

A STEP BY STEP GUIDE



# Welcome to Echoes of Destiny: Destiny's Bond

FROM THE WORLD OF THE WITCHER  
**ECHOES OF DESTINY**

AN UNOFFICIAL LARP BASED ON CD PROJEKT RED'S 'THE WITCHER'

# Hello & Welcome



Thank you for your interest in Echoes of Destiny: Destiny's Bond, the first in a planned series of 4-5 games under the title Echoes of Destiny. This is a groundbreaking event, not only as our first LARP but also as the first LARP set on the Maltese Islands!

Our goal is to craft an immersive, story-driven experience where characters and narrative take center stage.

This guide is designed to help you make an informed decision before purchasing your ticket for Echoes of Destiny: Destiny's Bond. It provides an overview of the game, setting, mechanics, and expectations, ensuring you are well-prepared for this adventure.

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# General Details

## Duration:

- Start: Friday, 21st March 2025, 6 PM
- End: Saturday, 22nd March 2025, 11 PM
- Gathering at campsite 4 PM March 21st
- Leave campsite at around 10 AM march 23rd
- Participants will be sleeping at the campsite from Friday to Sunday
- Adjustments to the schedule will be communicated beforehand.

## Location:

- Mosta Scouts Campsite and Activity Center
- A secluded campsite, though occasional real-world elements (e.g., air traffic, emergency services) may still be present.
- Campsite has dormitory, with ceramic toilets and showers.
- Off game power will be provided for charging electronics

## Transport:

- Self-arranged transport (e.g., taxis), with the campsite being about 30 minutes or less from most areas.
- Alternatively, group transport can be arranged from Noru Hotel in St. Julian's.

## Sleeping Arrangements:

- Dormitories are available with provided sleeping mats.
- Players must bring their own sleeping bags and pillows.
- Tents will serve as in-game locations within the hamlet of Veilmoor.

## Pre-Party:

- A pre-party will be held on Thursday, 20th March, at the rooftop bar of Noru Hotel, hosted by Aikiron Restaurant.



# General Details

## Hotel Package:

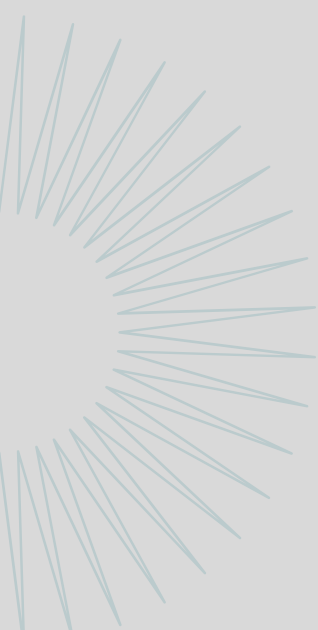
- Discounted rooms at Noru Hotel are available for attendees as accommodation for the days before and after the game.
- Starting at €75 per room (accommodating 2-3 people).
- Rooms can be shared or booked alone

## Age Restriction

- Echoes of Destiny: Destiny's Bond is strictly 18+ due to the mature themes and content explored during the game.
- Participants must be 18 years or older to attend, with no exceptions. This age restriction ensures that all players can fully engage with the narrative and themes in a responsible and mature manner.

## Smoking

- Cigarette smoking is permitted in a designated off game area
- Pipe smoking is permitted in game, there will be bins or fire pits to dispose of tobacco
- Although marijuana is legally permitted to be carried and consumed in Malta, law states it is only permitted in licensed clubs or personal residence. It is forbidden anywhere in game.







# Game Setting

Set in the Witcher universe, the game takes place 10 years after the disbanding of the Order of Witcher's, around 1000 AR. While the timeline is non-canonical, the brutal, morally complex tone of the world remains intact.

Magic, monsters, and spirits are central to the story, with fantastical elements shaping the world. The game's narrative unfolds in the fictional hamlet of Veilmoor, where destiny calls its chosen few to face an uncertain fate.



# Rules and Expectations



## IMMERSION GUIDELINES

- **Act, Speak, and React as Your Character:**
  - Use your character's voice, mannerisms, and motivations to guide your actions. If your character is cautious, express their hesitation; if they're brash, act boldly.
  - A noble might speak formally, while a mercenary might use blunt, gritty language.
- **Limit Out-of-Game Talk:**
  - Keep conversations focused on in-game matters. If you must step out of character, use designated phrases or the 'Time Out' hand signal to indicate you're speaking as yourself.
- **Avoid Breaking Immersion:**
  - Modern slang, jokes, or references to real-world events can disrupt the fantasy atmosphere. Try to find in-game equivalents when expressing modern ideas.
  - However jokes or memes that fit in with the world are encouraged when appropriate, such as at the tavern
- **Move with Purpose:**
  - Your body language and posture should reflect your character. A confident leader might stand tall, while a weary traveller may slump or drag their feet.
- **Non-Verbal Communication:**
  - Use gestures, expressions, and body language to add depth to your character. A raised eyebrow, a clenched fist, or a hesitant glance can speak volumes.
- **Respond to Sensory Cues:**
  - React to sounds, smells, and visuals in the setting. A distant howl might make your character nervous; the scent of food might bring relief.

# Rules and Expectations



## IMMERSION GUIDELINES

- **Be True to Your Character's Knowledge:**
  - Don't use information your character wouldn't realistically know. If you learn something out of game, consider how your character might discover it naturally.
- **Build Relationships:**
  - Whether through alliances, rivalries, or friendships, your interactions with others create meaningful connections and drama.
- **Respect Conflict and Resolution:**
  - If a conflict arises, embrace it as part of the story. Work toward resolution in-character rather than letting personal feelings take over.
- **Expect Surprises:**
  - The game world is dynamic and unpredictable. Approach challenges and twists as opportunities for growth rather than obstacles.
- **React Organically:**
  - Let your character's personality and motivations guide their response to unexpected events.
- **Use Safe Signals:**
  - If you need a break or feel uncomfortable you are encouraged to do so, a simple 'I need to go catch a breath' is more than enough
- **Rejoin the Story Smoothly:**
  - When returning after an interruption, find a natural way to reintegrate into the narrative.
- **Follow the Narrative Threads:**
  - There will be time to take on quests and to interact with NPCs outside of the main story, and pursue leads as if they were vital to your character's journey.

# Rules and Expectations



## IMMERSION GUIDELINES

- **Adapt to Change:**
  - Be willing to shift your plans or motivations based on new information or events in the game. You may feel that your character has opportunities to grow by embracing new ideologies.
- **Avoid Meta-Gaming:**
  - Don't use out-of-game knowledge to influence your in-character decisions.
  - Although we are set in a time before the books, games and series, some facts should not be known to your character.
- **Support Others' Roleplay:**
  - There will be an opportunity for everyone to take the spotlight, and embrace others when it is their turn. Step out of the spotlight if someone else has the opportunity they have waited for.
- **Leave the Outside World Behind:**
  - Phones are not permitted in-game, NPCs will have phones on them on silent in case of emergencies.
  - Don't worry, a photographer will be present for those important moments
- **Immerse Yourself Fully:**
  - Let go of outside worries and commit to living in the world of the game for the duration of the event.
  - What happens on the outside, stays on the outside



# Rules and Expectations



## BULLYING AND INCLUSIVITY

We are committed to fostering a safe, inclusive, and respectful environment for all players. Bullying, harassment, or behaviour that causes unnecessary grief to others is strictly prohibited and will not be tolerated under any circumstances.

The below applies to off game forms of bullying and grief. Different player factions may initiate forms of taunting and discrimination in an in game setting;

### **Zero Tolerance for Bullying:**

- Players found causing distress or unnecessary grief to others will be taken aside and issued a formal warning for failing to act in the spirit of the game.
- If the behaviour continues, the player will be removed from the game without a refund and banned from future events.

### **Reporting Incidents:**

- Players who feel they are being bullied should report the matter to any NPC or game organizer immediately.
- NPCs will step in promptly to address the situation and ensure the safety and comfort of all is observed.

### **Misunderstandings and Over-Enthusiasm:**

- If the issue stems from a misunderstanding or over-enthusiastic roleplay, the players involved will be asked to explain their actions and tone down their behaviour.
- A repeat offense will result in removal from the game.

### **Inclusivity and Respect:**

- We celebrate individuality and encourage everyone to embrace their character appropriately.
- Any form of hatred, discrimination, or harassment based on race, gender, sexuality, orientation, identification or religion etc.. is strictly prohibited.

Our LARP is a shared experience where every participant deserves respect and the opportunity to fully enjoy the game. By adhering to these principles, we can create a welcoming environment for everyone.

# Rules and Expectations



## NPC BEHAVIOR AND STORY NARRATIVE

The Witcher world is a grim and often harsh place, and some NPCs may act unwelcoming or severe to fit the tone of the story. However, if you feel that an NPC's behavior has gone too far or has triggered an emotional response, please approach a member of the organizing team once the scene has ended. Your comfort and well-being are our priority, and we encourage open communication to ensure a positive experience for all players.





# Safety & Safety Mechanics

## Safety Mechanics

- Traffic Light System: Use "Red" (stop), "Yellow" (continue cautiously), and "Green" (go ahead) to communicate comfort levels during scenes. Hand signals provide a discreet alternative.
- Injury Response: Shout "RED" to halt the game if there's an emergency. First aid kits are available, and qualified nurses will be on-site.
- Fire Safety: Handle torches and candles with care. Report hazards (e.g., "RED, FIRE").

## Safety

### Injuries, First aid, and hazards

- Injuries should be treated seriously, as the first response to an injury ensures quick recovery and minimizes the danger

If you get a cut, scratch, or the like, a first aid kit will be in the tavern to patch yourself up. However, if you are seriously injured, like twisting your ankle:

- Shout RED, this will signal the game to stop for the time being so that your injury can be tended to and assessed
- If you are hurt but feel like you can continue the game, don't push yourself, it's better if you pretend you came across a giant monster and ended its miserable life at the expense of your leg, and bask in the glory in the tavern, comfortably seated
- If need be, an ambulance will be called and the organizers will reply to embarrassing questions about what we are doing in the middle of a campsite in costumes
- If you see something dangerous, like the wax from a candle has dripped on some twigs and caught fire
- Shout RED, and the cause, in this case RED, FIRE to prompt someone to bring a way to extinguish it
- Fire Extinguishers or other methods to put out fires will be present



# Safety & Safety Mechanics

## General Safety:

- Be aware of your surroundings, gameplay will occur in the dark and on uneven ground
- No running, even if you engage in a form of combat, you are to at most have a quick pace.
- There will be flaming torches and candles, handle them with care. Hand torches are to be carried by NPCs unless handed out to you, do not play with the torches and candles i.e swinging fire torches, throwing candles, or passing your hand and fingers through flames.
- Some areas are to be only entered with the presence of an NPC, these will be outlined in the brief.

## • In-game safety mechanics:

- Traffic Light Safety: Like many other larps, this game will employ the traffic light safety check. The colors are a response to your comfort in a scene;
- **Red** – I am not comfortable with this scene and want to end, Example – a scene begins when your character is being shouted at something is unintentionally said that causes you to become emotional. Say RED, and the scene is abruptly ended with NO QUESTIONS ASKED. If you need to regain composure you are free to exit the game area.
- **Yellow** – I am comfortable with this scene but do not wish to take it further, Example - Your leader is getting physical with you after an in-game altercation, the other party may ask if you are ok by whispering in your ear. You are fine and enjoying yourself, but do not wish the altercation to become more intense, say yellow to keep going back and forth as you are;
- **Green** – I am comfortable with this scene and wish to take it further, For example – you and your friend start a fight, getting rowdy and hurling insults. Your friend threatens to punch you, he says "Are you ready for the beating of your life". Since this is a game and won't actually be punched, say Green to inform your friend to say yes, go ahead, and don't be afraid to add a kick in it too.



# Safety & Safety Mechanics



A more subtle way of checking if another player is ok without asking green yellow or red is using hand signs;

- The initiator will ask if a person is ok either using a thumbs-up sign or an ok sign close to their chest

## **The responder will;**

- Use a thumbs if all is ok and the scene can continue to develop (Green)
- Use a flat hand to signal all is ok but the scene should stay as is (yellow)
- You're not ok, not feeling great, and would like the scene to end (red)
- At this point, the other party should approach you if all is ok, if you respond red, feel free to exit the area and go off the game.

## **• Other Health and Safety:**

- 2 Qualified Nurses are set to be present on-site
- If you are a qualified first aider, doctor, firefighter etc kindly make this known in the signup form
- A qualified councillor is set to be present subject to availability, this will be confirmed later on.
- Fire wardens, first aiders, doctors, nurses etc... will be announced beforehand, and before the game start.

# Gameplay Mechanics



- **Combat Rules:**

- Combat is limited to LARP-safe foam weapons. Aim only for the torso, arms, and legs—no headshots, thrusting, or hitting intimate areas.

- **Only LARP Safe weapons are allowed;**

- fiberglass/carbon fibre core weapons that are covered in EVA Foam and Latex are allowed. Polyurethane weapons will need verification beforehand due to the increased density and hit. send us an email with the brand if you have doubts
- LARP bows and foam-tipped arrows are allowed to be carried
- No forms of metal weapons are allowed, blunt or otherwise.
- Roleplay damage based on hits (e.g., an injured arm). Disputes should favor immersion over winning.

- **Roleplay and Quests:**

- NPCs will drive storylines, provide leads, and issue quests. Expect both mandatory story quests and contracts (e.g., monster hunts) from the tavern.
- Economy: Use in-game currency for bartering, buying items, or participating in activities

- **Social Roleplay:**

- Social roleplay is encouraged not just in the tavern, everyone has as secret to tell.

# Trigger Warnings



The world of The Witcher is dark and morally complex, and as such, the LARP may explore themes that include mature topics. While these elements are incorporated to enhance the immersive storytelling, we understand that they can be sensitive or triggering for some participants.

Our goal is to handle these themes with care and respect. If at any point you feel uncomfortable or triggered, we encourage you to use the safety tools provided (e.g., the traffic light system or stepping out of the scene) to ensure your well-being. Organizers and NPCs are available to support you and address any concerns you may have.

Your participation should be a safe and enjoyable experience, and we are committed to creating a respectful, inclusive environment for all players. Please don't hesitate to approach us if you have specific concerns or need additional accommodations.

Trigger warnings may include, but are not limited to

## Dark Themes

- Violence: Combat, injuries, and depictions of physical harm.
- Gore: Descriptions or depictions of blood, wounds, and dismemberment.
- Torture (Implied or Mentioned): References to physical or psychological torture.
- Death: Characters or NPCs may die during the story, including depictions of grief or loss.
- Threat of Execution: Scenarios involving characters facing death sentences.

## Psychological and Emotional Themes

- Mental Abuse: Manipulation, gaslighting, or emotional cruelty by NPCs or in-game characters.
- Betrayal: Storylines involving backstabbing, broken trust, or manipulation.
- Non-Consensual Situations: Coercion, manipulation, or forced actions (non-sexual, however may be implied in backstories).
- Isolation: Themes of loneliness, abandonment, or alienation.



# Trigger Warnings

## Fantasy-Specific Elements

- Supernatural Horror: Encounters with ghosts, spirits, or curses.
- Monsters and Beasts: Frightening creatures and the terror they bring.
- Dark Magic: Curses, necromancy, and other unsettling uses of magic.
- Possession or Mind Control: Scenarios where a character is not in control of their actions.

## Social and Cultural Themes

- Prejudice and Discrimination: NPCs may display prejudice against certain races or groups (e.g., non-human races like elves and dwarves) as part of the setting's narrative.
- Oppression and Injustice: Storylines involving marginalized characters or systemic inequality.
- Moral Dilemmas: Scenarios where players must make difficult, ethically challenging decisions.

## Other Potential Triggers

- Substance Use: In-game references to or depictions of alcohol, smoking, or other substances.
- Starvation or Desperation: Themes of hunger, deprivation, or resource scarcity.
- Threatening Atmospheres: Claustrophobia, darkness, and eerie settings (e.g., abandoned ruins or forests).



# Character Creation



## Starting Characters:

- First-time LARPers begin as human characters.
- Players arrive at the outskirts of Veilmoor and must make their way into town.

## Creation Form Includes:

- Backstory: Upbringing, grievances, relationships, and deeds (both good and bad).
- Traits: Strengths, weaknesses, and goals.

# Practical Information

## What to Bring:

- Costume: Can be simple or elaborate; dark, neutral tones are encouraged.
- LARP Weapons: Foam-covered in latex (EVA foam recommended).
- if you don't have a weapon, one can be provided when needed
- Footwear: Comfortable hiking boots in muted colors are permitted.
- Sleeping Bag and Pillow: For dormitory accommodations.
- Toiletries and ID: Essentials.
- E111: health cards for EU citizens.

## Meals Provided:

- Friday: Supper
- Saturday: Breakfast, Lunch, tea and Dinner
- Sunday: Breakfast
- Facilities include bathrooms, showers, and an industrial kitchen. Meals will be served in the in-game tavern.



# Photography and Memorabilia

- **Photography:**
  - Professional photographers will document the event. By attending, you consent to the use of your likeness in promotional materials.
- **Memorabilia:**
  - Each player will receive a handcrafted leather coin pouch and a special in-game item to take home as a keepsake.





# Conclusion

No prior knowledge of any content is needed to enjoy the game, nor do you need any specific skills or experience. We welcome new players and will provide as much guidance as possible to help you get started.

We encourage players to bring your own costumes and props to enhance the immersive experience, but you don't need to spend a fortune. Basic costumes can be as simple as medieval or fantasy-inspired clothing. We recommend sturdy, comfortable shoes (hiking boots are a great fit as they are normally dull and dark colours) and pockets or pouches to carry your things.

**The most important thing is to fully immerse yourself in the experience and genuinely enjoy every moment.**