 - 16:00	Demonstration of crafts and equipment	Medieval camp (rear meadow)
15:00 - 16:00	fingerloop	Elven circus (upper meadow)
16:00 - 17:00	How to start larping	Upper hall
16:00 - 16:30	Northern armies training camp	Medieval camp (rear meadow)
16:30 - 17:20	Concert by Durangir	Main stage

COMPLETE PROGRAMME BY DAY

Friday, 12th April 2024

Time	Programme	Placet
17:00 - 18:00	Theatre Triptych	Novigrad (rear meadow)
17:00 - 18:00	About hookahs including tasting	Teahouse (rear meadow)
17:00 - 18:00	"Where do we know what we know from and why don't we just think so"	Rear meadow
17:00 - 18:00	How did weapons and armour develop in Europe and where did the game creators draw their inspiration	Upper hall Main stage
17:50 - 18:00	Storyline: 1st part	Main stage
18:00 - 19:00	Concert by Tempus	Upper hall
18:00 - 19:00	How to start larping (EN)	Medieval camp (rear meadow)
18:00 - 19:00	Scioia'tael: Partisans, terrorists, or freedom fighters?	Medieval camp (rear meadow)
18:00 - 18:30	Northern armies training camp	Main stage
19:50 - 20:00	Storyline: 2nd part	Main stage
20:00 - 21:30	Concert by Deloraine	Main stage
21:30 - 21:45	Storyline: 3rd part	Main stage
22:00 - 23:00	On the souls of the dead wandering the night	Novigrad (rear meadow)
23:00 - 23:50	Elven circus main performance	Rear meadow

COMPLETE PROGRAMME BY DAY

Saturday, 13th April 2024

Time	Programme	Place
9:00 - 22:00	Board-game room	Board-game room
9:00 - 22:00	PC game room	Upper hall
10:00 - 17:00	Artist Alley	Novigrad (rear meadow)
10:00 - 00:00	Our bars	Marked on the map
10:00 - 00:00	Teahouse	Teahouse (rear meadow)
08:00 - 20:00	Coffee house	By the rear inn
10:00 - 18:00	Photo booth	Photo booth (rear inn)
10:00 - 17:30	Elven circus	Elven circus (upper meadow)
10:00 - 17:30	Mabakam	Mead cellar
10:00 - 19:30	Sub Utraque - Hussite encampment	Medieval camp (rear meadow)
10:00 - 17:00	Nilfgaardian camp	Medieval camp (rear meadow)
10:00 - 17:00	Northern encampment	Medieval camp (rear meadow)
10:00 - 12:00	Gwent tournament	Novigrad (rear meadow)
10:00 - 11:00	Oxenfurt academy and witchers in gowns	Medieval camp (rear meadow)
10:00 - 10:30	fingerloop	Elven circus (upper meadow)
10:00 - 10:30	Northern armies training camp	Medieval camp (rear meadow)
10:30 - 11:30	Werevolves, Kropfmänner, Grieselmännchen and other creatures	Upper hall
11:00 - 19:00	Spolecenstvo Gwintu booth	Novigrad (rear meadow)
11:30 - 13:00	SlapChop Workshop or	
	Miniatures easily and quickly	Board-game room
11:30 - 12:30	How to start larping	Upper hall

COMPLETE PROGRAMME BY DAY

Saturday, 13th April 2024

Time	Programme	Place
11:30 - 12:00	Mead tasting	Spattered Titty (Novigrad)
12:00 - 13:00	The Hussite trilogy	Medieval camp (rear meadow)
12:00 - 13:00	Worldbuilding corner	Medieval camp (rear meadow)
12:00 - 13:00	Northern armies training camp	Medieval camp (rear meadow)
12:30 - 13:00	Rosaries, their evolution and the interweaving of material and immaterial culture	Medieval camp (rear meadow)
12:30 - 13:30	LARP weapons and armour in the Czech scene and abroad (EN)	Upper hall Main stage
13:00 - 14:30	Cosplay contest	
13:00 - 14:00	The time of the White Winter and White Light is approaching, the time of madness and hatred	Medieval camp (rear meadow)
13:30 - 14:30	"Kaedweni freemen - hire us, ignore the rest!"	Rear meadow Upper hall
13:30 - 14:30	LARP battles in Czechia (EN)	Spattered Titty (Novigrad)
13:30 - 14:00	Mead tasting	
14:00 - 15:00	Scoia'tael: Partisans, terrorists, or freedom fighters?	Medieval camp (rear meadow) Medieval camp (rear meadow)
14:00 - 14:30	Northern armies training camp	
14:30 - 15:30	Hurdy-gurdy, shawms, bagpipes, and everything about them	Upper hall Medieval camp (rear meadow)
15:00 - 16:00	Medieval sewing for beginners (EN)	
15:00 - 16:00	Demonstrations of crafts and equipment	Medieval camp (rear meadow)

COMPLETE PROGRAMME BY DAY

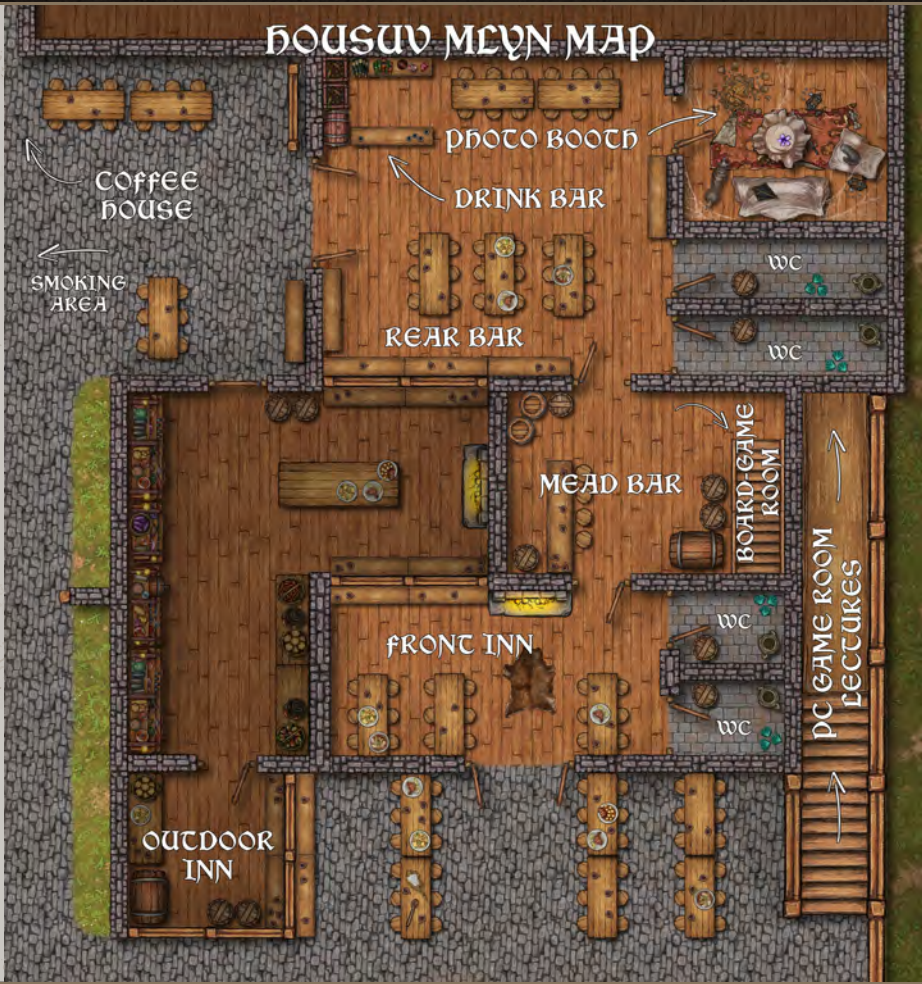
Saturday, 13th April 2024

Time	Programme	Place
11:50 - 16:00	Weapons and armour in the Middle Ages	Medieval camp (rear meadow)
15:30 - 16:30	How to start larping (EN)	Upper hall
15:30 - 16:00	fingerloop	Elven circus (upper meadow)
16:00 - 17:00	Concert by Jeden Kmen	Main stage
16:00 - 16:30	Northern armies training camp	Medieval camp (rear meadow)
16:30 - 17:30	How did weapons and armour develop in Europe and where did the game creators draw their inspiration?	Upper hall
17:00 - 18:00	About hookahs including tasting	Teahouse (rear meadow)
17:00 - 18:00	"Where do we know what we know from and why don't we just think so"	Rear meadow
17:50 - 18:00	Story: 4th part	Main stage
18:00 - 19:00	Concert by Strigôň	Main stage
19:50 - 20:00	End of whole-con game	Main stage
20:00 - 21:30	Concert by Percival	Main stage
21:30 - 22:00	Story: 5. part	Main stage
22:00 - 23:00	Theatre Triptych	Novigrad (rear meadow)
23:00	Borsodi auction house	Novigrad (rear meadow)

CON MORDEN 2024 THE CURSED HEARTS MAP



HOUSTON MEVN MAP



AN INVITATION TO THE SANDS OF OFIER

We would like to invite you to The Sands of Ofier, a smaller atmospheric event, loosely following up on last year's festival **The Underworld: An Ofieri Quest** and this year's **Con Morben: The Cursed Hearts**.



The Sands of Ofier will take place
from 6th to 9th September 2024

Similar to **The Underworld**, costumes are mandatory at **The Sands of Ofier**. We will visit the exotic Ofier, about which little is known from the books and games. You can of course look forward to a whole-con LARP game, concerts, thematic stall holders, and much more. We recommend following our social media where so that you don't miss any news.

THE WITCHER BALL

The ball season may be far away, but we can already invite you to our



Witcher Ball in
January 2025

You will learn all the information on our social media



WITCHER STORIES

If you are a fan of the world of The Witcher, you should definitely know about the Czech video project called The Witcher Stories. It is a short-movie YouTube project produced by a collective of Witcher fans.

The Witcher Stories

V LUCERNĚ

14. června od 20:00



ACKNOWLEDGEMENTS



Special thanks go to our graphics designer, **Petr Eric Hoffman**, who is not just a talented artist and a **Witcher** aficionado, but our amazing friend as well.

We would also like to thank our affiliated project **Spolecenstvo Gwintu** for dutifully taking care of the **Witcher** community during the entire year.

We thank **Housuv mlyn in Tabor**, the **A.R.G.O.** agency, and **Petr Nusek** for allowing us to make our **Witcher** dreams a reality.

We would like to thank the **Town of Tabor** and its deputy mayor **Lenka Horejskova**, under whose auspices our festival takes place.

We thank the cosplayer **Sarchecks** for donating a lightsaber for the cosplay contest.

We also thank our fervent supporters, such as **Hirotar**, **Lozremaster**, **Radovan** from **Cynicke zpravy**, **Nerdopolis**, and our own **Julian Alfred Pankratz**, viscount de **Lettenhowe**, known perhaps as the bard **Marigold**, aka **ferry Wajdik**.



Social Media Links

Con Morhen

 <https://www.facebook.com/conmorhen>
 <https://www.instagram.com/conmorhen>



Společensvo Gwintu

 <https://www.facebook.com/spolecenstvogwintu>
 <https://www.instagram.com/spolecenstvogwintu>



Housův mlýn

 <https://www.facebook.com/housuvmlyn>
 <https://www.instagram.com/housuvmlyn>
www.agentura-argo.cz



HOUSŮV MLÝN



CON MORHEN