



# SAGA OF THE FIVE GODS 2023 FACTS

## **Welcome to Rhinland!**

And welcome to **Saga of the Five Gods!**

## **Organisational Stuff**

---

### ***Arrival***

*Stevninghus Scout Center, Holmvej 9, 6200 Aabenraa*

### ***Language***

At Saga of the Five Gods we speak English.

While many of you are used to a German language at our events, this will be different. All information IT and OT will be in english, all NPCs will speak in english and all material will be sent in English.

While it is new to many of us, speaking primarily english at a Mythodea Con, we ask you to think about it. As it is super easy falling into your own language, when in small groups or think you are hidden, and you never know who listens in.

## **Check-In**

The check-in will take place on Thursday the 21.09.2023, from 10.00 at the entrance to the area. Please have your e-ticket ready at the entrance so that the check-in can take place smoothly and quickly.

**Note:** Please put a sign with the following information in the front of your car: Outgame Name, Ingame Name, Camp/group name. [do we want a phone number as well?]

## **Con payer**

You can also purchase a ticket spontaneously on site. The Con payer ticket costs 235,23€ or in danish 1750,- kr

## **Early arrival**

Early arrival is possible from Wednesday 12.00 to 21.00

You need an early arrival ticket, which you can buy at <https://skald.com/>.

You can also buy an early arrival ticket onsite, though a bit more expensive.

Early arrival Con payer: 22€

NPC early arrival: 18€

## **Parking lot**

At the entrance to the area, the field on your right along the road, will be our designated parking area (See map). Where you can leave your cars during the event. No parking fees will be charged and you can of course pick up your car at any time to go shopping or the like.



**Please note:** Driving in the designated parking areas is at your own risk. The Realms of Mythodea and its team does not assume any liability. The parking areas are not supervised.

### **Check-Out**

To be able to pick up your car from the parking lot, your campsite must be clean and tidy and all your luggage must be ready packed in the unloading area. Then you can get a stamp on the back of your hand from an SL to allow you to drive your car onto the site.

### **Waste disposal**

We have strict rules about waste disposal at the location.

We ask that you sort your trash into clean glass, metal, cardboard and plastic in their designated containers. Everything else goes into the assorted garbage container.

It is important that you back assorted garbage, and especially food waste into garbage bags before throwing it in the container.

If such a separation is not possible, please take the garbage with you and dispose of it at home. We urge you not to throw garbage into the bushes or the nearby forest. We hope that this well-intentioned but very strict requirement for more environmental protection will not lead to the opposite.

### **Timing**

### **Arrival/ Start**

---

Arrival / Check-In thursday: 10.00

From Time-in on, only restricted Check-In at the HQ

Time-In - Speech Thursday 19.30acco

### **Time-In immediately after!**

It would be nice if everyone would make an effort to drive their cars off the site as soon as possible and park them in the parking lot. NO cars will be allowed to enter the loading zones or park in the meadows after 18:00.

From then on, the restricted check-in will apply:

From 18.00 before the start of the time-in address, vehicles may only be loaded and unloaded at the HQ. The check-in will from then on take place at the HQ.

### **Departure / End**

---

Check-Out Sunday: from 09.30

### **Photos**

The time of photo sticks and photo codes is over! Instead, you can purchase a Photo-Early-Access ticket online for 5 Euros/ 40 kr, which will give you access to the pictures directly after the event via your Skald account.

### **Accommodation and food**

As a standard the accommodation will be in your own tents.

It is possible to buy a place and bed, in a shared room on the location.

The con is a self-catering con.

There will be a Tavern serving beers, sodas and other drinkables.

Saga of the Five Gods is a self-catering event, meaning you are in charge of your own food! There will be no catering or small food stands at the larp.

### **Fire**

Fires may be lit on the grounds in designated fireplaces or in fire bowls you have brought yourself (at least 15 cm above the ground!), at a sufficient distance from the forest, bushes and tents.

Please notify us in advance (by e-mail or at the latest on the site) if you want to use pyro or have a fire show!

Firewood will be given out on location for 20 Euro's a wheelbarrow  
We ask you to consider each other and not hoard more firewood than you need.

### ***Sanitary facilities***

We have toilets and showers available on site. Most toilets and showers are placed at the beginning of the area, around the HQ, sleeping huts and the entrance to the game.

However, there are some toilets and even showers scattered around the area in small huts and sheds. All toilets are porcelain flush toilets and have a sink.

Dishes can be washed in the designated washing stations, which like bathrooms are scattered around the location and close to all camping areas. Do not use bathroom sinks or showers for your cleaning

### ***Con phones***

You can reach us on site under the following numbers:

0151 - 46330404	- Julian
0151 - 16506314	- Ruth
0171 - 2967083	- Fionna
+45 61701474	- Jeppe

### ***Merchants***

We are not planning to have any merchants onsite, however, things can change and merchants are welcome.

### ***Disclaimer***

At Saga of the Five Gods, we attempt to make a larp that plays on the more grim and dark aspects of our world and conflicts. This means attending the larp you are likely to end up in nerve-wrecking, scary or pressuring situations.

Furthermore, we advise that parts of the scenography and scenes will contain fake blood, organs and dismemberment of fake bodies.

For some the things we plan can be overwhelming and triggering and for others it can feel like a breeze, we are all individual in our experiences.

Trigger warnings:

Torture, killings, physical and verbal violence, blood, play in/on water.

What if things get overwhelming or too much?

Don't worry, like at other events we strive to keep you comfortable and safe.

To do this we have an outroom for this event, where you can chill, rest, get a cup of tea and talk with an organizer.

If you need this during the game, simply contact a yellow bag, and they will help you to the right place.

### ***Special features of the location***

Our location for Saga of the Five Gods has a big and grand lake that we intend to use for the purpose of creating cool and unique play experiences.

However, having a lake as a part of our play area, comes with certain rules.

- As there are no lifeguards at the event, going into the water is at your own peril and Realms of Mythodea is not liable for any injury.
- You will always be at least two people going together
- If there is a scene in, on or at the lake, you must have an SL with you.
- Swimming in the lake will only be done by the lakeside. No swimming to the middle.

## ***The Setting***

---

The settlers embark on a mission alongside Atteron to explore Rhinland and its enigmatic inhabitants. However, their journey takes an unexpected turn as they find themselves stranded on an uncharted island concealed within dense fog, guarded by treacherous rocky shores and unpredictable currents. Here, perilous creatures and threats lurk around every corner.

To their surprise, a Skargen ship is also trapped on this mysterious island at the same time. Now, both factions face the daunting task of unravelling the mysteries surrounding their presence, discovering a means of escape, and questioning whether they are mere pawns in the games of the Rhinland gods

The settlers venture to this forsaken place in pursuit of treasure and riches, believing it to be their destined path. However, reality shatters their expectations as they encounter pale, famished figures haunting the coastline, welcoming them to a ghostly village steeped in blood-soaked earth. In this realm, deities mingle with mortals, their thunderous voices resounding across the vast ocean.

As night falls, malevolent shadows with gnashing teeth emerge from the frost-covered forest, stalking their prey with relentless determination. The island's inhabitants refer to such tales as sagas, and for the settlers, their saga on this eerie island has only just begun.

## ***Fantastic play - for each other and with each other!***

---

We all want to experience the world of Mythodea equally, and for extra immersive play, we need each other!

Play each other up, especially the NPCs, treat each other with respect and always assume that your counterpart wants only the best for you and your roleplay together!

Only together can we make the game world as real as possible. Take the atmosphere and setting seriously, see good roleplay and emotional scenes as rewards, and give each other room for good stories.

But one thing must never fall by the wayside: your safety. Take care of each other, whether in battle lines or in intense, emotional scenes. And should

there ever be any injuries, misunderstandings or conflicts, don't hesitate to come to us. We're happy to take care of it - as long as we're in the know!

### ***How we run our events:***

We use the principle of the SL (gamemaster) in robes to disrupt your game as little as possible. You will recognize the SLs by their yellow bags and sometimes yellow shawls. However, please do not treat SL characters as if they were invisible! Many of them have an exciting, rich background, which is sometimes useful for the story.

If you have questions about the plot or items, don't hesitate to ask an SL, we will try our best to answer the questions ingame first. For example, if you want to know the result of a magic analysis, talk to a magically gifted SL with whom you can discuss possible results!

If you want to announce certain plans (e.g. a ritual) to the Regie, write a letter with description and time and post it at a nearby crow's nest.

We play by the DKWDDK rulebook (You can do whatever you can portray), which means as long as you can believably portray your role and abilities through appearance, equipment and effects, anything goes. Collecting points and distributing them into a talent tree is no longer necessary - unless, of course, you feel more comfortable with this set of rules. No matter which of the systems you choose, take each other seriously and enrich each other's roleplay!

---

We wish you a good and safe journey and look forward to welcoming you soon on the grounds of "Beyond the Seals" and to experience a few wonderful con days with you!

See you very soon!

**Your Realms of Mythodea Event Team!**



