

What to Expect During Play

Step into the vibrant, elegant, and mysterious dawn of the early 1900s. The Hollow World Chronicles is an Edwardian live-action roleplaying experience that blends high-society etiquette with exploration of unknown worlds and occult mystery.

To help you prepare for your journey, here is what you can expect during play, split between the refined atmosphere of the evening socials and the rugged perils of daytime expeditions.

The Days: Exploration, Discourse, and Danger

Daylight hours bring the raw, untamed reality of the Hollow World into sharp focus. This is when the active, participatory modules take place.

- **Combat and Physical Challenges:** Unlike the evenings, the day phase features active physical play, creature encounters, and tactical conflicts. Bring sensible footwear and gear suitable for outdoor or active play alongside your aesthetic choices.
- **Solving Discourse:** Not every problem is solved with a fist or a firearm. Daytime excursions will present moral dilemmas, negotiations with strange factions or native inhabitants, and complex socio-political disputes that require quick thinking and sharp diplomacy.

The Evenings: Society, Secrets, and Strategy

When the sun sets on the surface world the evening hours are strictly dedicated to in-character socialization, political manoeuvring, and intellectual intrigue.

- **No Combat:** There is no physical combat or skirmishing during the evening phase. This is your time to draw breath, tend to your character's investigations, and let the dust settle.
- **Balls and Banquets:** Expect formal dinners, parlour games, and dancing.
- **Puzzles and Conspiracies:** The drawing rooms and ballrooms are hotbeds of information exchange. This is where you will decode cryptic notes found during the day, bribe staff, forge alliances, and unravel the overarching mysteries of the Hollow World over a cup of tea or a glass of champagne.