NEPHILIM CREATIONS

ECHOES OF DESTINY

HOLLOW CROWNS



Would you take a crown no one deserves?

PLAYER GUIDE

Episode Three

18 - 21 March 2027

Tarġa Battery, Mosta, Malta

Guide Version 3.0

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Contents

This guide is written to help you decide whether to apply, and then to prepare properly once you have. It covers the world you will be playing in, how the game works, how we keep people safe while we do it, and the practical side of the event.

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Welcome and Overview

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 centre stage.

Hollow Crowns is the third main episode of an ever-evolving story set in the world of The Witcher. It is also a standalone game. You do not need to have played Destiny's Bond or Bleeding Fate to take part, and you will not be at a disadvantage if you have not. Everything your character knows will be in the sheet we write for you.

We hold back story details deliberately. You will not find spoilers in this guide, and we would ask you not to hunt for them. What you will find is everything you need to arrive prepared.

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

What This Game Is About

Hollow Crowns is a game about power, and about the people left holding it. Veilmoor has survived long enough to be worth ruling, and that changes everything: who gets a say, who gets protected, who pays for it, and what people will give up to feel safe. You will be asked to choose sides, keep promises you cannot afford, and decide what kind of authority you are willing to live under, or to become.

The tone is the Witcher's own. The world is grim, the choices are rarely clean, and the monsters are not always the ones with claws. It is also earthy, bawdy and dryly funny, because people in hard places always are. Expect a tavern full of songs and bad decisions as much as blood in the woods.

Who Runs This

Echoes of Destiny is produced by Nephilim Creations, a Malta-based immersive performance collective. We are a small team of writers, performers, designers and artists who do this because we want to see it exist.

This is a non-profit production. Ticket income covers venue hire, food, materials, crew costs and the hundred small expenses that a three-day event generates.

Echoes of Destiny is an unofficial, non-profit production set in the world of The Witcher, based on the works of Andrzej Sapkowski and the games by CD PROJEKT RED, and produced with permission. It is not an official product of, nor endorsed by, CD PROJEKT RED. All trademarks and copyrights remain with their owners.

General Details

This chapter gives you an overview of the event, the site and what your ticket includes, so you can make an informed decision before applying.

Arrival	Thursday 18 March 2027, check-in from around 13:00
Play	Thursday evening to Saturday night
Departure	Sunday 21 March 2027, at your own pace
Venue	Tarġa Battery, Mosta Scouts Campsite and Activity Centre, Malta
Players	Approximately 36, plus crew and NPCs
Age	18 and over
Language	The game is played in English. You do not need to be a native speaker.
Included	Three days of play, accommodation per your tier, all meals from Thursday supper to Saturday dinner, a written character, and a keepsake.

The campsite is secluded, though occasional real-world elements such as air traffic or emergency services may still be present in the distance. Malta is a small island, after all.

The Weekend at a Glance

Thursday	Check-in from around 13:00. Workshops from around 16:00. Play begins at around 18:00, and supper is served in play.
Friday	Breakfast in character and play from around 08:30. The main story winds down between 23:00 and midnight. All play ends by 02:00.
Saturday	As Friday, ending with the formal close of the game and then the afterparty.
Sunday	An informal debrief over coffee in the morning, then teardown. Stay as long as you like, and lend a hand if you can.

All times are approximate and will be confirmed closer to the event.

Accommodation and Ticket Tiers

All tiers buy the same game. What differs is where you sleep and how close to the story you sleep.

Wayfarers - Camp: €299

- 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.

Wayfarers - Homeward: €299

- For local players and those staying in a hotel. You take part in the full game and all meals, and sleep off site.
- You sign out each night and check back in by 08:00, as set out in Coming and Going.
- Be aware that some story-relevant scenes happen late and some happen early.

Main Quarters (Dormitory): €325

- 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 of approximately 12 people, with easy access to all utilities.
- Players must bring their own pillows, sheets and sleeping bags.

Veilmoor Watch (Immersive Tent): €350

- Sleep inside an in-game tent within the hamlet of Veilmoor. These tents keep you close to the action and may see immersive occurrences late into the night, up to the 02:00 curfew.
- Approximately four persons per tent. Mattresses may be provided.
- Players must bring their own pillows, sheets and sleeping bags.
- March weather can be quite warm during the day and cold at night. The tents will have a ground sheet and are protected against wind but be sure that you pack warmly for sleeping.

Dormitories and immersive tents have power sockets suitable for charging devices and running essential medical equipment. For Wayfarers - Camp, we are working to provide limited power access, and details will be confirmed closer to the event. If you depend on mains power for a medical device, tell us when you apply and we will place you where power is available.

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

Basic Makeup Services

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, at the Noru Hotel, St. Julian's. It is the best time to meet the community prior to those three days. Details and prices will be announced soon.

What to Expect

Echoes of Destiny blends political intrigue, Witcher-style adventure and moral decision-making. 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.

The World

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. This chapter is a brief introduction to the Continent, the land the game takes place in.

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.

Peoples of the Continent

Humans rule the North, and most of them would like everyone to remember it.

- **Humans** are the majority and the ones holding the crowns. The people of the Northern Kingdoms are called Nordlings.
- **Elves,** the Aen Seidhe, are the Continent's oldest surviving people: long-lived, proud, and pushed to the margins of cities they once built. Many humans see them as a threat, and some elves have given them reason to.
- **Dwarves** are stubborn, practical and indispensable. They are tolerated for their craft and their banks, and rarely trusted.
- **Halflings and gnomes** are small, clever and easy to overlook, which some of them rely on.
- **Witchers** are mutants trained from childhood to hunt monsters, with cat's eyes, sharpened senses and a reputation for feeling nothing. They are hired when needed and despised when not.
- **Mages and sorceresses** are rare, powerful and politically entangled. Common folk fear them, kings court them, and few are as independent as they appear.

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, but 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 here are not hard setting borders but inspirations. They give you a palette of archetypes, from the hard-drinking Skelligan raider to the calculating Temerian noble to the pragmatic Redanian soldier, from which to shape your own character.

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.

It is no longer the half-forgotten ruin it was. Veilmoor now has walls worth the name, a tavern worth drinking in, and a reputation that travels further than its founders ever intended. It also has people in charge of it, which is a newer development and not a universally popular one. Factions hold competing claims on the place. Envoys arrive from powers that ignored it until it became useful, and the witcher schools take an interest that is neither charitable nor unanimous.

The land has not settled either. The dead here are not reliably quiet, and there are presences in the woods and the old buildings that predate the settlement and do not acknowledge it. People come back from the treeline changed. Since the spring equinox the cold has not lifted, nothing has grown, and the longest day has come and gone without warmth. They call it the Long Cold.

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 - The 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 - 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 - The first witchers are created. Mages Alzur and Cosimo Malaspina transform selected individuals into the Continent's first monster hunters at Castle Rissberg.
- 955 AR - The Brotherhood of Sorcerers declares the witcher experiment a failure and banishes the witchers from Rissberg. The exiles claim Castle Morgraig, long abandoned.
- 990 AR - The last witchers abandon Castle Morgraig.
- 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. The events of Destiny's Bond.
- 1001 AR - Spring Equinox - The events of Bleeding Fate - Start of the Long Cold.
- 1001 AR - Summer Solstice - Present time (Hollow Crowns).

Lore Words

Aen Seidhe	What the elves call themselves.
Dh'oine	The elven word for humans, rarely meant kindly.
Nordlings	The people of the Northern Kingdoms.
Vatt'ghern	The elven word for witchers. They share a long and uneasy history.
The Conjunction	The Conjunction of the Spheres, when worlds collided and monsters came.
Contract	A paid job, usually a monster that needs killing. Witchers live on them.
Crowns and irons	Veilmoor's coin. See The Tavern and Coin.
The Wild Hunt	Spectral riders in the winter sky. Once a tale to frighten children.
Signs	Simple magical gestures witchers use in the field: Aard, a blast of force; Igni, a burst of flame; Yrden, a glowing trap that slows and binds; Quen, a protective shield; Axii, a trance that clouds the mind. Mages consider them crude. Witchers consider them tools.

Your Character

We use a hybrid approach to character creation. You tell us who you want to be; we write you someone who fits into the story and into other people's lives.

- You will be sent a character questionnaire once your place is confirmed. Please return it by the deadline we give you: casting closes on 31 January 2027, and we cannot write for anyone we have not heard from. Based on your answers, we create a tailored written character sheet, delivered as early as we can manage and likely a few weeks before the game.
- You are encouraged to collaborate with friends on linked backstories, which we then approve and adapt to integrate into the story.
- If you have a favourite character from another larp, and with the organisers' permission, we can help you import them into Veilmoor by adapting their story to fit.

Who Comes to Veilmoor

Veilmoor draws people who have run out of better places to be, and people whose attention it has caught. Most characters come from one of these walks of life, though the list is non-exhaustive.

- **Settlers and townsfolk:** the people who rebuilt Veilmoor and mean to keep it, and who have opinions about who should run it.
- **Sellswords:** people who fight for coin, and occasionally for something else.
- **Witchers:** monster hunters for hire, welcome exactly as long as there is a monster.
- **Nobles and envoys:** those with titles, or claims to them, and the retainers who follow.
- **Merchants and traders:** anyone who looks at a growing settlement and sees opportunity.
- **Scholars, healers and mages:** the learned, the useful, and the dangerous.
- **Priests and pilgrims:** the faithful of many gods and philosophies, some offering comfort and some offering certainty.

Species and Starting Points

- First-time larp players all begin as humans. This is for accessibility, not gatekeeping. Human is the easiest thing to play well on your first weekend.
- Experienced larp players may start as human or witcher. Other peoples, such as elves and dwarves, are available on request.
- Organisers will guide you in shaping backstory, archetypes and inter-character connections.

The Questionnaire Covers

- Backstory: upbringing, relationships, grievances, past deeds.
- Traits: strengths, weaknesses, personal goals.
- Content and boundaries: the themes you want to play with, the themes you want kept away from you, and anything we should know.

Returning Characters

If you played an earlier episode, you may continue your character or begin a new one. Tell us which in your questionnaire. A returning character's history carries forward, including whatever happened to them last time.

Character Sheet Confidentiality

Your sheet is yours. Do not show it to other players, and do not ask to see theirs. Secrets are the engine of this game, and half of what makes them work is that nobody knows who else is carrying one. Everything in your sheet is yours to reveal, in play, when you choose.

Costume

The Continent looks lived in. Think wool, linen, leather and fur, layered and worn, in earthy or muted colours. Nothing needs to be expensive, and a plain tunic, belt and boots will carry you further than an elaborate outfit that falls apart on the first night.

Dress the life, not the fantasy. A sellsword's kit is practical and mended. A settler wears whatever has survived the journey. A noble's clothes are cut better and cleaner, and the difference shows in fit and condition more than in just the gold trim. Your character sheet also guide you, and one good detail, a signet ring, a sash, a decent cloak, does more than a costume covered in frills.

Works well: natural fabrics, layers you can add and remove, a cloak, a belt with things hanging off it, worn leather, sturdy boots, a pouch, a mug, a knife for eating. Wear and dirt are welcome and cost nothing.

Avoid: visible logos and brand names, bright synthetics, trainers, obvious zips and velcro, plastic armour, and anything that looks modern. Watches, phone-shaped bulges in pockets, printed slogans, modern glasses frames if you have an alternative, jewellery that gives it away, and fresh white trainers under a very good cloak. If it would look wrong in a photograph, leave it in your bag.

Dress for three days outdoors. March mornings get warm but nights get cold, the ground is rough, and you will be in this kit from breakfast to midnight. Break your boots in beforehand. Bring more warm layers than you think you need, and a spare set of everything in case the weather turns. A cloak is the single most useful thing you can own, because it is costume, coat and blanket at once.

Where to find it. Charity shops, work-wear, plain linen shirts, a wool blanket that becomes a cloak. Most of the best kit in Veilmoor was assembled cheaply and slowly. If this is your first game, borrow rather than buy, and ask in the player channel: somebody always has a spare.

Ears, eyes and the rest. Elf ears, scars and other prosthetics are welcome, and we can help with story-driven pieces on the day if instructed by us. If you want witcher eyes, only use coloured contact lenses from an optician or a reputable supplier, fitted to you, and never share them. Cheap novelty lenses can damage your eyes.

Armour and shields. Armour is welcome and should look the part. Real chainmail, leather and plate are allowed, along with shields, and all of it is checked at arrival. Nothing sharp, nothing spiked, no exposed metal edges on a shield. You will be wearing it for three days on rough ground, so try it on for a few hours first. Leather or a padded gambeson usually beats cheap plate for comfort and for photographs.

Note: elaborate costume is encouraged but nobody is judged on their kit. If you are unsure what to wear, ask us.

How the Game Works

New to what we do?

Everyone in Veilmoor is a stranger to someone. Walk up, ask a question, buy a drink, offer a rumour. Most players are waiting for someone else to start. You do not need to be loud to play well. Listening, watching and reacting are playing.

If you feel lost, your character sheet will give you people to find and things to want. Go and find them. The workshops exist to make this easy. By the time play starts, you will already know people.

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.
- Play in your own voice. Accents are not required, and nobody is judged on their English. Half the room will be playing in their second or third language.

Keep the World Immersive

- Keep out-of-character talk to a minimum. Use Lookdown if you need to cross the space without playing.
- Phones are not permitted in game. Crew carry them on silent for emergencies. If you need a phone on you for medical reasons, tell us and you will keep it, no questions asked.
- Photographers will capture key moments. See Photography, Privacy and Your Data for how that works and how to opt out.

Express Through Roleplay

- Use body language, tone and non-verbal cues to deepen your character. Glares, sighs, the works.
- React to the world around you, its sounds, sights and smells, as if they were real to your character.

Play Fair and Organically

- Base your actions only on what your character knows. Avoid out-of-game knowledge.
- Embrace conflicts 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, whether friendships, rivalries or 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.
- Play to lose. The best scenes have come from players who let something be taken from them.

- Play to lift. Make the person in front of you look good and trust them to do the same for you.

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, and trust that the tools in the Safety chapter are there precisely so that you can.

Conflict, Consequences and Death

Characters in this setting face deadly threats. They also scheme against each other, lie, steal, betray and fight. Conflict between players is part of the game, and so are consequences: injury, disgrace, debt, capture and loss can all happen to your character.

Death is different. Your character cannot die unless you agree to it. If a fight goes badly for a character whose player has not agreed, they are wounded, knocked out or captured instead, never killed.

If you want your character to die, or feel the story heading that way, talk to us. We will work out with you how and when and bring in whoever else needs to be part of it. A death planned together is almost always a better scene than one that happens by accident. Afterwards, we will talk with you about what comes next, whether that is a new character or a part to play in the story from another side.

Props, Theft and Searching

- In-game items, including coin, letters, potions and anything the organisers give you, can be stolen, traded, lost and hidden in play.
- Personal belongings never can. Bags, phones, costume and your own props are off limits unless their owner agrees otherwise.
- To search a character, ask out of character whether they are happy to be searched physically or would rather you describe it. Either way, they hand over what you would find.
- Never hide in-game items in off-game areas and return all organiser props at the end.

Combat

- Only larp-safe foam weapons are allowed. No metal weapons.
- Fibreglass or carbon-fibre cores with EVA foam or latex coating are permitted. Polyurethane weapons must be approved in advance, so email us the brand.
- Larp bows up to 30 lb draw, with foam-tipped arrows, are allowed.
- All weapons, bows and arrows are checked at arrival. Anything that fails the check stays in the off-game store.
- Striking zones: torso, arms and legs only. No headshots, no thrusts, no strikes to intimate areas.
- Do not use full force. Costumes do not protect from careless blows.
- Act out your injuries. Limp if you are hit in the leg. Resolve disputes in favour of immersion, not winning.
- A drink does not rule you out of a light fight, but if you can feel it, you do not fight. We write the late evening so that nothing physically demanding is needed after dinner.
- Unarmed fighting should never land. Pulled punches and staged shoves are fine with someone who has agreed to fight you. Nothing connects with force, and holds need prior agreement.

Magic

- Magic is rare. Your character sheet will tell you whether you can use it.
- Magic works through roleplay and reaction. Its power depends on how others respond.
- Every spell must include a clear signal phrase, for example "I order thee...", so others know it is magic.
- When a spell is cast, other players and NPCs respect the effect, within the boundaries they have agreed. Magic never overrides the safety tools, and it cannot make anyone play something they have not agreed to.
- Witchers use Signs rather than spells: Aard, Igni, Yrden, Quen and Axii, cast with a gesture and a spoken name. They follow the same rules as any other magic here.
- 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, from monster hunts to tavern jobs.

Our foundation is what you see is what you get. You interact directly with people, props and spaces, with few abstract mechanics. This is our third episode, and we keep adding storytelling elements and techniques based on observation and feedback.

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

The Tavern and Coin

The tavern is the heart of Veilmoor, and it serves real drink. It is also part of how the event pays for itself, so we ask you to do your drinking there.

- You buy in-game coin with real money when you pre-book, at check-in, or at set times during the event. Every player can buy coin, whatever their character's wealth.
- There are two coins. The gold crown is worth €1.50 and the grey iron is worth €0.50. Three irons make a crown. Three irons make a crown and two crowns and an iron come to €3.50.
- Coin is in-game money in every sense. It buys drinks, and it can also be traded, wagered, spent on bribes and contracts, and stolen. Real money never changes hands in play.
- Coin cannot be exchanged back for money, so buy what you expect to use.
- Beer, wine, cocktails and soft drinks are served under in-game names. Water is always free.
- You are welcome to bring a bottle for your own camp. Please keep it modest and keep it there: the tavern serves its own.
- Do not play drunk. Tipsy in the tavern late at night is one thing; being unable to judge a scene, a weapon or another person's boundaries is another, and crew will step in.
- Pressing a drink on someone who has declined it is not tolerated, and an intoxicated person cannot give you a meaningful yes about anything.
- Hangovers may cost you parts of the story, which is its own punishment.

Content Warnings

The Witcher is a dark and morally complex world, and this game explores mature themes in order to mean something. Those elements are handled with care, and your safety and wellbeing remain the priority.

These are the main themes the game contains. We will always tell you the shape of the material so you can consent to it properly, and we will never tell you the plot. If there is something specific you want to check, ask us.

- **Violence and death:** combat, injuries, blood, torture (implied), grief, executions.
- **Psychological strain:** manipulation, betrayal, coercion, isolation, loss of control.
- **Supernatural horror:** ghosts, curses, monsters, dark magic, possession, mind control.
- **Social conflict:** prejudice, oppression, inequality, morally difficult choices.
- **Faith and judgement:** religious conviction, confession, condemnation, persecution.
- **Survival themes:** starvation, desperation, threatening or claustrophobic settings.
- **Substance use:** references to and consumption of alcohol, smoking and similar.
- **Sexual violence:** referred to in character histories and in dialogue. Never depicted or played out.

Some of the material above is opt-in only and will not come near you unless you have said yes to it. The rest can be stopped at any moment with Red or Cut. If you feel uncomfortable, use the tools, step out, or speak to any crew member.

Safety

Immersive games work because people take real emotional risks in a made-up place. That only stays safe if the scaffolding underneath it is solid, visible and used. This chapter is not a disclaimer. It is a set of tools we expect you to learn and use.

Who Looks After Safety

Safety at Hollow Crowns is part of the crew's job rather than a department of its own. Our crew includes people with first aid, medical and welfare training, and any crew member has the authority to stop any scene, any plotline or any activity, for any reason. When safety and story disagree, safety wins.

- **Safety and Welfare Officer:** coordinates safety across the event and is your first point of contact for anything that goes wrong between people. Like most of our crew, they also carry another role, so if you cannot find them straight away, any crew member will help you or find them for you.
- **Trained crew:** who is on duty changes over the weekend, so rather than looking for a particular person, look for the marker you will be shown at check-in, or ask any crew member.
- **In an emergency:** do not wait to find the right person. Call Red, ask for help out of character, and whoever reaches you first will act.
- **Off-game space:** a quiet, permanently off-game room is available throughout, with water, tea and somewhere to sit. You do not need a reason to be there and nobody will ask you for one.

If you have medical or emergency training, please note it on the booking form. You must tell us about any condition that could affect your safety, on the medical form. That information goes to the medic and nobody else.

Before the Game: Workshops

Workshops begin on Thursday at around 16:00 and are mandatory for every player. Play does not begin until they are finished. If you are delayed on the way, tell us: you cannot enter play until you have been briefed, but we will brief you when you arrive. They are not a formality and they are not a lecture. They cover:

- Practising the safety tools until they are reflex, which is the only reason they ever get used under pressure.
- Calibrating intensity, so that your idea of a heated argument and your scene partner's idea of a heated argument are the same idea.
- Negotiating physical contact, combat and intimacy.
- Meeting the people your character already knows, and agreeing what those relationships have felt like.
- Pairing you with a debrief buddy for after the game.
- Practical briefings: the site, the fire and evacuation plan, the tavern, and where the game area ends.

The Safety Tools

Returning players will know the traffic lights, and they stay. Players used to Cut and Brake from other games can use those words too; they mean the same thing. Anyone may use any of these tools at any time, including crew, and nobody ever has to explain why.

Red (or Cut)

Say "Red" clearly. Everything stops immediately: the scene, the fight, the conversation. Nobody argues with a Red. Use it if you are hurt, frightened, or simply cannot let a scene continue, and use it for someone else if you think they need it and cannot say so. If someone is injured, "Red, we need a medic" is exactly right.

Yellow (or Brake)

Say "Yellow" and the scene carries on, but with no further intensity. It is not a stop. Yellow is the tool people most often need and least often use, so we will practise it in the workshop until it comes easily.

Green

"Green" tells your scene partner you are comfortable and they can take things further. Nobody has to say it, and not hearing Red is not the same as hearing Green.

OK Check-In

Make an OK sign with your hand where the other person can see it. They answer with a thumbs up, meaning fine, keep going; a wavering flat hand, meaning I am not sure, ease off; or a thumbs down, meaning stop, and the scene ends there. Use it when someone looks like they are having a worse time than their character should be.

Lookdown

Raise a hand to shade your eyes and look at the ground. You are now invisible. Nobody speaks to you, follows you, or includes you in anything. Use it to leave a scene without breaking it, to cross a space you do not want to play in, or to reach the off-game room without a performance. Drop your hand and you are back.

The Door Is Always Open

You may leave any scene, any building, any conversation and the game itself at any moment, without asking and without giving a reason. There is no version of this game in which staying in a scene is your duty. Immersion is something we build for you, not something you owe us.

Physical Contact, Combat and Intimacy

Agree first. Agreement is negotiated in the workshop and during the event, out of character, and can be withdrawn at any point without explanation.

- Combat is calibrated in the workshop. Either party may call Yellow or Red mid-fight.
- Rough play, such as shoving, grabbing, restraint or grappling, needs prior agreement with that specific person. A tap on the arm or shoulder ends any hold instantly, the same as a Red.
- Romance is welcome. Kissing and romantic touch are allowed between players who have both agreed to it beforehand, and agreed to that specifically. Agreeing to hold hands is not agreeing to a kiss, and agreeing to a kiss is not agreeing to anything more.
- Nobody is ever required to touch anyone to play a love story, and romance is never an expectation attached to a character sheet. A held gaze or a fade to black carries a romance perfectly well.
- Sexual contact does not happen here, in play or as play. Anything of that kind is off-game behaviour and falls under the conduct rules.

Content and Boundaries

Your character questionnaire includes a content section. You will be asked which themes you actively want to play with, which you are willing to encounter, and which must be kept away from you entirely. We write to those answers. If you tell us a subject is off limits, it will not be brought to your character, and nobody will need to know why.

You may change those answers at any time up to the game, and during the game by telling the Safety and Welfare Officer or any crew member. People discover things about themselves at events like this.

General Safety on Site

- Be mindful of darkness, uneven ground and your surroundings.
- No running. Keep combat and movement to a quick walking pace.
- Burning torches, candles and other open flames are only used if provided by NPCs, and must be handled with care.
- Smoking and vaping are allowed only in the designated smoking area, which is off game. The exception to this is pipe smoking, which can be done in the performance area.
- Certain areas may only be entered with an NPC. These will be explained during the briefing.
- The fire and evacuation plan, including the muster point, is briefed on arrival. Fire extinguishers and fire points are marked on the site map in your check-in pack.

Injuries and First Aid

A first aid kit is kept in the tavern for the ordinary business of blisters and scraped knuckles. For anything more, call Red and ask for help, as above. If need be, an ambulance will be called, and the organisers will answer the embarrassing questions about what we are doing in the middle of a campsite in costume. All injuries, however minor, are logged, which is how we find out that the same step keeps catching people.

Conduct and Community

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 and Out-of-Game

The Continent is a prejudiced place. Non-humans are despised, women in some kingdoms are property, and mutants are tolerated only while useful. That material is part of the setting and we do not intend to sand it off. It is also the material most easily misused, so it comes with conditions.

- In-fiction prejudice is directed at fictional categories: non-humans, mutants, foreigners from invented kingdoms, the low-born. It is never directed at anything true about the player in front of you.
- Prejudice play is negotiated, not sprung. If you want to play a character whose bigotry is central, your scene partners need to have agreed to it, and the content questionnaire is where that starts.
- Slurs or hostility aimed at a player's real ethnicity, religion, sexuality, gender or disability are not roleplay. Deliberate misgendering is not roleplay. Use the pronouns a player gives you, in and out of fiction.
- Any off-game bullying or harassment is strictly forbidden.

Consent Between People

Everything in the Safety chapter about touch applies socially as well as dramatically. A character's interest in another character is never a player's interest in another player, and never creates an obligation. Pressing someone after they have disengaged, following someone to their tent, or using a story reason to get access to a person who has stepped away are all conduct matters, not play.

Reporting

If you feel unsafe, harassed, or simply wrong-footed by something, tell us. You can speak to any crew member, go directly to the Safety and Welfare Officer, or use the anonymous form on our website, which works before, during and after the event.

We acknowledge every report within 72 hours. We keep reports confidential, we do not discuss them with people who do not need to know, and we do not make decisions about you without telling you. Whether to involve the authorities is the reporting person's choice, unless someone is in immediate danger, and we will support that choice either way.

How We Decide

We are not a court and we will not pretend to be one. We do not run investigations, take evidence, or issue findings of guilt. What we do is assess risk: if we conclude, on the information available to us, that someone presents an unacceptable risk to the safety or wellbeing of people at our event, we will decline or revoke their participation.

Sanctions range from a conversation and a warning, through restrictions on where or with whom someone plays, to removal from the event and exclusion from future events. Minor friction and over-enthusiastic roleplay are handled with a clarifying conversation. Harassment, sexual misconduct and violence are not, and do not receive a first warning.

We do not keep or circulate a shared blacklist with other organisers. If someone we have excluded applies to us again, we will decline the application.

Accessibility and Access Needs

Targa Battery is a campsite on two levels, with uneven ground, and many sets can only be reached by stairs or rough terrain. Much of the game is outdoors, some of it at night in low light. Much of the site is not accessible to wheelchair users or anyone who cannot manage stairs and rough ground. If you are unsure, talk to us before you apply and we will tell you plainly what you could reach.

Within those limits, we can help with:

- Shaping your character so more of the story comes to you.
- Mains power for medical equipment, and cold storage for medication.
- Dietary requirements, which you should tell us about when you apply.
- A quiet off-game space for breaks.
- Written versions of spoken briefings.

Some scenes may use low light, sudden loud sound or theatrical haze. If any of these affect you, for example because of epilepsy or a sensory condition, tell us and we will warn you or keep you clear of them.

Practical Information

Arrival and Check-In

Check-in opens on Thursday at around 13:00, with workshops from around 16:00. Exact times will be confirmed closer to the event. At check-in you will:

- collect your check-in pack, including the site map;
- have your weapons checked;
- buy coin, if you have not pre-booked it;
- pick up a photography opt-out marker, if you want one;
- hand in anything that belongs in the off-game store.

What to Pack

- **Costume:** see Your Character. Layers are useful for changing weather.
- **Weapons:** approved larp-safe foam or latex weapons only. See Combat for details.
- **Footwear:** comfortable, sturdy boots or shoes in muted colours. Essential for uneven terrain.
- **Sleeping gear:** a sleeping bag and pillow for every tier, plus a roll mat or blanket if you are camping. It can get quite cold at night.
- **Toiletries:** toothbrush, soap, deodorant, sanitary products and a towel.
- **Eating and drinking:** a refillable water bottle, and any snacks you need between meals or for specific dietary needs.
- **Lighting:** a small lantern or torch. Battery-operated, warm light preferred for immersion.
- **Weather gear:** a raincoat in theme, a cloak, or spare dry clothes. March in Malta can be fickle.
- **Medication:** everything you require, in sufficient quantity. Tell us about relevant allergies or conditions on the medical form.
- **Immersion extras:** a mug or tankard, a belt pouch, a journal.
- **Safety gear:** sunscreen, insect repellent, and a few plasters for minor cuts and blisters.
- **Documents:** ID, and your EHIC (EU) or GHIC (UK) card. Travel insurance is strongly recommended for everyone.

What Not to Pack

- Real or metal weapons, bladed or blunt.
- Pyrotechnics or special effects. Strictly prohibited for safety.
- Excess cash. Bring only what you need for coin.
- Unnecessary electronics: laptops, speakers, anything not part of play.
- Illegal substances. Zero tolerance.
- Valuables and irreplaceable items. The event is not liable for lost or damaged property.

Meals

- Thursday: supper.
- Friday: breakfast, lunch and dinner.
- Saturday: breakfast, lunch and dinner.
- Sunday: an informal debrief over coffee, then teardown. Many hands make it quick, so please lend one before you go.

Meals are served in the in-game tavern. Allergen information will be available, so ask the kitchen team if you are unsure about a dish. If your requirements are complex, tell us when you apply rather than on the night.

Play Time

Play begins at around 18:00 on Thursday, once workshops are complete, and at around 08:30 on Friday and Saturday. Each night, the main story winds down between 23:00 and midnight under a soft in-game curfew, and from then on you are free to rest, sleep, or stay up in character at your own pace. Some things may happen after the soft curfew for those staying on site, and we will confirm closer to the event who they involve. By 02:00 all play stops, every night, without exception.

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

Coming and Going

Leaving a Scene

Always allowed. Use Red, Lookdown, or simply walk away, go to the off-game room, stay as long as you like, and come back when you are ready.

Leaving the Site

We are responsible for knowing who is on the grounds, particularly at night and in an emergency, and a wrong headcount can put real people in danger.

- During story hours, please do not leave the site. If you need to, tell a crew member first. Leaving during story hours without telling anybody will be treated as resignation from the event, and no refund will be given.
- Medical necessity is always an exception. If you need off-site care, you may rejoin the story when the organisers judge it safe.
- Each night, once the soft curfew falls, you may leave the game area to rest or leave the grounds altogether. Anyone leaving the grounds must sign out.
- If you leave overnight, check back in by 08:00 the following morning, in costume and ready to play. If you are running late, message us. If we have not heard from you and cannot reach you, we will treat it as resignation.
- Costume and kit are your own responsibility overnight. Take them with you, or leave them on site at your own risk, if there is room.

Otherwise, we encourage everyone who can to stay on site overnight. The closer you are to the action, the more of it you get, and some of the best moments happen in the quieter evening hours.

After 02:00, keep it down near the sleeping areas. Somebody is always trying to sleep, and sound carries across a campsite.

Getting a Hold of Us

A number for travel problems, late arrivals and anything urgent before you reach the site will be sent with your joining instructions. During the game, find any crew member.

Hotel and Transport

We have a partnership with the Noru Hotel, a four-star superior hotel near St Julian's, offering discounted single and shared rooms for players during the week before and the week after the event.

Tell us the dates and the room you want, and we make the reservation on your behalf at a discounted rate. Room payments are separate from your ticket, and hotel cancellations follow the hotel's own terms. Rates will be shared with confirmed participants soon.

The venue is at most 30 minutes from most central areas, and around 25 minutes from Malta International Airport. Taxis and ride-hailing apps work across the island. Pooled transport from the hotel may be arranged depending on numbers, usually under €20 per person and sometimes below €5, paid to the driver.

Location and Parking

Tarġa Battery, Mosta Scouts Campsite and Activity Centre.

https://maps.app.goo.gl/CuCLrPX1ov18hZ7b9
35.91628821740547, 14.410263837172694

Site maps showing the game area, the off-game areas and the muster point are in your check-in pack, and full-size photographs of the site are on the website.

On-site parking is crew only, to keep access clear for emergency vehicles. Players may drive in to unload and must then park outside. Street parking is available on the road leading to the campsite, and the nearest car park is at Ġnien l-Għarusa tal-Mosta.

https://maps.app.goo.gl/nJzoMAexP6qgyE3d9

Booking, Payment and Refunds

Places are allocated by application. This lets us confirm who is coming to a residential event before money changes hands.

How a Place Is Allocated

- **Apply.** You fill in a short booking form with your tier preference and contact details, and confirm that you are 18 or over.
- **We confirm.** Places are allocated first come, first served, in the order applications are received. Once places are full, you join the waiting list.
- **You pay.** Once confirmed, pay at least €75 within 72 hours to secure your place, or it goes to the waiting list.

After that, at least half the ticket price is due by 30 November 2026, and the full amount by 15 January 2027. You can pay in as many instalments as you like in between. If you book after 30 November, pay at least half when you confirm. If a payment is missed and we cannot sort it out with you within a week, your place goes to the waiting list and the refund terms apply to what you have paid.

The character questionnaire, including the content and boundaries section, follows once you have paid. Players who attended the previous episode get a 24-hour priority window before applications open to everyone.

This is a physical activity on rough ground, often at night. You take part at your own pace, follow the safety rules in this guide, and tell us about anything that affects your safety. By applying, you agree to the rules in this guide.

Because this booking is for specific dates, the usual 14-day cooling-off period for online purchases does not apply. The refund terms below apply instead.

Transfers

A place at the event means a character written for you, from your own questionnaire, tied into other people's stories and calibrated to the boundaries you give us.

Up to 31 January 2027, when casting closes, you may pass your place to someone else. They complete the same application, the same questionnaire and the same age check, and we confirm them as we would anybody. Settling the money between you is your business unless you ask us to be involved. After 31 January we cannot transfer places. If you have to withdraw, tell us, and we will fill the place from the waiting list ourselves if there is still time to write for whoever takes it.

Refunds

A €50 administrative fee applies to cancellations. It covers the work of processing the cancellation, reopening your place, and taking a replacement through application and confirmation. Payment processing fees charged by the bank are deducted as well, since we never receive them in the first place.

By 31 January 2027	Full refund, less the administrative fee and payment processing fees.
1 February to 16 February	Half the ticket price back, or the full amount held as credit towards the next episode with no fee. Your choice. By this point your character is being written and site and catering numbers are committed.
From 17 February	No cash refund. If we fill your place from the waiting list, you are refunded in full less the administrative fee. If we cannot, we hold half the ticket price as credit towards the next episode.

- Credit is valid for the next episode only and cannot be passed to someone else.
- If you are paying in instalments, the same scale applies to what you have paid so far.
- If you leave once the event has begun, no refund is given.
- If we decline your participation before the event, on safety or conduct grounds, you are refunded in full with no fee.
- If we remove you during the event for a breach of the conduct rules, no refund is given.
- If we cancel the event, you may have a full refund or a transfer to a rescheduled or future edition.

Please take out travel insurance that covers cancellation. If you have to pull out late for illness or family reasons, insurance is the only thing that will make you whole, and we would rather you were covered than out of pocket.

If something goes wrong, please email us first. We would much rather sort it out between us. Nothing in these terms affects your statutory rights as a consumer.

Photography, Privacy and Your Data

Photography

Professional photographers work at the event. Their job is to document it, and the images that result are a large part of how a production like this survives.

Photographs from the event will be published in our galleries, on social media and on our website, and may be used to promote future episodes. Documenting and promoting our own event is a legitimate interest, so we do not ask each person for consent, but you can always opt out. If you would rather not appear, ask for an opt-out marker at check-in and our photographers will leave you out. If you do not, we will take it that you are happy to be included.

- If a published photo of you bothers you at any point, email us and it comes down. You do not have to give a reason.
- Nobody photographs sleeping areas, washrooms, changing areas or the off-game room.
- Photographers keep their distance from players in distress and never stage or re-stage those moments.
- Please do not post photos of other players without their permission, including photos from the party.

Memorabilia

Each player receives a unique in-game item as a keepsake.

Your Data

We collect only what running the event requires.

- Contact and booking details, used to administer your place and send you game information.
- Emergency contact details. Please make sure the person named knows you have given us their number and that it is someone who is not attending the event.
- Dietary, allergy and medical information, which is health data, collected only with your explicit consent. Dietary details go to the kitchen, medical details go to the medic.
- Your character questionnaire and content preferences, seen only by the writing team and those responsible for safety.

Health, dietary and emergency-contact data is deleted within thirty days of the event unless you ask us to keep it for the next one. Contact details are kept until you ask us to remove them, or for three years after your last event. Financial records are kept for as long as Maltese tax law requires.

You have the right to see what we hold, to correct it, to have it deleted, to object to our using it, and to complain to the Information and Data Protection Commissioner in Malta. To exercise any of these, write to info@nephilim-creations.com.

After the Game

A three-day experience does not end when the story does. Intense play leaves residue, and the feelings your character had have a way of following you home wearing your own face. This is normal and well documented.

The Close

Play ends on Saturday night with a formal close. The lights come up, we step out of role, and nothing after that point is in character. Then the party starts. Changing out of costume is the best way we know to leave a character behind, and if your weekend was a heavy one, the off-game room is still there.

Debrief

- On Sunday morning, anyone still on site is welcome to an informal debrief over coffee. People say what happened to them and hear what happened to everyone else, and much of the game will make sense for the first time. Teardown follows, so if you can stay and lend a hand, we would be grateful, and we will feed you.
- Not everyone stays until Sunday, so everyone also receives a short written debrief in the days after, with an optional online call the following week for anyone who wants to talk it through.
- Your debrief buddy, paired during the workshops, is someone to check in with in the days afterwards. Use them. They will use you.

Larp Drop

In the days after an event like this, many people feel flat, tearful, oddly bereaved, or simply strange. The community calls it larp drop or post-larp blues. It's not a sign that anything went wrong, it usually passes within a week or two, and it is much easier when you know to expect it and are not sitting alone with it.

Sleep, eat properly, talk to people who were there, and be unimpressed by your own melancholy. If it does not lift, or if something from the game is sitting badly, contact us. We would rather hear from you a month later than not at all.

Staying in Touch

A private channel opens for participants after the event, and photographs follow when they are ready. We will send a feedback form which we hope you will fill honestly to help us improve.

Where to Find Us

General and booking	info@nephilim-creations.com
Anonymous reporting	The form on our website, open before, during and after the event
Website	nephilim-creations.com
Social	Instagram @nephilim_larps, Facebook LARPS By Nephilim Creations