



WWW.GRV.IT/RAVEN

## CHARACTER TEASERS - PART 1 OF 2

The character list for *Raven Crew* is somewhat “secret”: the teasers for the On Board larp are available only to players participating to that larp, and the same goes for the Ashore characters. We expect players to respect that secrecy.

Here we present a selection of 6 character teasers that do not contain too many spoilers. Six more characters will be made public later on. Enjoy!

*Please note that we still have several spots available,  
especially for the Ashore larp!*

**Ci sono ancora diversi posti disponibili,  
soprattutto per il larp “a terra”!**

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<https://www.facebook.com/events/166438257242529/permalink/206069156612772/>

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# COUNT/ESS **F. D'ARMAGNAC** "THE NOBLE ADVENTURER"



THE GOVERNOR OF SAINT DOMINGUE - N° 3

*Keywords:*

**AUDACITY**

**CULTURE**

**QUEST**

*Experience:* On board larp

*Group:* The Glorious Expedition

*Origin:* French

*Player's age:* Any

## **TEASER**

Nobody has ever been able to keep F. from doing what they wanted. Apart from a will stronger than iron, the young noble has always had a burning thirst for knowledge and dreams of living an adventurous life while exploring the new world. D'Armagnac's father was finally able to get F. a notable position as Governor Of Saint Domingue in 1715 - and that was where the adventure began. Life in the Caribbean is harder and dirtier than D'Armagnac expected, but it's lively and full of action. The long studies of politics and humanities, together with a vivid intelligence, have helped the Governor in more than one occasion. Everything is a mystery to solve, even people, and D'Armagnac's sharp mind can grasp and connect details most regular people don't even notice: this is how to build a greater picture and find original solutions. The ship La Grace has been in D'Armagnac's possession for some time now, and its mysteries have always fascinated the noble adventurer. This expedition is of extreme importance to the Governor and the future of many depend on it. D'Armagnac has great responsibilities towards the Crown.

## **RELATIONS**

**R.L Wakefield** (1) thinks D'Armagnac isn't suited for a life in the Caribbeans and never misses a chance to point that out. But the Governor of Bermuda would be astounded to know how much D'Armagnac has already accomplished and what is capable of. **Buckhand** (2) tries to use any means to impress D'Armagnac, but the privateer lacks sharpness and shows only a sluggish mind. **P. Armourier** (7) has been of great help ever since the Governor's arrival in the Caribbean and is a trusted person. **H. Deken** (13) has a crude way of thinking and the two have already had many arguments over it. But Deken is the right one for this job and D'Armagnac has not regretted having hired them. **J. D. Conrad** (26) is a mysterious person and D'Armagnac is sure something is hidden there; that's someone to keep an eye on. The french butcher **U. Deloix** (27) is a very rough person and not especially brilliant, but the taste of home pushes D'armagnac to look for the surgeon's company. **D. Flores** (40) had a very harsh confrontation with D' Armagnac over a matter of weaponry and the two keep scowling at each other.



# J. GORDON "THE SCOT"

THE BOLD CAPTAIN - N° 8

*Keywords:*

**MIGHT**

**SPIRIT**

**RECKLESSNESS**

*Experience:* On board larp

*Group:* Rapsallions and Scallywags

*Origin:* British

*Player's age:* Any

## TEASER

'Hold your head high in the face of adversity!' Gordon shouts every morning to the crew and they all know too well how many storms have clouded the captain's life. So many crew members lost. So many hardships on the way to eternal glory. Gordon wants it all: freedom, money, justice. Eyes telling stories of a great past and a burning desire of redemption, hands holding the faith of many and always taking up arms in defense of their crew. The captain is a light for those who follow the lead: the captain will fight until death to reclaim what's been taken from them, the captain is a tireless enemy to those who do them wrong. "We will rise time and time again, not matter how many times we are defeated!" Gordon says to the crew, painfully knowing, deep down in the heart, they will follow their captain to hell and back if they had to, 'cause this wouldn't be the first time. It's the captain's responsibility to ensure that they don't end up dead this time. Or worse.

## RELATIONS

Being on the same ship as someone like *R.L Wakefield* (1) is been a very bitter pillow to swallow: the Governor represent everything Gordon despises. *L. O'Neal* (10) is a dear friend and a counselor in moments of need. The surgeon's good heart really cares for the Captain. *G. Timmons* (19) and *M. Brady* (20) owe Gordon a lot and they are making sure they pay their debt. Timmons is the right arm any captain would want, a real asset to be treasured. Brady is a valid member when not clinging on to the bottle. *H. Deken* (13) is an old acquaintance that apparently the captain can't shake off their back. Better try to make something out of that. *J. D. Conrad* (26) is everything Gordon isn't and the two keep clashing like titans. The Captain thinks to have a huge bone to pick with *F. Rinaldo* (31) and *D. Holst* (32) and will see it through one way or another. For as much as *V. J. De Cartagena y Navarro* (5) is a huge pain in the ass to have on board, Gordon must admit the Inquisitor is unlike any of their kind he's ever met: they even seem to share most of Gordon's points of view. *B. Norwood* (22) is capable and skilled, but maybe too much unpleasant with the crew. Gordon - anyway - knows they can count on the coxswain. *V. Bradbury* (36) looks like they know a great deal about the Kraken, might be interesting to know more.



## **D. HOLST "THE DANISH"**

**THE SHIP MASTER - N° 32**

*Keywords:*

**ADRENALINE**

**DISAPPOINTMENT**

**CALCULATED RISK**

*Experience:* **On board larp**

*Group:* **Scourges of the Seven Seas**

*Origin:* **Other**

*Player's age:* **Any**

### **TEASER**

For as much as Holst knows that the clinking of coins, the flutter of the cards, the tumble of the dice are all fleeting moments of thrill, they can't escape the bewitching grasp that games have on them. Gambling is a lot like life, and that's what makes Holst great at sea: the same way people need to make fast decisions on what numbers to bet, a quick and steadfast hand is needed when choosing a path to follow. Holst is someone to be trusted - just, not with themselves. Where Holst is reckless with their own chances, they're just as attentive when it comes to people who aren't them. Shaking off failures is how Holst gets through the disappointments of life: a great way to stay entertained, less so to actually grow and learn, which is something they've ever only done on the job. As for the hole in their heart, there's always the next hand of cards and roll of dice to fill that up.

### **RELATIONS**

**F. Rinaldo** (31) is the most harshly intelligent person Holst has ever met: they can always count on each other, even when they've made mistakes. They have followed **J. D. Conrad** (26) in this mission, but that doesn't mean they have to agree with everything they say. **J. Gordon** (8) has taken every occasion to make it clear that Rinaldo and Holst are not welcome, and they might pay them back for this. The two friends have threatened **F. Talby** (21): they know why.

**R. Quigley** (38) is a greedy bastard: Holst said they'll pay those money back, so they will - eventually. It was needed to pay **E. Royce** (37), who wouldn't shut up about closing their balance. Luckily Holst can still pass time with **P. Lewis** (4), who's fun to bet with. **Buckhand** (2) is a hated face from the past.

*Additional relations for the Italian Run:*

**E. Castellero** (29) and **M. Langlois** (30) are old mates of Holst's: Castellero's energy reminds Holst of how they used to be. With Langlois, Holst can talk about their two friends with ease.



# M. HACKLEY "THE STORM OF CHANGE"

THE NEW GOVERNOR OF THE LEEWARD ISLANDS - N° 41

*Keywords:*

**AMBITION**

**CYNICISM**

**SCHEMES**

*Experience:* Ashore larp

*Group:* The Pressgang

*Origin:* British

*Player's age:* Young

## TEASER

There's nothing that annoys M. Hackley more than pirates: their filth, their dirty mouths, their utter disrespect and their trail of sloppiness and disarray - M. would very well see them all hang from the gallows. Hackley has been entrusted with exactly that mission here in the Caribbeans, and has all the intention to see it through. The ones who think the young age or the looks of this Governor might tell a tale of a spoiled noble from the motherlands, they are in for a sore disappointment: M. Hackley finds no need to get their hands dirty, when they can manipulate someone else to steer the matter in their direction. One way or another, M. always gets what they have set their eyes on, for they have a fire raging inside their heart, a flame that fuels a special kind of hunger that cannot be compared to any old dedication or common persistence. Some people want to watch the world burn, but Hackley wants to be the one to set it on fire.

## RELATIONS

*F. Hackley* (42) is a parent only by name: the only things they've ever left M. is disappointment, disgust and huge mountain of debts. Their doctor *S. Olivier* (44) keeps them alive, probably. *Moxo* (43) is an efficient guard that can give some satisfaction if they get the stick enough. *T. Pickett* (46) is the epitome of the pirate scum M. hates: once a traitor, always a traitor. *G. Montfort* (45) is a relatively new acquaintance, someone M. knows could be a good ally. In the way of allies, M. has done all they could to forget about their past before their life in Britain, but seeing *A. Jennings* (56) brought back a great deal of bittersweet memories. *Old Soul* (60) has been spreading rumors about M., needs to be watched closely. *V. Gaston* (55) and *Oualichi* (63) are old friends M. grew up with, but they've always been so different from M. No wonder now they are to be considered enemies. *F. De Garay* (59) was part of the same group and was really close. It's strange to see them now, maybe they haven't changed so much and it's still possible to talk and understand each others. *N. De Blac* (73) might be a good ally, but needs to be watched closely. *B. Durand* (77) is a person of interest and can facilitate relationships with the french crown. *H. Eering* (79) has a known name, who knows if they can keep up the good reputation of the father. *J. V. Lope De Vega* (52) is someone to deal with very carefully: too much is at stake. *L. Arrington* (48) is a friend and a good ally.



# **A. JENNINGS "BARREL"**

## **THE OLD DRUNKEN BUCCANEER - N° 56**

*Keywords:*  
**IDEALISM**  
**DISENCHANTMENT**  
**GUIDE**

*Experience:* **Ashore larp**  
*Group:* **Brethren of the Coast**  
*Origin:* **British**  
*Player's age:* **Mature**

### **TEASER**

There was a time when Jennings' speeches could stir up the spirits of the fellow pirates, a time that is now so far gone that it feels like another life. Jennings has been taken from Kingston by their pirate brothers and brought to this corner of the world, yet untouched by the destruction that the old pirate knows all too well. These young pirates look at Jennings as a mentor, and their enthusiasm alone is often enough to let the old buccaneer forget about what happened. But there's no escape from the clutches of the past, it chases after you like a hungry hound and corners you, anticipating the moment when it will taste your blood once again. When it does, only the bottle can help Jennings: although they see the love surrounding them, it's not enough to curb the pain. Some believe that's just a great deal of repressed anger, and that the arrival of F. Hackley to Frigate Bay could ignite the long-dormant passions. When Jennings hears these things, they look up from behind the bottle and smile.

### **RELATIONS**

The betrayal of *T. Pickett* (46) and *F. Hackley* (42) is Jennings' greatest sorrow. Jennings loved *M. Hackley* (41) very dearly, and tried to be a parent figure for them since F. neglected them. Jennings suffers for what they have become. *Oualichi* (63) is their adopted child and has grown in an utterly trustworthy person. *S. Olivier* (44) helped them at some point in the past, but then betrayed them all. *V. Gaston* (55) is the other adopted child, is full of energy and is the life of the group. *A. Mercier* (61) and *S. Vilar* (62) have taken care of Jennings in Kingston, so they are grateful, even though they can see the two pirates have grown tired of Jennings, although they don't want to admit it. *W. Stafford* (49) has a detestable face that Jennings will never forget as long as they live. *G. Truman* (50) is compassionate towards them and tries to get closer at times, while their mate *S. Tanned* (51) loathes them and mocks them openly. Fortunately, that kind soul of *O. Clairmont* (70) has helped Jennings out when they were drunk, more than once: that's someone has earned their respect. *Concha* (75) is the shaman's assistant and good natured: reminds Jennings of a better time. *N. De Blac* (73) has an open affair with the pirate brothers.

*Additional relations for the International Run:* Jennings knows well *E. Castellero* (81) and *M. Langlois* (82) and knows that, in case of necessity, they could help.



## V. THOS "WRY MOUTH"

THE INCORRIGIBLE TAVERN WORKER - N° 76

*Keywords:*  
**STORY-TELLING**  
**MANIPULATION**  
**CONCEALMENT**

*Experience:* Ashore larp  
*Group:* The Interlopers  
*Origin:* Caribbean  
*Player's age:* Any

### TEASER

Thos would make you swallow the most bitter morsel and make you believe you've been served an exquisite dessert. Thos would be able to convince you to sell your weapon for half the price that is worth, and still make you believe they did you a favor. Thos would know their way out of a death penalty and leave the scaffold with the apologies of the King himself. Thos is an adorable asshole with whom no one can ever stay pissed for more than an hour. The stories the leisure worker invents to justify even the most obvious misdeeds are so elaborate and imaginative that the brother pirates can not help but listen to charms. And, when he finishes speaking, fill it for the umpteenth time, of course. All without any resentment, obviously. In addition to words, this tavern help knows how to make it up for everything in the tavern's private rooms... Never let anyone really believe the shit that Thos pulls. "And what will be the matter this time ?! It's Thos! You know, never mind!". But what about this time? What has Thos done this time?

### RELATIONS

*P. Delgado* (69) is Thos's boss and most of the time appreciates their attitude, but when this is not the case, life in the tavern can become quite eventful. *I. Arista* (72) is an old friend and sticks their neck out for Thos in many occasions. *N. Solomon* (54) is another good friend but the doctor is going nuts and Thos is telling everyone stories about it, which pisses Solomon off. *N. De Blac* (73) is a valuable customer with a lot of money to spend. *Oualichi* (63) doesn't like Thos and doesn't miss a chance to point that out. Thos and *Goachiro* (66) are very close friends.

*Additional relations for the International run:*

*E. Castellero* (81) is not only a great client of the tavern (when they don't start a bottle-shattering brawl), but also a fantastic audience for Thos' stories and an excellent source of new ones.



# RAVEN CREW

***A TALL SHIP AND AN OUTPOST IN THE CARIBBEAN.  
A PIRATE ADVENTURE A CLASH OF CIVILIZATIONS.***

*«There's a ship: The Gold Freighter, with a skull on its masthead, will be coming in.»*  
**Raven Crew** is a powerful Tale of Seamanship, Adventure and Clash of Civilizations. Are you Ready to get on Board a Real Tall Ship? Are you ready to Live in a Pirate Society, in a small Trading Outpost deep in the Caribbean?



**Raven Crew** is an adventure larp which allows players to choose between two different Role-Playing experiences. Half of the participants will be playing aboard the ship La Grace, that will sail the waters off the Tuscan coast. The other half will be playing on the shore, in a small trading outpost deep in the Caribbean. The event entails interactions between the two groups, and a shared ending.

*“At the port, the fellowship of the Raven is waiting to get on board and face the waves’ challenges; two rival crews hired for the same mission, the search for a legendary treasure...”*

*“The sailors know hazards don’t come just from the sea... Grim threats impend on the Pirate society that rules this corner of paradise...”*

In **Raven Crew** you’ll have to face hard choices and boundless horizons, choose your own destiny and the fate of the society you’ve built. Inspired to R.L. Stevenson’s *Treasure Island* and Jonathan E. Steinberg’s and Robert Levine’s *Black Sails*, **Raven Crew** is a Pirate experience not to be missed.

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*On Board larp - the ship "La Grace"*

*Ashore larp - La Fiumara Beach*





# RAVEN CREW

*UN VELIERO E UN AVAMPOSTO NEI CARAIBI.  
UN'AVVENTURA PIRATA. UNO SCONTRO TRA CIVILTÀ.*

Raven Crew è una storia forte di vita di mare, avventura e conflitto di civiltà. Siete pronti a salire a bordo di un vero veliero? Siete pronti a vivere in una società pirata, in un piccolo avamposto commerciale nel profondo dei Caraibi?



Raven Crew è un larp di avventura che prevede la scelta tra due diverse esperienze di Gioco. Metà dei partecipanti giocherà sulla nave La Grace, che navigherà nelle acque della costa Toscana. L'altra metà giocherà sulla spiaggia, in un piccolo avamposto commerciale nel profondo dei Caraibi. L'evento prevede interazioni tra i due gruppi, e un finale condiviso.

*“La compagnia del Corvo attende al porto di imbarcarsi e affrontare le sfide dei flutti; due ciurme rivali ingaggiate per la stessa missione, la ricerca di un leggendario tesoro...”*

*“I marinai sanno che le insidie non arrivano solo dal mare... oscure minacce incombono sulla società pirata che controlla questo angolo di paradiso...”*

In Raven Crew dovrete affrontare scelte difficili e orizzonti sconfinati, decidere del vostro destino e di quello della società che avete costruito. Ispirato a L'isola del tesoro di R.L. Stevenson e a Black Sails di Jonathan E. Steinberg e Robert Levine, Raven Crew è l'esperienza Pirata da non perdere.

**WWW.GRV.IT/RAVEN - 12-15 APRIL 2018**

**LE ISCRIZIONI SONO APERTE! LA QUOTA PER IL LARP "A TERRA" È SOLO 65€!  
Per un larp di due giorni che include il vitto (alloggio a partire da 7€ ☺)**