



## Dear Participants, Welcome to „ConQuest 2017“

The event "ConQuest 2017" takes place from 2th – 6th of August 2017 at Rittergut Brokeloh in 31628 Landesbergen near Hannover.

### Spontaneously to ConQuest

**There is no problem to come to ConQuest spontaneously.**

**Just visit the Check-In and register on location!**

It price at the gate is 160,- €.

Who transferred after 23.07.2017, may have to pay again at ConQuest (160€), if we can't check check the payment for reasons. So in case of doubt, always bring an **account statement** or pay cash at ConQuest.

### Tickets

Right after your bank transfer you should have received your ticket as E-Ticket. This ticket will be scanned at the Check-in and switched with a wristband. This wristband has to be worn over the whole duration of the event. Should it break, you can change it at the HQ-Tent against a new one. Otherwise a SL who notices you without a wristband would expel you from the event.

If you didn't get an E-Ticket, this may have two causes:

1. You didn't pay your fee yet, or
2. We had complications with your transfer. In this case, please contact us as soon as possible until 24.07.2017 at **info@live-adventure.de** or **Tel.: +49 941-64 66 14-10**.

If you want to be sure, bring definitely a **bank statement** with you to the Check-In.

### Housing

For the duration of the event, you are sleeping in your own tent at a camp that you have chosen. The tent should have a medieval ambience. In case this is not possible for you, you can always disguise the looks of a modern tent with white bedsheets or else. If you need some advice, please do not hesitate to ask more experienced players in the bulletin board. There too you can ask, in case you don't have any tent. Some player offer sleeping places in their tents.

**Please note that we assign each participant a maximum of 15 qm tent area. The total area and space of a ward is calculated from these numbers. Whoever did not sign up for a specific ward will automatically be placed in one of the public wards.**



### Food

The ConQuest is a self-catering event. That means you have to cook your own brought food at the campfire. In the Retinue Banner you can find booths who sell snacks at fair prices. Also you can buy food and other things at our **ConQuest-Supermarket**.

You can find more information about the supermarket below.

### Fire/Firewood/Straw

On site you are allowed to make fire on declared fireplaces and on own brought fire bowls (NOT directly on the ground!) and with adequate distance to the forest and bushes. This regulation may be intensified if it is too dry on location in summer, but last year we didn't have any problems. Firewood can be purchased for 85,- € per loose cubic meter and for 3,- € per bale of straw at the firewood & straw booth in the Retinue Banner.

(Sunday: 3 pm - 6 pm; Monday-Wednesday: 11 am – 1 pm; Thursday & Friday: 10 am – 12 pm)

### Drinking Water

There are some locations on site where we offer drinking water. There you can fill water in your own brought bowls or canisters for free.

### Sanitation

As last year we provide enough Dixies, shower and washing possibilities as well as toilet containers, which will be cleaned regularly. Also we will install locations to rinse at all showers so please don't bring your dirty dishes in the shower, for hygienic causes. Near the "wash-locations" will be trash bags for your leftover food. **It is very important, to bring your own toilet paper if you want to go to the toilet, because we can't provide it.**

### Medics

Again, the Johanniter will be on site 24/7 this year. Don't be shy, they can also help you with smaller health problems like wasp stings. In case of emergency please tell an SL, they can immediately call the Johanniter, if required an ambulance, they can get to you. Because of that keep the emergency routes free!

**Please be aware, that every ride from or to the hospital has to be organized by yourself.**

### Trash

Like in the past years we will deploy big (very big) Trash containers at the borders of the locations, where you can easily get rid of your trash. At ConQuest we separate glass, paper and residual waste. It would be nice if you could keep this separation.



## Parking

Outside the location are declared parking sites where you can park your cars during the event. This won't cost any extra fee and of course you can pick up your car any time to go shopping. **The use of the parking sites takes place at your own risk. The organizers accept no liability. The parking places won't be monitored.**

## Access to the banner and wards/unloading

For unloading we establish unloading-areas along the one-way streets in every banner. From that point you can easily get to your ward by foot. The unloading time is limited to 20 minutes to avoid traffic jam and long waiting times. Please drive your car on one of the parking places afterwards. We reserve the right to remove all vehicles which remain parked longer than 20 minutes within the unloading-areas at the owners cost.

## Timeline

- Arrival/Check-In Sunday from 12am to 9pm, Monday to Wednesday from 10am to 9pm
- On Wednesday at approximately 6 pm it is no longer possible to go by car directly to the unloading zones, to not disturb the beginning of the game.
- SL-Speech: Wednesday evening (in your appropriate banner)
- TimeIN: Wednesday evening, every group to their liking
- Story-TimeIN: After the GM speech (see below)
- TimeOut: Sunday 9am
- Check-Out in every banner: Sunday as of 9am

## Check-In

At the village entrance in Brokeloh will be Check-in-signs deployed. Please follow these signs in the direction where the arrows point, to avoid traffic jam. At the Orga-check-in you will receive your ConQuest wristband and the Eventguide where you can find any information about what to expect and where you can unload for your specific ward. Everyone, who has a ticket, will check-in right in the car with no need to get off the car, so you can directly drive to your unloading-zone. Please follow the signs on site. Everyone who doesn't have a ticket will have to park their car shortly and head to the "Problem-case-Check-In" container at the end of the check in road.

### Station 1 - Orga Check-In

- Place E-Ticket in close proximity!

Who doesn't have a ticket, has to buy a new one to get access to ConQuest.

**If you lose your ticket, you have to buy a new one!**

### Station 2 – unloading in your specific ward



After the Orga-Check-in, drive with your cars on site. Please follow our signs. Without a ConQuest wristband, you are not allowed to enter the location for unloading. The road to the unloading zones is one way – please keep that in mind!

### **Station 3 - Self-made-projectile-check at the HQ-tent**

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Please bring your self-made (except for serial produced projectiles like IDV arrows) bolts and arrows to this special check.

**Character-check, check-in of potions and weapon check are canceled.**

**Here you can create your character sheet online and print it (only in German):**

**<https://www.live-adventure.de/ConQuest/chargenerator.php>**

If you have any questions concerning the rulebook, the banner-SL can help you of course.

Even if you are not sure, if your gear complies with the security guidelines, the banner-SL may also help you with an assessment.

**Nevertheless, you are still responsible for the status and the security of your gear!**

### **Earlier arrival**

An early arrival is possible from Sunday, 02nd of August, at noon.

The early arrival fee amounts per person:

at Sunday 40,- € (NPC 15,- €), at Monday 35,- € (NPC 10€) and at Tuesday 25,- €.

Early arrival on Tuesday is still free for NPCs.

Participants between 0 yrs and 6 yrs don't have to pay anything for early arrival.

Participants between 7 yrs and 13 yrs have to pay half of the fee.

You don't have to register for early arrival.

### **Check-Out**

If you want to leave, your campsite has to be clean. Waste must be taken to the containers and straw as well as lumber to the collection areas (lookout for our flags!). Spare food can be donated at the supermaket to "DIE TAFEL" (see below for detailed information on this). If you cleaned your camp ground according to this rules, a gamemaster (SL) will check your campground and give you an acknowledgement for that, so you can access your car on the parking place. **Without this acknowledgement you won't be able to leave the location with your car.**

Every acknowledgement can be received in the specific banners at the end of the event. We strongly recommend first moving your luggage to the loading areas before you get your car.



(By the way: Your Character sheet counts as Con-acknowledgement for the ConQuest and you don't have to get a confirmation from the SL on top of that.)

- 1) Clean up your camp ground (inc. waste, straw, lumber, etc.)
- 2) Move luggage to the loading area.
- 2) Get "stamped" by your GM
- 3) Get your car and load your stuff
- 4) Have a safe trip home!

#### NSC-Deals



**The NSC-Deal can be picked Sunday to Wednesday  
from 12:00 - 17:00 clock at the booth of Dein-LARP-Shop.de.**

#### Contact

If you have any questions in preposition of the event, feel free to write an E-Mail at:

**[info@live-adventure.de](mailto:info@live-adventure.de)**

We answer E-Mails until 25.08.2017.

You can also reach us by phone until 25.08.2017 9am-5pm: **+49 941-646614-10**

At the event, the HQ-tent will be open daily from 10:00 -14:30 and 15:30-21:00 Uhr. Also your Banner-SLs will be available 24/7 in your specific banners and have an extra marked SL-Tent in every banner. They can help you with every problem no matter if it's IC or OC.

**WWW.LIVE-ADVENTURE.DE**



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ConQuest-HQ (please only in case of emergency): +49 05027/900779

## Fire Drill

Dear Participants,

this year many big evens had to handle with heavy storms.

Of course, we have a security-concept in place which will be activated and processed during an real emergency.

As an important test, we want to hold a test fire drill to test if the concept works. This test is scheduled for Monday, 31st of July at 4 p.m.

As part of the practice as many of you should go to the reported meeting points, as soon as the horn is sounded. Please remember to have your car keys and wallet with you at any time.

The meeting points are shown on the map in our event guide you received at check-In. Additionally the meeting points are marked with green signal lights.

After your arrival, theoretically you will get an introduction by our rescue workers; practically our practice ends at this point.

It's our goal to gather experience for a real emergency and identify possible stumbling blocks in this first phase.

The attendance at this drill is not mandatory, but we would be glad, if as many as possible could join.

If you are still unpacking your vehicle or if your vehicle is not yet at the designated parking areas, please to not take part in this practice and carry on.



# CONQUEST

## Host-plan with unloading zones



## Location plan

Rittergut Brokeloh 1

31628 Landesbergen/Brokeloh

Germany

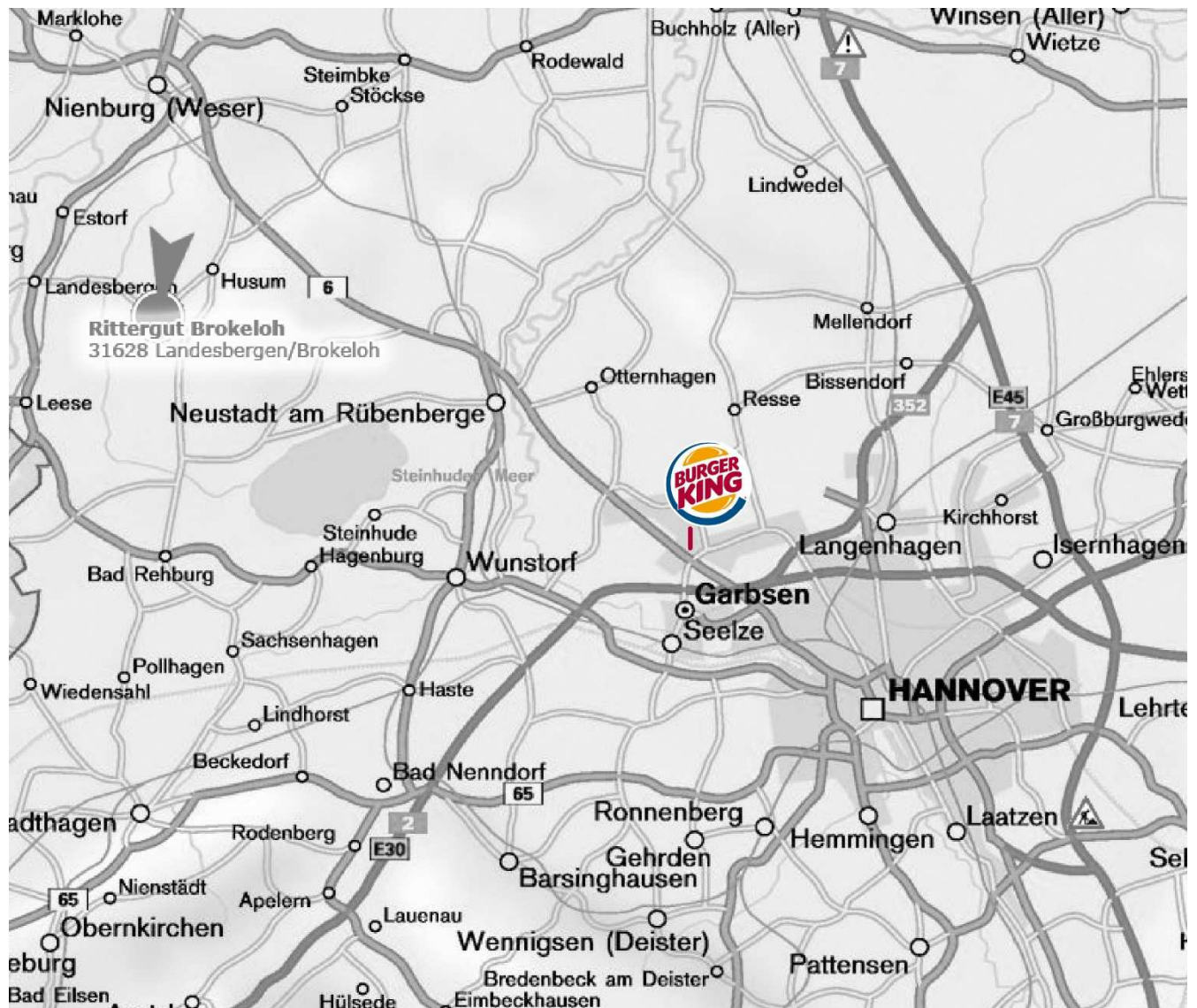


## From every direction:

On the A7 directed to Hannover,  
at Hannover Ost (57) on the A2 directed to Dortmund,  
drive Herrenhausen/Nienburg (42) on the B6 directed to Nienburg,  
after about 25km turn left in the direction of Husum,  
from that point on drive towards Brokeloh

We hope you have a pleasant journey and we are happy to welcome you to ConQuest.

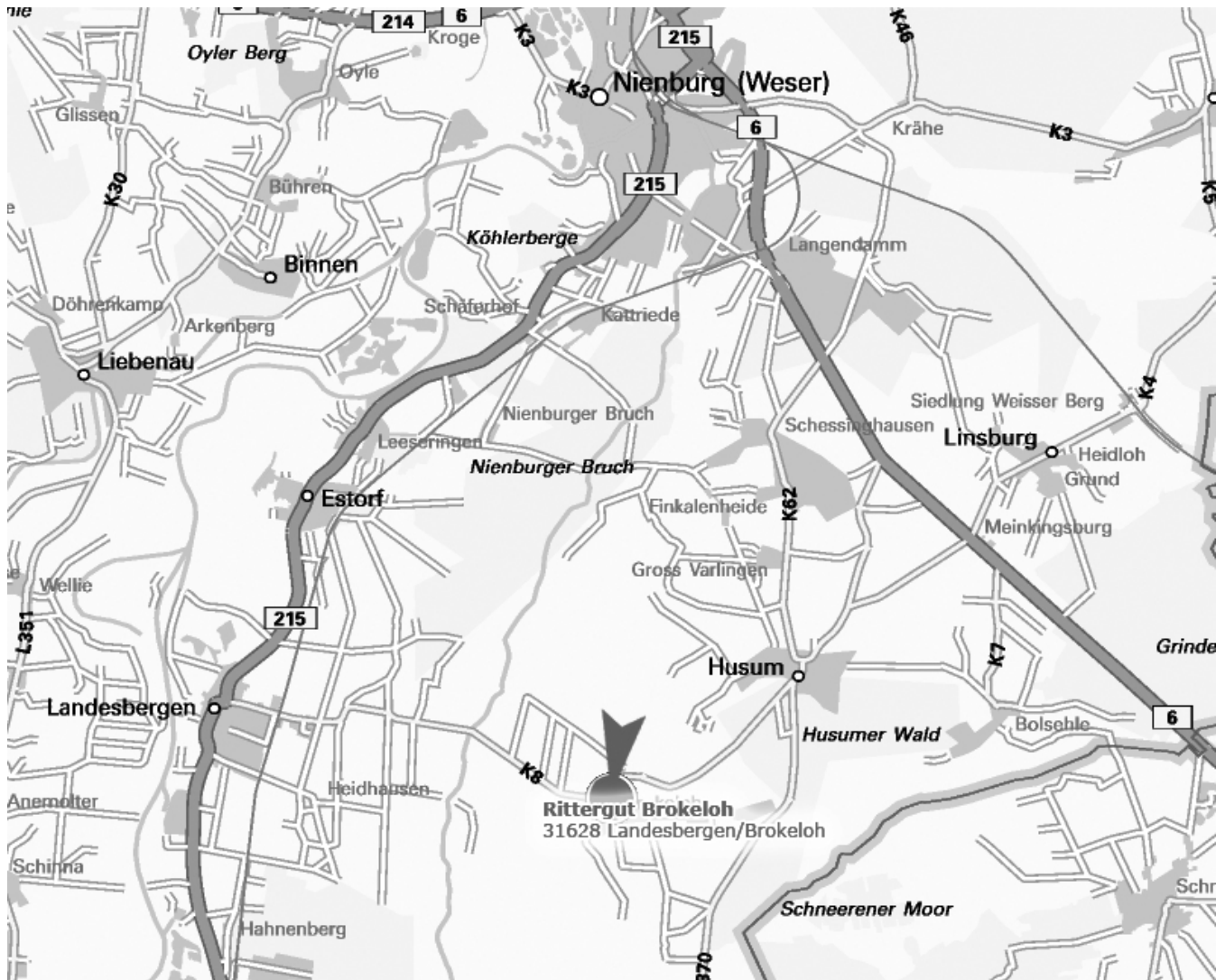
## Map:



(Vouchers for the Burger King in Garbsen at the last page)



Detailed map:



## Security

The following weapons are NOT allowed:

- Weapons and siege weapons which use Gunpowder to fire
- Weapons and siege weapons which use a tube to fire projectiles
- Siege weapons which fire projectiles with a hardened core in it
- Shields with a core of wood which are not sufficiently padded

If you don't follow these restrictions we are obliged to take the weapon out of the game and punish the violation with a ban.



### Under aged at ConQuest – What do I have to do?

**Everyone**, who won't be at least 18 yrs old at the event, has to print the form (<https://www.live-adventure.de/ConQuest/dateien/Aufsichtspflicht.pdf> only in German) and carry it signed during the whole event and show it to officials if asked. Otherwise your registration is invalid and we will ban the person concerned from the event.

### Obligatory Supervision/Kids in Battles

For the upcoming years we are obliged to tighten up the obligatory supervision at ConQuest. Parents or Supervisors of underage participants have to be near them in every battle, fight and gastronomy zones. Children under 14 yrs are not allowed to take place in a battle at ConQuest.

### The traders and gastronomy following rules apply:

Children under the age of 14 are not allowed within the traders- and gastronomy zones later than 10pm. Underage youths under 16 later than 11pm and under 18 later than 12pm.

We reserve the right to ban the Parents or Supervisors and his/her children from the event by violation of these rules.

### Valuables/thievery

Unfortunately it takes place that some things get stolen. Because of that we recommend to lock important things such as keys, wallets etc. In the rulebook of the ConQuest, which can be downloaded on our Homepage, you can easily read, that IC thievery is just legitimate for following objects:

- **Specially marked red cubes and items**
- **Plotobjects** (only if an SL allows it!)

### Further Imported information about "Thief's Play" at the ConQuest:

<https://www.live-adventure.de/en/larp/concepts/playacting-theft>

Everything else (even ambient things like lanterns, armors, etc. so just everything) is property of Players or of Live Adventure und as not allowed to be theft.

If this happens it is a real thievery and has to be reported to the SL immediately. You are not allowed to step in to tents of players (no matter if they are open or closed)! If anything disappears anyway, please talk to us, we will discuss every case if we hand it to the police.



### Lost property

In every battle, we will deploy easy recognizable banners for lost property. At these locations we will gather all lost properties (except for valuables: wallets, mobile phones, etc.). Everyone can look for his gear at the banners after the battle. The banners will stay for a while after the battle (appr. 30min). When the banners are collected, we will deploy all the remaining lost properties in a tent opposite the HQ-tent. Valuables will be stored in the HQ.

Arrows:

- Shot arrows will be collected by our Runners as well
- They will also be collected at the lost-property-banners
- NPC arrows: Those will be brought directly to the Respawn-Points or given to NPC gamemasters. The arrows will never be returned directly to individual NPCs
- PC arrows: Those can be collected at the lost-property-banners or -tent after the battle and will never be returned directly to individual players. Our Runners are not responsible for returning PC arrows.

**The lost-property-tent opens: 10:00 – 12:00; 15:00 -17:00, 19:00-21:00 o'clock**

**On Sturday also 21:00 – 23:00 o'clock**

### Animals at the ConQuest

Animals and pets, which are brought to ConQuest, have to be registered before the event. Best of all, you send an E-Mail to [info@live-adventure.de](mailto:info@live-adventure.de)

**Dogs:** At the Conquest dogs have to be on a lead and muzzled!

**Poisonous animals:** snakes, spiders and other poisonous pets are forbidden at the event!

### Dog Tickets

Every Dog has to be registered for the Conquest. For this purpose you can purchase a Dog ticket online. These tickets cost 10€. The dog has to be checked in with his E-Ticket at the Check-In. During the whole event he has to be on a lead and muzzled! By violation of these conditions, the dog owner and his dog will be banned from the event.

You have to print the following dates and hand it over at the Problem-case-Check-In" container at your arrival:

- Name of the Dog
- Heights of the dog
- Age of the dog
- Weight of the dog
- Race of the dog
- A photo of the dog
- Ward of the dog owner
- Name of the registered dog owner

## Deposit bottles

Since the number of bottles found in trash cans and bushes grew again last year we decided to establish a deposit system at all gastronomical parts of the ConQuest.

The deposit will be 0,50 € per bottle and will be raised on every: beer bottle (Aktien), water, sparkling applejuice, lemonade, Coca Cola as well as Green Goblin Cyder.

Deposits will be imposed at all taverns on site and can be returned at all taverns as well.

Please look out for the deposit-tokens you will be handed whenever buying a bottle. You can only redeem your deposit if you hand in a bottle (from the list above) and a token!



## Weapon check through grab samples

After very good experience with the "new weapon check" since 2009 we decided to check weapons through samples in 2017. The weapons don't have to be shown to the banner-SL anymore and the stamp on the character sheet is not applicable. If you are not sure, if your weapons comply with our security guidelines, the banner-SL will help you with an evaluation. You are still responsible for the status and the security of your gear.

## Weapon check through grab samples

- Every participant is responsible for his gear and has to take care, that it complies with the security guidelines during the whole event. If you don't, you endanger your health and the health of other participants.
- If your gear isn't safe anymore, you have to make sure, that no one (even yourself) doesn't use it any longer.
- The SL will check some weapons during the whole event through grab samples, for example on the banner gate after a battle. They will sight check and feel it.
- If you take unsafe gear with you or even use it, you may be banned from the event and it may also be bound to have legal consequences. This is entirely at the discretion of the organizer.
- Of course, the SL can help you with any questions about gear safety. Also other participants may help you with that.
- **Self-made projectiles have to be checked in at the HQ-tent!**

## Palisades

If you want to build palisades, you have to register one or more responsible persons before the event, who take care of the building and the reduction after the event. These persons have to deposit a forfeit at the HQ-tent and will get it back after the palisades are reduced completely. The parts of the palisades can be stored for use in the next year. In this case, please adhere to the following requirements.

**In general: the maximum height amounts 3,50m**

**Every left over wood has to be cleaned up by the participants!**





Especially at ConQuest:

On stage at the market square in the Retinue Banner near the "Red Star":

Pre-Pre-Event Party Monday, 01.08.2017

**Kapeiken 18:30**

**Nindriel 20:00**

**Klanggespinst 21:30**

The great Pre-Event Party Tuesday, 02.08.2017

Reading from the new Mythodea novel "Glutbringer"  
with Hagen Tronje Grützmacher and Jane Steinbrecher 16:00 (at the Red Star)

**Tommy Krappweis 18:30 Uhr**

**Fuchsteufelswild 20:00 Uhr**

**Corvus Corax 21:30 Uhr**

**MacPiet 23:00 Uhr**

(at the Red Star)

**"LARP mit!" – "Roleplay along!"**

In 2017 the motto of the ConQuest is "LARP mit! (Roleplay along!)" again, because only if you play with us, you can experience the fascination of Mythodea.

A liveroleplay lives from the play of every single one, not by standing around and just watching.

That's why Mythodea consists not only of our fixed characters and NPCs, it consists of you!

You are Mythodea – with your play you call our world into being.

[www.larp-zelte.com](http://www.larp-zelte.com) (LARP tents)

As last year, our plot-locations will be equipped with tents from [www.larp-zelte.com](http://www.larp-zelte.com).

After the event, we sell these tents for [www.larp-zelte.com](http://www.larp-zelte.com).

**larp-zelte.  
com**  
Die Zeltspezialisten

You can have a close look at them during the whole event and if you like them, just come to the HQ-tent. The tents have to be removed on Sunday, 06.08.2017 at 4pm and immediately paid cash or with EC-card. When you buy a tent, you conclude a sales contract.

Attention, this just counts for tents used during the event.

In advance, you can reserve and buy the tents online at [www.larp-zelte.com](http://www.larp-zelte.com).

## Der ConQuest Zelt-Deal

Sichere Dir über 40% Rabatt  
auf Dein Mittelalter-Zelt !



[www.larp-zelte.com](http://www.larp-zelte.com)

z.B Ritterzelt 6x12 - 1.258 € sparen !

Ritterzelt 4x6 - 699 € sparen !

Baldachin 6x6 - 419 € sparen !

## The ConQuest-Supermarket



As last year, we will have a supermarket on site. This gives you the opportunity to buy things like food just at the event. So you can save space in your car but eat delicious anyway.

### Assortment:

- Sausage
- Cheese
- Meat
- Drinks
- Fresh bread rolls every day
- Tobacco
- and much more besides...



## Grilled-chicken booth and kiosk

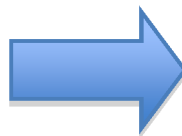


As last year, we will have a grilled-chicken booth at ConQuest. Here you can buy fresh grilled chicken every day and side orders. For the first time this year we will also serve "Leberkäse", a Bavarian speciality. Besides you can also buy cold drinks and tobacco. The grilled-chicken booth is near the supermarket.



## Donate your deposit!

This year you can donate your deposit, if you don't want to carry the empty bottles back home, to the Johanniter for their tireless effort during the event. For this purpose we will deposit containers near the Johanniter, at every SL-tent in every banner and in the supermarket. The result will donate the youth work of the Johanniter!





## Donate your leftover food!

Willingly we use your idea, to donate leftover food to the "Nienburger Tafel". Please adhere the following:

- packed products have to be in their original packaging
- the date of minimum durability should not be expired
- if the product is cooled, the cold chain should not break
- fruits, vegetables and bakery products can be brought in bulk

An employee from the "Nienburger Tafel" will take your donates on Sunday from 9am at the supermarket.



## Become a life guard! Let's typify!

Let yourself be registered as a stem cell donor for leukemia patients at the tent of the Stefan-Morsch-Foundation ([www.stefan-morsch-stiftung.de](http://www.stefan-morsch-stiftung.de))!

When:

**Mo 31.07.2017 – WE 02.08.2017: 12:00 to 18:00**

**Thu 03.08.2017: 10:00 to 13:00**

Where:

On the stand of the Stefan-Morsch-Foundation, right next to the tent of the Johanniter aid station.



## The Fantastica Festival Brokeloh

Like last year, we will host the Fantastica Festival Brokeloh right on the Rittergut, where ConQuest participants gain free entrance...

Here you get the opportunity to look through the merchants, give the craftsman a hand or meet your family in an easy way, if they don't attend ConQuest, to show them what you actually do.

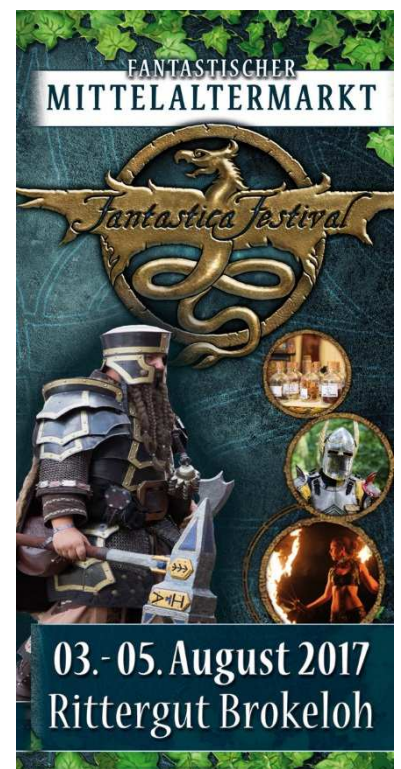
It is our goal to show every interested visitor the fascination of LRP and make clear, that market action can be way more than just food and drink and a medieval ambient. We bet on interaction attraction, illusion and culture.

### Market hours:

**Thursday, 03.08.2017 from 2pm till 11pm**

**Friday, 04.08.2017 from 12am till 11pm**

**Saturday, 05.08.2017 from 10am till 11pm**





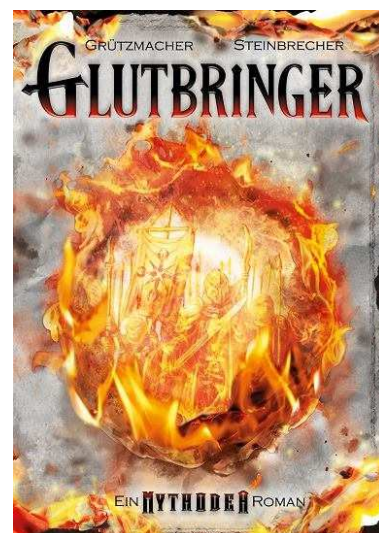
## ConQuest Novel

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Enjoy a wonderful reading at the pre-event party, Hagen Tronje Gruetzmacher and Jane Steinbrecher, who will present their new Mythodea novel "Glutbringer" at the "Red Star" on Tuesday, 01.08.2017 at 4:00 pm

The second Mythodea novel "Glutbringer" is available at the stand of Dein-Larp-Shop, in the ConQuest supermarket and later at the check-out.

Exclusive on the ConQuest for 10,- € instead of 12,90 €  
(Only while supplies last!)



## The ConQuest Photo-Stick

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This USB-Stick will be available on Sunday 06.08.2017 at the ConQuest Supermarket and at check-out for 10,- €.

This **flashdrive (8 GB)** contains approximately **2 GB of pictures** taken and selected by our photographers.



## Cash Point

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This year, for the first time, you will find a cash point directly at the ConQuest-Supermarket. Customers from all banks pay € 4.95 € per withdrawal.





<b>Merchants at the ConQuest:</b>
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AdelundVolk	Kartoffelhaus
Alex der Metsieder	Kettenstrickerei Chaingangdesign
Allerlei Holz	Kleine LARP-Lederey
Amandaras Shop	Kleinodium
Ars Anglia	Klopffechters Erben
Ars Sica	Knorrax
Arthammer Bidenschmiede	Körperkneterei Freydenhaus
Atrimo - Gewänder mit Charakter	Larp Zelte
Baol & Skin	Larperlei
Barbarenspieß	LARP-life
Bickbeernhof Cafe	L'atelier d'Akinra
Bräterey	Luzy's Pirate Leather
Brauchtum & Handel	Manufaktur Natix
Brauende Brüder - Abtei zur geschwollenen Leber	Marias Kramladen - Dressed for Stage
Brokeloher Moorhof	Versandhandel
Caballari	Marketenderey
Celtic Sun Spirituosen	McOnis Handelskontor
CP-Schuhe	Metwabe
Creperie Beatrix Stegh	Mittelalter-Zelte24
Daria's Gewandschneiderei	Motivwunsch.de
Das tapfere Schneiderlein	Mytholon
Dein Larp Shop	Mytholon - Outlet
Der Nordländer	Narsilion
Der Silberwald	Nord-Wind
Der Zuber der Wölfin	Ofenfrische Laibereien
Die Engelsschmiede	PropCorn
Die Fischer	Quarkini
Die magische Beerenweinkutsche des Langhauskrämers	Rogers Badehaus
Downhole Artworx	Rüstzeug
DunkelArt	Schimmerstein
Dvalinn	Schlossbeck
Eifel-Leder	Schuhmacherei
Eis Bold	Skelmir
Elbenschmiede	Stoff und Gewand
Etarus' Allerlei	Süßkraemerey
Federkram	The Fox and the Unicorn
Fell for Fashion	The Grand Expedition Trading Company
Gane Wagenschieber	The historical Barber
Gewürzkrämerei	Ton in Ton
Goldhammer	Trollfelsen
Handelshaus Rabenbanner	Trümmerkutter
Having a Larp	Vehi Mercatus
Heydeschmuck	Vulkanschmiede
IDV engineering	Wie ein Traum aus Gold
Incantarsi - Land & Flair	Wimmer-live-art
Jan Pöbi	Wunschlinge-Larpful Things
Jasra	Wyvern Crafts
Jens sien Futterstuuv	Zeltladen.com
Kammaeleon	Zuber des Roten Stern
	Zum Zwergenschmaus



<b>Artists at the ConQuest:</b>
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Pre-Event Party:

Corvus Corax  
Fuchsteufelswild  
MacPiet  
Tommy Krappweis

Pre-Pre Event Party:

Kapeiken  
Nindriel  
PurPur  
Saitenweise

Bards:

Antoss "Loki" von Resmonda  
Bardensang und Zauberklang  
Elias  
Galgenvögel  
Levke und die Lederlappen  
Lillian Smith  
Lin  
Lump und Larifari  
Mae Maestria  
Marco - der Bardengilden-Meister  
Mario Luigi Ramazotti d'Amorella  
Mila Sonnenschein  
Minas Avari  
Orlandu  
Pressgeng  
Qui mal y pense  
Reikas Tanz  
Rochus & Friends  
Schattenschweif  
Schein & Seyn  
Schlagsayte  
Tralala Troubadours  
Vollsanger  
Yurlack der Wanderer  
Zwiebelgeschmack

Tanz, Artistik:

Celtic Roses/Bonn Roses  
Die Gilde der KünstlerInnen von Mythodea  
unter der Leitung von Cellevan  
Magnus der Dichter  
Mummenschanz und Puppentanz  
Siliera  
Tanzbardin Sam  
Terpsichoré  
Tribe Akasha  
Tribe Haus  
ViSaR

Feuer:

"The Midnight Circus" & "Flames of Delight"  
Ashkara  
Caterva mediaevalis  
Danse Infernale  
Die Feuertanten  
Flammenrausch  
FlammenTanzHorde  
Lord of the Fire  
Scherbenspiel



## Setting 2017 – The Setting

For three years, the Great Host of the Elements tried to destroy the Primordial Sceptics and their Mirrorworld. Although there were some results, the enemy was also able to continuously achieve their goals.

Therefor, the Forsaken had gathered enough force to start a counter attack on Mythodea. This invasion started in spring (during our spin-off event "Chronicles of Mythodea" in early May).

**ConQuest 2017 will be about stopping the Forsaken who have entered Mythodea and now hold the Worldforge, the source of all creation on Mythodea. The players need to attack this fortress to reclaim the Worldforge and stop whatever the Primordial Sceptics plan to do with it.**

Only if this is successful, they will again have the chance to enter Kelriothar and defeat the root of all evil in the following year. Should they fail to reclaim the Worldforge, the Forsaken all over Mythodea will grow stronger than they ever were since the Worldfire.

All players at ConQuest 2017 are again part of the Great Host and arrived at the island together. The Great Host used the tunnels of Terra to travel beneath the sea in a magical and quicker way. All fighters arrived around noon on the day of time-in and set up camp in sight of the fortress. The late Banner Council, who were responsible for victory and defeat in previous yeras, was dissolved by the Rulers of Mythodea. A new Council was founded who will lead the Banners this year but who still have to prove themselves!

Here you can find our most recent story-teaser: <https://youtu.be/EdMATmMSKXs>

### Plot: Starting conditions & challenges

**The disadvantages of the mirrorworld including most of the "Extended rules: Mirrorworld" are not in place. The following rules do NOT apply this year:**

- limited elementary powers (Weakness of "Elements Friends")
- Limitations concerning alchemistic potions (Terra disadvantage)
- Limitations concerning healing (Aqua disadvantage)
- Limitations concerning forges (Ignis disadvantage)
- Limited effectiveness of arrows on NPCs (Aeris disadvantage)
- Rituals do not work.
- Travels through plains/spheres is not possible.
- All Mythodea artifacts have no effect if not explicitly allowed on it's artifact pass. All artifacts from outside Mythodea are still ineffective.

These three disadvantages are meant as incentives and can in part or even completely be overcome in play!





# Facts 2017 Facts

## Siege-in-a-nutshell

1. Safety first: protect your feet, don't lie down between battle-lines and best wear a helmet!
2. GM orders: Always do as the GM orders without hesitation or discussion (especially during battles). Yellow card = last warning. Red card = leave the battle/scene immediately!
3. Please abstain from using in-game-bombs or miners/tunnels.
4. The use of ladders as well as climbing any wall, stockade or entrenchment is explicitly forbidden!
5. All parts of forts are scenery. Please abstain from tearing, tossing or any kind of real demolition.
6. If hit by a siege weapon shot (e.g. catapult), your character instantly loses all life & armour and is unconscious.
7. Siege weapon shots can not be blocked or parried.
8. Stones thrown from above deal one point of damage (ignoring armour).

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