



Echoes of Destiny – Player Guide

Welcome and Overview

Welcome to Echoes of Destiny

Thank you for your interest in *Echoes of Destiny*, a three-day international immersive experience.

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

Guide Version: 2.1 (Updated: 26/08/2025)

This guide will be updated periodically. If you feel we've missed anything or something is unclear, please reach out. We value your feedback!

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General Details

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

Duration:

- Start: Thursday 19 March 2026, 6 PM
- End: Saturday 21 March 2026, 11 PM
- *Adjustments to the schedule will be communicated beforehand.*

Location: Targa Battery - Mosta Scouts Campsite and Activity Center

- A secluded campsite, though occasional real-world elements (e.g., air traffic, emergency services) may still be present in the distance.

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

Sleeping Arrangements:

Tier 1 – Bring Your Own Tent: Bring your own camping tent to pitch on a designated plot. This tier gives you full control over your comfort and set-up while staying on site.

- A dedicated plot will be provided, along with access to utilities.
- Players must bring their own sleeping equipment.

Tier 2 - Dormitory: Stay in the shared campsite dormitory. A basic sleeping mattress is provided, offering a simple and reliable option without needing to bring your own tent.

- Capacity – approximately 12 people.
- Mattresses may be provided.
- Players must bring their own pillows, sheets, and sleeping bags.
- Players will have easy access to all utilities.

Tier 3 - Immersive Tent: Sleep inside an in-game tent located within the hamlet of Veilmoor. These tents keep you close to the action and may feature immersive occurrences, sometimes even between lights-out and morning.

- Approximately 4 persons per tent



- Mattresses may be provided
- Players must bring their own pillows, sheets, and sleeping bags.
- Players will have access to utilities.

Dormitories and immersive tents are equipped with power sockets suitable for charging devices and running essential medical equipment. For bring-your-own tent tickets, we are working to provide limited power access. Details will be confirmed closer to the event.

Note: All players must bring their own sleeping bags and pillows, regardless of tier.

Basic Makeup Services

Minor blemishes and story-driven makeup as instructed by the organisers will be provided. Further cosmetic additions come at an extra cost.

Pre-Party: A pre-party will be held on the Wednesday before the game starts, at the rooftop bar of the Noru Hotel, hosted by Aikiron Restaurant.

What to Expect

We are deliberately holding back some story details so that your experience feels authentic and surprising. The game blends political intrigue, Witcher-style adventure, and moral decision-making. You can expect a mix of:

- Negotiations and diplomacy with other factions and NPCs.
- Mystery and investigation, as Veilmoor hides secrets that must be uncovered.
- Action and contracts - from dealing with monsters to taking on dangerous or political tasks.
- Social and interpersonal drama in the tavern, camps, and factions.
- Facilities include bathrooms, showers, and an industrial kitchen. Meals will be served in the in-game tavern. Allergies and dietary requirements will also be taken into consideration.



Game Setting and Details

Echoes of Destiny is set in the World of the Witcher based on The Witcher game series by CD Projekt Red and inspired by the books of Andrzej Sapkowski. The following section is a brief introduction to the in-game landmass that the game takes place in; The Continent.

The Continent

The Continent is a diverse, sometimes brutal, land shaped by rival kingdoms, ancient magic, and the intertwined destinies of humans, elves, and dwarves. Non-humans are often persecuted, pushing your character's identity and worldview into sharp focus. Monsters lurk in forests, ruins, and roads. Your character may hunt them, run from them, or be driven by a darker purpose. Magic exists but is rare and dangerous. Practitioners are equally revered and feared. Power struggles between kingdoms like Redania, Temeria, and Nilfgaard influence how any outsider or newcomer navigates alliances and suspicions.

Veilmoor

Your journey begins in Veilmoor. A small, non-canonical hamlet carved from war-scarred land and haunted by whispers of the past. Its deserted buildings and mist-shrouded woods invite secrets and danger – you may uncover them or become lost to them. Once a Temerian military outpost, it has been erased from most maps and has only recently found new life as it is slowly reclaimed by new settlers. Recent events have started making Veilmoor more than just a whisper in the surrounding areas.

The Northern Kingdoms

The Northern Kingdoms are a network of human-ruled states united by history but divided by ambition.

Temeria: Once the most powerful of the North, with Vizima as its jewel, Temeria thrives on fertile farmland, mines, and strong trade. It is known for its proud armies, loyalty to crown, and frequent clashes with neighbours. Temerian characters may be soldiers, landed knights, skilled artisans, or loyalists caught between duty and survival. It has a good relationship with Kaedwen and some trade with Kovir, however, is often at odds with Cintra.



Redania: A rich and calculating realm ruled from Tretogor, famed for its universities, merchants, and ruthless espionage network. Its kings are masters of intrigue, and even common folk learn quickly to watch what they say. Characters from Redania are often spies, diplomats, merchants, or scholars shaped by this culture of secrets.

Kaedwen: The largest and coldest of the Northern realms, ruled from Ard Carraigh. Its harsh climate breeds hardy soldiers and ambitious nobles, while the ancient Witcher fortress Kaer Morhen lies hidden in its mountains. Kaedweni characters might be rugged warriors, ambitious lords, or wandering exiles seeking fortune abroad.

Cintra: A fierce southern kingdom on the coast, renowned for its cavalry and seafaring raiders. Cintra values strength, wealth, and boldness, often raiding Temerian lands and defying northern politics. Characters from Cintra may be proud warriors, ambitious nobles, or outcasts driven from a land where honour is won through blood and coin.

Skellige

Skellige is an archipelago of storm-lashed islands west of the Continent, home to proud seafarers and warrior clans. Ruled under an elective monarchy of jarls, its people live by raiding, trading, and the code of honour that shapes every saga sung around their hearths. Both men and women fight, sail, and rule, and a life without courage is considered no life at all. To a Skelliger, a good death comes in battle, while a wasted life is one spent in fear. Characters from Skellige are often fearless raiders, loyal shieldmaidens, seasoned sailors, or exiles seeking glory far from the isles.

The Kingdoms described in this guide are not “hard setting borders” but rather inspirations. They give you a palette of archetypes (the hard-drinking Skelligan raider, the calculating Temerian noble, the pragmatic Redanian soldier) from which to shape your own character style. Think of this LARP as an adventure set in the Continent where mercenaries, nobles, Witchers, and outcasts all find themselves entangled in crisis.



The Timeline

Before the Resurrection (BR)

- 2700 BR - Dwarves migrate to the Continent, where gnomes are already established.
- 2230 BR - The Age of Migration begins. Aen Seidhe elves arrive in white ships, establishing elven dominance.
- 230 BR - Conjunction of the Spheres: A cataclysmic merging of worlds introduces humans, monsters, and widespread magic to the Continent.

After the Resurrection (AR) - Human Calendar

- 1 AR - This is how the world's human calendar resets. Its nature is deliberately ambiguous to historians, echoing mythic or religious resurrection motifs.
- 760 AR - The First Landing and Nordling settlement: Full-scale human colonisation of the Continent's north begins. Key human institutions and languages begin to form.
- 830 AR - Founding of political and magical institutions: The Novigradian Union forms; the Conclave of Mages, the Chapter of Sorceresses, and the Supreme Council of Mages are established
- 950 AR - First Witchers are created: Mages Alzur and Cosimo Malaspina transform selected individuals into the Continent's first monster hunters at Castle Rissberg.
- 990 AR - The last Witchers abandon Castle Rissberg
- 1000 AR – Strange portents spread across the North. Two Witchers are sighted following a mysterious figure in a red robe. In Veilmoor, travellers and mercenaries gather as the Wild Hunt begins to make itself known.
- 1001AR – Present Time (Bleeding Fate)



Character Creation

We make use of a hybrid approach to creating your characters.

- You will fill in a character questionnaire which will be sent closer to the event. Based on this, our writing team creates a tailored written character sheet delivered about a month before the game.
- You are encouraged to collaborate with friends on linked backstories, which we then approve and adapt to integrate them into the story.
- If you have a favourite character from another LARP (with the organisers' permission), we can help you "import" them into Veilmoor by adapting their story to fit.

Safety

General Safety

- Be mindful of darkness, uneven ground, and your surroundings.
- No running - combat and movement should be limited to a quick pace.
- Open flames (torches, candles) must be handled with care. Player hand-torches are only used if provided by NPCs.
- Certain areas may only be entered with an NPC; these will be explained during the briefing.

In-Game Safety Mechanics

Physical & Emotional Support

- A Medical Doctor and qualified nurse (and other first aiders) will be on-site; all other safety personnel will be introduced before the game begins.
- Trained Emotional Safety staff will be available throughout the event.
- Players with medical or emergency training are encouraged to note this on the sign-up form.
- Players must disclose conditions that could impact their safety.



Traffic Light System

The following colours are to be called out or used in conversation as needed:

- Red: Stop immediately. End the scene. Leave play if you need space.
- Yellow: Continue, but do not escalate further.
- Green: I'm comfortable, you can take the scene further.

Hand Signals (discreet checks)

- Thumbs up: I'm fine, continue (Green)
- Flat hand: Stay at current intensity (Yellow)
- Cutting the air: Stop, I'm not ok (Red)

Injuries, First Aid and Hazards

Fire extinguishers and other methods to put out fires will be present. A first aid kit will also be in the tavern to get you patched up. However, if a more serious injury occurs, like twisting your ankle:

- Shout "RED". This will signal the game to stop for the time being so that your injury can be assessed and tended to.
- If need be, an ambulance will be called, and the organisers will reply to embarrassing questions of what we are doing in the middle of a campsite in costumes.

Rules and Expectations

Stay In-Character

- Speak, act, and think as your character would. Let their personality, mannerisms, and motivations guide you.
- Use fitting language: nobles might speak formally, mercenaries bluntly. Avoid modern slang or real-world references.

Keep the World Immersive

- Out-of-character talk should be minimised. Use the "Time Out" hand signal or a clear phrase if you must step aside.



- Phones are not permitted in-game. Crew will carry them on silent for emergencies. A photographer will capture key moments.

Express through Roleplay

- Use body language, tone, and non-verbal cues to deepen your character. A glare, a sigh, or a clenched fist can say more than words.
- React to the world around you (sounds, sights, and smells) as if they were real to your character.

Play Fair & Organically

- Base your actions only on what your character knows. Avoid meta-gaming with out-of-game knowledge.
- Conflicts should be embraced as storytelling, not personal disputes. Resolve them in character.
- Expect surprises: twists and setbacks are part of the story. Let your character grow through them.

Support Collaborative Storytelling

- Build relationships - friendships, rivalries, alliances - that enrich the narrative.
- Share the spotlight: give others space for their moments and celebrate their stories.
- Follow narrative leads and quests naturally, as if they were meaningful to your character.
- Be adaptable: characters can evolve when faced with new ideologies or challenges.

Care for Yourself and Others

- If you feel uncomfortable, use the safety signals or simply step out with a phrase like, “I need a breath.”
- Rejoin the story smoothly when ready, finding a natural way back into play.

Fully Commit

For the duration of the event, let the outside world fall away. What happens beyond the campsite stays there. Immerse yourself fully in Veilmoor.

Bullying and Inclusivity

We are committed to a safe, respectful, and inclusive environment for all. Bullying, harassment, or behaviour that causes distress—on or off the field—will not be tolerated.



In-Game vs. Out-of-Game

- Characters may roleplay discrimination or rivalry only as story.
- Any off-game bullying or harassment is strictly forbidden.

Zero Tolerance

A first offence gets a formal warning. A repeat offence may lead to immediate removal without refund and a ban from future events.

Reporting

If you feel bullied or unsafe, report immediately to any NPC or organiser. The crew will act promptly to protect your safety and comfort.

Misunderstandings

Over-enthusiastic roleplay or accidental offence will be addressed on a case-by-case basis by clarifying intent and asking for restraint. Repeated issues after warning may result in removal.

Inclusivity and Respect

No discrimination based on race, gender, sexuality, identity, or religion. Every participant deserves equal respect and the chance to fully enjoy the game.

Trigger Warnings

The Witcher is a dark and morally complex world. This LARP may explore mature themes to deepen the story. These elements will always be handled with care, and your safety and well-being remain the priority.

If at any time you feel uncomfortable, please use the safety tools (traffic light system, stepping out, or speaking with staff). NPCs and organisers are always available to support you.

Your experience should be safe, inclusive, and enjoyable. Please approach us with any concerns or requests for additional accommodations.

Themes you may encounter include:

- Violence and Death – Combat, injuries, blood, torture (implied), grief, or executions.
- Psychological Strain – Manipulation, betrayal, coercion, isolation, or loss of control.



- Supernatural Horror – Ghosts, curses, monsters, dark magic, possession, or mind control.
- Social Conflict – Prejudice, oppression, inequality, and morally difficult choices.
- Survival Themes – Starvation, desperation, threatening or claustrophobic settings.
- Substance Use – References to alcohol, smoking, or similar.

Combat Rules:

- **Weapons:** Only LARP-safe foam weapons allowed. No metal weapons.
- Fiberglass/carbon-fibre core with EVA foam/latex coating permitted.
- Polyurethane weapons must be approved in advance (email us the brand).
- LARP bows with foam-tipped arrows are allowed.
- **Striking Zones:** Torso, arms, legs only. No headshots, thrusts, or strikes to intimate areas.
- **Safety:** Do not use full force - costumes do not protect from careless blows.
- **Roleplay Damage:** Injuries should be acted out (e.g., limp if hit in the leg). Resolve disputes in favour of immersion, not winning.

Magic

- **Belief-Based:** Magic functions through roleplay and reaction. Its power depends on how others respond.
- **Signal Phrase:** All spells must include a clear phrase (e.g., “I order thee...”) so others know it is magic.
- **Authority:** When cast, other players and NPCs must respect the effect.
- Anything unexplained in-game may be attributed to magic.

Roleplay and Quests:

NPCs drive main storylines, provide leads, and issue quests. Expect both mandatory plot quests and optional contracts (monster hunts, tavern jobs, etc.).

Our foundation is what you see is what you get. You will interact directly with people, props, and spaces without many abstract mechanics. As this is our 2nd edition, we are continually adding storytelling elements and expanding on techniques based on observations and feedback,



- When we need to represent something too big to stage (a dragon in the sky, a sudden frost), organisers will deliver it in a short narrative briefing or it will be made abundantly clear during the relevant scene.
- Time flows at the same pace as in the real world. There are no planned time-skips, though instances like dreams or visions may occasionally bend perception.

Economy and Tavern:

- Drinks in the tavern are purchased using in-game coin, which all players will have access to regardless of their character's wealth and social standing. This ensures that buying drinks is immersive but not tied to in-character poverty/wealth.
- Prices reflect local Maltese drink costs and will be announced closer to the event.
- Water is always free, and coffee/tea is provided during breakfast and afternoon breaks.
- Soft drinks (like Coca-Cola or Malta's own Kinnie) are available with in-game names.
- You are welcome to bring your own alcoholic beverages – sharing of such is always encouraged!

Alcohol

Alcoholic beverages are permitted, but please keep the following in mind:

- **Drink responsibly** – know your limits and rest when you've had enough.
- **Respect others** – enjoy the tavern without disrupting anyone else's experience.
- **Stay safe** – the terrain is uneven, and your well-being is your responsibility.
- **Don't miss out** – hangovers may cost you parts of the story we've prepared.

Character Creation

- **First-Time LARP Players:** All begin as humans for accessibility.
- **Experienced LARP Players:** Choice of starting as Human or Witcher. Other races subject to request.
- **Archetypes & Ties:** Organisers will guide you in shaping backstory, archetypes, and inter-character connections.
- **Creation Form Includes:**
 - *Backstory:* Upbringing, relationships, grievances, past deeds.
 - *Traits:* Strengths, weaknesses, personal goals.



Practical Information

What to Pack

- **Costume:** Simple or elaborate, but aim for dark or neutral tones to fit the setting. Layers are useful for changing weather.
- **Weapons:** Approved LARP-safe foam/latex weapons only. (See Combat Rules for details.)
- **Footwear:** Comfortable, sturdy hiking boots or shoes in muted colours. (Essential for uneven terrain).
- **Sleeping Gear:** Sleeping bag, pillow, and roll mat/blanket for warmth. (Dormitory/tent options vary by ticket.)
- **Toiletries & Hygiene:** Toothbrush, soap, deodorant, sanitary products, and a towel.
- **Eating & Drinking:** Personal water bottle (refillable) and any snacks you need between meals.
- **Food Allergies & Dietary Needs:** Bring supplementary snacks if you have specific dietary requirements.
- **Lighting:** Small lantern or torch (battery-operated, warm light and fitting aesthetic preferred for immersion).
- **Weather Gear:** Raincoat (in theme), cloak, or spare dry clothes in case of rain.
- **Medication:** Any personal medication you require (inform staff of relevant allergies/conditions if needed).
- **Immersion-Friendly Extras:** A mug/tankard, belt pouch, or journal can make play feel more authentic and practical.
- **Safety Gear:** Sunscreen, insect repellent, and a few plasters/bandages for minor cuts or blisters.
- **Documents:** ID and health cards (EHIC/E111 for EU citizens).

What NOT to Pack

- **Real or Metal Weapons** – Bladed or blunt.
- **Pyrotechnics or Special Effects** – Strictly prohibited for safety.
- **Excess Cash** – Only bring what you need for in-game currency exchange.
- **Unnecessary Electronics** – Phones, laptops, speakers; anything not part of play.



- **Illegal Substances** – Zero tolerance.
- **Valuables/Irreplaceable** – The event is not liable for lost or damaged items.

Meals Provided

- Thursday: Supper
- Friday: Breakfast, Lunch, and Dinner
- Saturday: Breakfast, Lunch, and Dinner
- Sunday: Breakfast (Optional)

Play Time

Play time begins at around 19:00 on Thursday when the game starts, and around 08:30 on Friday and Saturday. The lights out period would usual start at around 23:00-00:00, but players may leave the game area to rest after the main story elements are done for day.

A light morning stretch and warm-up is encouraged and breakfast is done in-character, easing you back into play as the day begins.

Hotel Package and Transport

We have a special partnership with NORU Hotel, a Four-star Superior hotel near St. Julian's, offering discounted single and shared rooms for players. Rates are only shared with ticketholders, but they are highly competitive compared to local options. The hotel package is applicable for the week before and the week after the event.

The event venue is at most 30 minutes away from most central areas. Taxis are accessible anywhere in the country but pooled transport from the hotel would be available depending on the number of passengers. This can vary but is usually less than €20 and can go down even below €5.



Location

Targa Battery - Mosta Scouts Campsite and Activity Center

<https://maps.app.goo.gl/CuCLrPX1ov18hZ7b9>

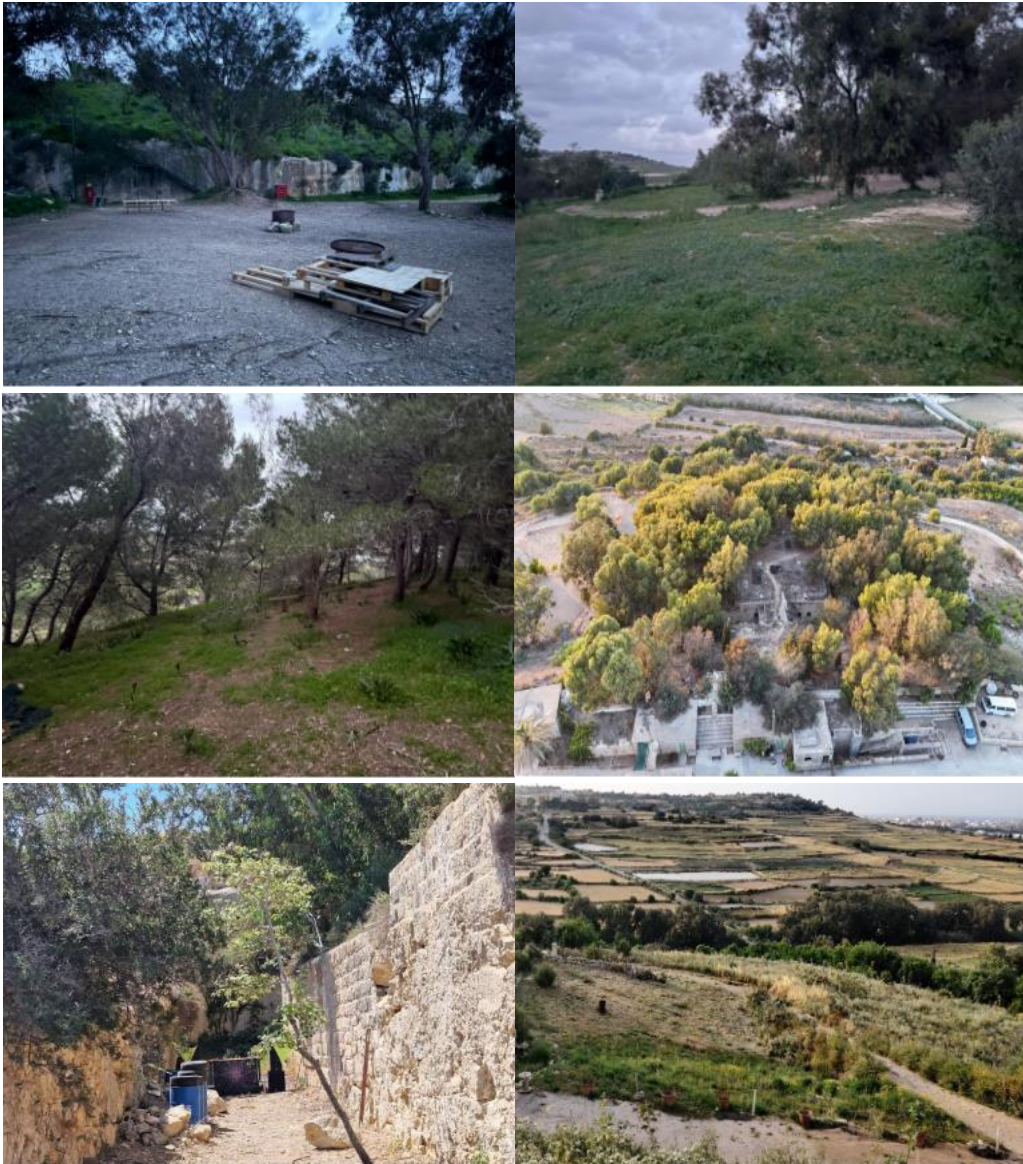
35.91628821740547, 14.410263837172694





Game Area

Full size photos on the website.





Off-game





Parking

On-site parking is crew only to keep access clear for emergency vehicles. Players may drive in to unload belongings, then must park outside. Street parking is available on the road leading to the campsite; the nearest car park is at Ġnien l-Għarusa tal-Mosta (<https://maps.app.goo.gl/nJzoMAexP6qgyE3d9>)

Photography and Memorabilia

- **Photography:** Professional photographers will be present. Attendance implies consent for the event to be recorded and photographed and for your likeness to be used in promotional materials.
- **Memorabilia:** Each player will receive a unique in-game item as a keepsake.

Exit Policy

Exiting the game area during story hours is strictly prohibited. Choosing to leave the game during this time will be considered a voluntary resignation from the event, in which instances participants will not be allowed to rejoin the game, and no refund will be issued. The sole exception to this rule is medical necessity: if a player requires off-site care due to injury or illness, that player may rejoin the story when it is deemed safe and appropriate by the organisers. Shouting “RED” does not count as leaving the game.

Participants are strongly encouraged to remain on-site overnight. The cost of the use of an inflatable sleeping mattress and campsite accommodations is included with each respective ticket. If you must leave for personal reasons, you may do so only after the day’s storyline has concluded – usually around 11:00 PM or when an official announcement signals the end of the session. Anyone leaving the grounds must sign out before departing.

Those who leave after 11:00 PM are required to return and check in by 7:30 AM the following morning. Failure to do so will be treated as voluntary resignation from the event and you will not be permitted back into the game, nor will any refund be issued.



Refund Policy

- **Ticket Transfers:** You may request a transfer of your ticket to another player up to 72 hours before the event begins on Thursday 19 March 2026, 15:00. The organisers must be informed in writing of the new participant's details. The financial settlement of the transfer is the responsibility of the original and replacement players, unless otherwise arranged with the organisers.
- **Refunds:** You may cancel your ticket and request a refund up to 21 days before the start of the event. The refund will be issued to your original payment method, minus credit card fees and a €40 administrative fee.
- **During Play:** If you resign from the event once it has begun, no refund will be granted.
- **Removal by Organisers:** The organisers reserve the right to revoke participation status and remove any player or participant who violates LARP policies, Maltese law, or fails to follow the instructions of the organising team. In such cases, no refund will be granted.
- **Event Cancellation or Rescheduling:** Should the organisers be forced to cancel the event due to circumstances beyond their control (including extreme weather, venue closure, or government restrictions), participants will be offered either a full refund or the option to transfer their ticket to a rescheduled or future event.

Echoes of Destiny is set in the world of The Witcher, with CD PROJEKT RED as the IP holders. We have obtained permission to use this IP in an unofficial, non-profit capacity. Ticket prices are solely to cover event costs and not for personal profit.