

CONQUEST

Facts

The ConQuest 2019 is a 5-day self-catering tent con from the

31st July to 04th August 2019

and takes place around the Rittergut Brokeloh near Hanover.

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Spontaneously to the ConQuest

It is no problem at all to come spontaneously to the ConQuest.

Just come to check-in and register on site!

The player contribution on site amounts to 180,- €.

Who has transferred after 23.07.2019, must expect that he has to pay on the ConQuest again (180,- €), should we not be able to check and confirm the receipt of payment on site.

So if in doubt, always bring a **bank statement** or pay cash on the ConQuest.

Entrance tickets

Shortly after your transfer was received, your admission ticket was sent to you as an e-ticket.

This ticket is scanned at check-in and then exchanged for an entry ribbon.

These tapes must be worn throughout the entire event period.

If your ribbon breaks or falls off, have it immediately replaced by a new one at the HQ tent, otherwise you could be sent off the event.

If you have not received an e-ticket, there are two reasons for this:

1. you have not transferred your registration fee, or
2. there were complications/unclarities in your bank transfer. In this case, please contact us as soon as possible, but no later than Tuesday, 23.07.2019 at

info@live-adventure.de

or by phone: +49 (0) 941-64 66 14-10

If you want to be absolutely sure, bring a **statement of account** with you to check-in!

Accommodation

Accommodation is in tents that you bring along and are suitable for the ambience. If you don't have a medieval-looking tent, you can camouflage a "normal tent" with sheets or nets. Get advice from experienced players from our Facebook groups. Unfortunately we cannot offer central sleeping places, but the last few years have shown that many players organize themselves into community tents via our Facebook groups. If you don't know where you can sleep, just have a look there.

Please note in your camp planning that we charge a maximum of 15m² per participant. The total area of a ward is calculated from this. The registration for a special ward, as well as the change between banners, was possible from spring 2019. If you have not registered for a specific ward, we will automatically assign you to an unrestricted ward.

Rations

The ConQuest is a self-catering Con. That means, you cook your self brought food quite authentically over the open campfire. In the "Retinue Banner" there will also be many stands offering snacks at fair prices. Otherwise you can also shop in the **ConQuest Supermarket**. More information about the ConQuest supermarket can be found below.

Fire / Firewood / Straw

Fire may be lit in designated fireplaces or in self brought fire bowls (NOT directly on the ground!), in sufficient distance to the forest or bushes. This regulation can be tightened in summer, depending on the level of fire or drought in the area.

Firewood can be bought for 85,- € per cubic metre and straw bale for 3,- € at the "Banner des Trosses" (Sunday: 16:30-18:30, Monday to Wednesday: 11:00-13:00 & 17:00-19:00, Thursday and Friday: 10:00-12:00).

If it is necessary for fire protection, straw bales must not be used, then there will be no straw sale.

Grill coal etc. is available in the ConQuest supermarket.

Important: Fire protection

According to the missing rain, there is a big drought in this year.

We are in close contact with the fire brigade and in the current prevailing drought it may well be that we have to take some precautions for fire protection reasons.

We will inform you on our homepage, or Facebook, or on site about the game management and posting at the SL tents whether and which of these fire protection rules will come into force:

General measure:

Each group should have one or more fire extinguishers with them and ready to hand.

In case of very high danger:

No fire or campfire!

No grilling!

No smoking in the open air and on grass ground!

No fire shows without the presence of the fire brigade!

Avoidance of sparks in general

In this case we will put in every banner a meeting place secured with sandy ground, where you can grill and cook!

In case of high danger:

No fire or campfire in fire baskets!

Avoidance of sparks in general!

No fire shows without the presence of the fire brigade!

No smoking in the open air and on grass ground!

When operating a fire bowl or a grill, the ground must be covered with sand within a radius of one metre. A person must stay at the fire bowl or the grill as long as they are active. An extinguisher must be available.

We will provide a sufficient amount of sand for you to use in each banner.

Drinking Water

After drinking water has been approved by the health authorities, we have a number of signposted places on site where we offer drinking water.

You can take your own containers (e.g. canisters) for drinking water.

Sanitary facilities

As last year we will again provide enough mobile toilets, shower and washing facilities, as well as extra toilet containers, which will be cleaned regularly.

In addition, we will set up a "washing place" again for all showers, so please do not rinse the dishes in the shower/washbasin for hygienic reasons.

Next to the dishwashing lines are waste containers into which you should empty your leftover food.

Please remember to take your own toilet paper with you every time you go to the toilets, as we do not provide it!

Paramedics

This year again, the Johanniter team will be on site 24 hours a day.

Don't be afraid to visit them for minor health problems, such as wasp stings, because that's what they're for.

In case of an emergency, please contact an SL, who will immediately see to it that the Johanniter reach you - possibly by ambulance. For this reason, there are escape routes to be kept clear!

Please be aware that every trip from the hospital back to the event area or in case of minor injuries from the event area to the hospital and back must be organized by yourself.

Parking

Outside the grounds there are designated parking areas where you can park your cars for the duration of the event. There are no parking fees and you can of course pick up your car at any time to go shopping.

Entering the designated parking areas is at your own risk. The organizer assumes no liability. The parking areas are not monitored.

Access to Banner and Wards / Unload

For unloading, we set up unloading zones along the one-way streets on the meadows, which are assigned to the respective banners and districts. From here you can easily reach your neighbourhood on foot with your luggage.

The unloading time is 20 minutes to avoid traffic jams and waiting times.

Please park your vehicle at one of the parking lots.

We reserve the right to have vehicles parked in the unloading zone or outside the permitted area for more than 20 minutes towed away for a fee.

Lapse of Time

- Arrival / Check-In: Sunday from 12:00 to 21:00 h, Monday to Wednesday from 10:00 to 21:00 h

On Wednesday from approx. 18:00 o'clock it is no longer possible to drive on the area up to the unloading zones, in order not to disturb the beginning of the game.

- SL speech: Wednesday evening (in your respective banner)
- Start of the game: fluent after the SL speech (Wednesday evening)
- Plotstart: during the late Wednesday evening
- End of the game: Sunday from 3:00 am
- Check-out in the banners: Sunday from 9:00 am

Check-In

There will be check-in signs at the entrance to Brokeloh. Please follow the directions indicated by the arrow to avoid traffic chaos and traffic jams.

At the Orga-Check-In you will receive the ConQuest-ribbon and the Eventguide, on which you can find where on the ConQuest and where exactly the unloading zones for the respective banners are located.

All those who have an e-ticket are "processed" directly in the car and can continue directly to their unloading zone without getting off. Please follow the signs we have set up there as well.

All those who do not have an e-ticket or have problems with the scan must park their car briefly and come to the "special case check-in" container at the end of the check-in streets.

Station 1 - Orga Check-In

- Keep your e-ticket handy!

If you can't show your e-ticket, you have to buy a new ticket to participate in the ConQuest.

Of course, the ticket can also be scanned in digital form on a mobile phone, etc., but in printed form it can be scanned more easily.

A new ticket must be purchased if the e-ticket is lost!

Station 2 - unloading zone at the respective banner

After the Orga check-in you drive with your car to the area.

Please follow our signs here as well.

The area may not be used for unloading without an infeed conveyor belt.

The way to the unloading zones is a one-way street - please note this!

The character check, check-in of potions, check-in of artifacts and the weapons check are no longer necessary.

You can download and print your character sheet:

https://www.live-adventure.de/media/attachments/2017/07/10/character_sheet_v1_2.pdf

If you have any questions about the rules and regulations, please do not hesitate to contact your Banner-SLs.

Even if you are not sure if your equipment meets the safety standards, your Banner-SL will be happy to help you with an assessment.

Nevertheless, you are responsible for the condition and safety of your equipment. Do-it-yourself arrows and bolts are no longer permitted.

Early arrival

Early arrival is possible from Sunday, 28 July 2019 from 12:00 noon.

The early arrival package is per person from the day mentioned:

Sunday 40,- € (NSC/Tribes: 15,- €), Monday 35,- € (NSC/Tribes: 10,- €)

and Tuesday 25,- € (NSC/Tribes: 0,- €).

Early arrival for NPCs will continue to be free on Tuesday.

Participants from 0 to 6 years do not have to pay anything. Participants from 7 to 13 years pay half.

Early arrivals do not have to register in advance.

Check-Out

If you want to leave, your campsite must be clean. Straw and wood must be taken to the marked collection points near the banner. The remaining garbage must be disposed of in the garbage containers. Other food can be donated at the supermarket to "DIE TAFEL" (more details later in the facts under "Specials", item 9.) If the campsite is clean, find an SL who will take the place. After the acceptance of your place you will receive a confirmation from the SL. After receiving the confirmation you can transport your luggage to the loading zone and then pick up your car from the parking lot.

IMPORTANT: You will not be allowed on the event area with your vehicle without confirmation of the acceptance.

Short and sweet:

- 1) Tidy up campground, put garbage in containers, straw and wood to our collection points**
- 2) Store equipment at the loading zone**
- 3) Pick up the confirmation stamp from the SL (no stamp, no car!)**
- 4) Pick up and load a car**
- 5) Have a good trip!**

You will receive all confirmations from your respective Banner-SL at the end of the event.

IMPORTANT: The character sheet of your character is the Con-confirmation for the ConQuest and **no longer** needs to be confirmed by an SL.

NPC-Deals

The NPC deals will be issued from Sunday to Wednesday from 12:00 to 17:00 at the Dein-LARP-Shop booth in the "Retinue Banner".

Afterwards by arrangement.



Contact

If you have any questions in the run-up to the event, simply write an e-mail to:

info@live-adventure.de

We will answer emails by Tuesday, 23.07.2019.

You can reach us by phone until Tuesday, 23.07.2019, from 9:00 - 17.00 o'clock:

+49 (0) 941-64 66 14-10

At the event the HQ tent will be occupied daily from 10:00 -14:30 and from 15:30-21:00 by the Orga. In addition, your banner SLs are on the move around the clock in your banner and have a specially marked SL tent in each banner. They will be happy to help you with words and deeds - be it organizational or technical problems.

On-site telephone number

HQ (please only in absolute emergencies!!!!): +49 (0) 941 - 463 900 40

Children's battle

Children are also part of the ConQuest, but children under the age of 14 years are not allowed to take part in regular battles or fights.

In the past there has always been a spontaneous children's battle, mostly organized by KidsTown, and whoever missed it was very sad.

But as we don't want any sad children on the ConQuest, there will be an announced children's battle this year.

Here are the facts about the Children's Battle:

Age: 8 - 14 years (KidsTown from 6 years); non-KidsTown children must be accompanied by their parents.

Time: **Saturday 14:00 o'clock**

Location: On the NSC meadow, north of the NSC camp

To get there, use the passage to the right of the Adamant Banner.

Weapons: Ranged weapons are not permitted.

Rules of etiquette:

For the children:

Tell your kids that they can't hurt NPCs on the ground, and that it's not OK to jump on NPCs despite armor.

For the parents:

The battle of children is also Larp. Do not cheer inappropriately for the children a la "knock him down".

Field camp plan with unloading zones

LEGEND

Loading Area 1-7:
 1 = Retinue Banner 4 = Unity (V.U.)
 2 = TK, MK, Edalphi 5 = Explorer Banner
 3 = Unity Banner 6 = Freedom Banner
 7 = NSC, Adamant, Unity (Mercenaries)

Entry to the loading areas

- Parking Area 1: Unity & Retinue
- Parking Area 2: Adamant & NSC
- Parking Area 3: trucks & trailers
- Auxiliary parking area
- Parking Area 5: Explorer, Freedom & Unity (V.U.)
- HQ - Tent
- Fire brigade
- Medics
- Supermarket & Grill
- ATM
- Waste containers
- Showers/Toilets
- Toilet cabins

Assembly Point A: Unity, Retinue
 Assembly Point B: NSC, Adamant
 Assembly Point C: Explorer, Freedom, VU

If the warning signal is sounded please go immediately to the assigned assembly point! You should keep your wallet and car keys with you all the time.

ATTENTION:
 All driving on the parking and loading areas is at your own risk. The organiser will not be liable for any damage. The parking areas will not be watched over.

To keep you from unnecessary long walks and to reduce waiting times at the toilets & showers we recommend the following sanitary locations for the according banner:

All Banner **ZENTRAL**
 Adamant + NSC **SÜD**

Directions

Rittergut Brokeloh 1

31628 Landesbergen/Brokeloh

From all directions:

Take the A7 towards Hannover.

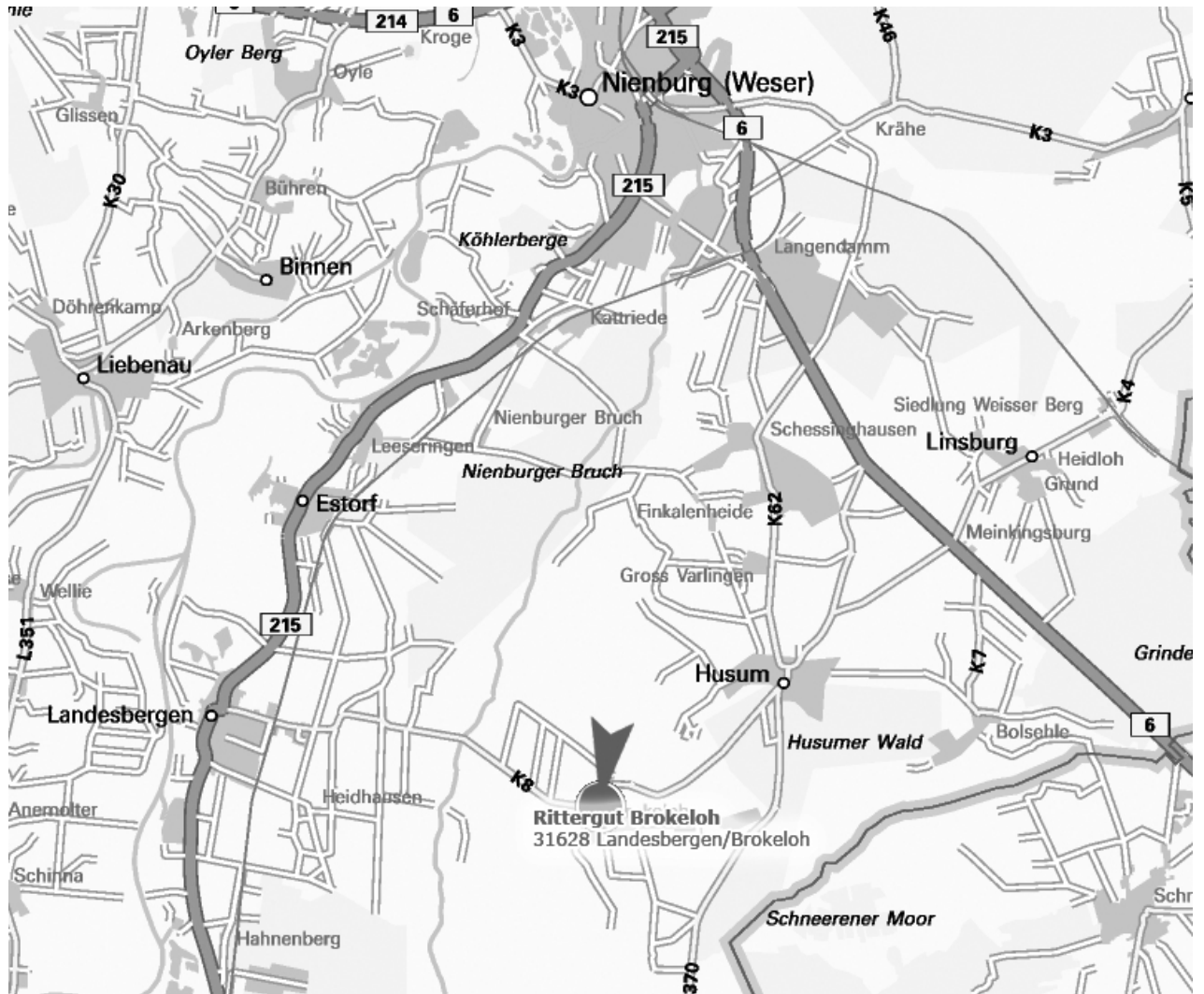
At Hannover Ost (57) take the A2 towards Dortmund.

Exit Herrenhausen/Nienburg (42) onto the B6 towards Nienburg.

After approx. 25km turn left towards Husum.

From there towards Brokeloh.

We wish you a good journey and look forward to welcoming you at the ConQuest!



Safety

We will not allow the following weapons:

- Weapons and siege equipment using black powder for firing
- Weapons and siege equipment using a barrel to fire projectiles
- Siege devices firing projectiles having a solid core
- wooden shields that are not or just insufficiently upholstered
- Homemade arrows and bolts

If the conditions are not observed, we are forced to take the weapons out of play and to punish the violation of the event exclusion.

I am a minor and would like to participate in ConQuest - What do I have to do?

A form for the transfer of the duty of supervision can be found here:

(<https://www.live-adventure.de/ConQuest/dateien/Aufsichtspflicht.pdf>)

The minor must always carry the printed and signed form with him/her at the event and present it on request. Otherwise the registration is NOT valid and we will exclude the person concerned from the event.

This applies to EVERYONE under 18 years of age on the ConQuest:

Supervisor/children in battles:

Children in battles: Parents or guardians of underage participants must always be within reach in battles or combat situations, as well as in the banner of the troop and catering area. Children under 14 years of age are not allowed to participate in battles.

The following regulations apply to retailers and restaurants:

Children under 14 years are allowed to stay until 10 pm, young people under 16 years until 11 pm and young people under 18 years until midnight.

We reserve the right to expel the parent or guardian and his/her children from the event if this rule is violated.

Valuables / Theft

Unfortunately, things do get stolen. Therefore it makes sense to play it safe and include the most important things e.g. keys, wallet etc.

The rules of the ConQuest, which can be downloaded from the homepage, clearly state that intimate thieves are only allowed for the following items:

-specially marked red cubes and objects.

(which may be thieved by orders of the thieving guild)

-Plot items (only with SL permission)

More important basics of thief play on the ConQuest can be found here:

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

Everything else (also ambitedienliche things like lanterns, armor, etc., thus simply everything) is property of the players or the Live Adventure Event GmbH and may not be thieved.

If this happens, it is a real theft and should be reported to the SL immediately. The tents of the players (whether open or closed) may not be entered by strangers! If anything has been stolen, please contact us. In each case, we will discuss whether a complaint will be initiated.

Lost items

In the battles clearly recognizable lost property banners (POI banners) are placed. At these points all lost property (except valuables: wallets, mobile phones, etc.) is collected.

Everyone can gather his equipment there after a battle. These find banners stand until about 30 minutes after the battle.

Only then are they dismantled. The rest of the lost property is collected in a separate tent opposite the HQ tent.

Valuables will continue to be stored in the HQ tent. These can be picked up there.

Arrow return control

- Arrows and other lost property are collected by the runners.
- You will be taken to collection points (POI banner).

NPC arrows:

Are taken to the respawn points or transferred directly to NSC-SLs.

A direct transfer of the NPC arrows to NPCs does NOT take place.

SC arrows:

The arrows can be picked up AFTER the battles at the collection points or the lost property tent.

A direct handover to players does not take place.

Runners are not responsible for returning players' arrows.

The collection of all lost property and transport to the lost property tent takes place about half an hour after the end of the battle.

The lost property tent has fixed opening hours and is supervised:

Wednesday to Saturday: 10:00-12:00, 15:00-17:00, 19:00-21:00

On Saturday additionally from 21:00 - 23:00 o'clock

Animals at the ConQuest

Animals brought to the ConQuest must be reported to us in advance. The best way is by e-mail to info@live-adventure.de

Dogs: The ConQuest is absolutely muzzled and leashed!

Poisonous animals: Snakes, spiders or other poisonous pets are not allowed on the ConQuest.

Dog ticket

All dogs must be registered for the ConQuest. For this purpose we have set up a dog ticket in the ticket shop. This ticket costs 10,- €. The dog must be checked in with the e-ticket at check-in. On the ConQuest you have to muzzle and line!

In case of non-compliance, the dog owner and the dog will be expelled from the event.

Here you can find a PDF, in which we would like to explain the guidelines for dog owners at the ConQuest in more detail:

https://www.live-adventure.de/ConQuest/dateien/Hunderegulung_ConQuest.pdf

The following data **must be printed out on arrival at the check-in container:**

Name of the dog	Breed of the dog
Size of the dog	A photo of the dog
Age of the dog	Quarter of the holder
Weight of the dog	Name of registered owner

Pledge

Since we have had to pull ever larger quantities of depositable glass bottles from the garbage cans and the bushes on the site in recent years, we decided in 2013 to introduce a deposit system in the gastronomic establishments of the ConQuest.

This deposit is €0.50 per bottle and applies to: all beers from the brewery, water, apple spritzer, soda, Spezi and Coca-Cola.

The deposit is collected at all taverns on the CQ and can also be returned at any tavern.

Please make sure that you also get one deposit stamp per bottle when buying drinks. A deposit can only be returned against a bottle (from the ConQuest Gastronomie product range) and a ConQuest deposit stamp!

Weapon check by random sampling

Following the very positive experience with the "new weapons check" since 2009, we have decided to carry out the weapons check by random sampling in 2019 as well.

The weapons no longer need to be shown at the Banner-SL and the corresponding stamp on the character sheet is omitted.

If you are not sure if your equipment meets the safety standards, your Banner-SL will help you with an assessment.

However, you are responsible for the condition and safety of your equipment.

Weapon check by random sampling:

Each participant is responsible for their own equipment and must ensure that it meets general safety standards at all times.

(https://www.live-adventure.de/ConQuest/dateien/vorlagen/LARPzeit_weapons_check.pdf). Failure to do so may endanger the player's health and that of other players.

If an item of equipment is no longer safe, the participant must ensure that it is no longer used by him or another person.

During the entire event (e.g. before/after battles, at banner entrances, etc.) the game management will carry out random checks of the equipment. These controls will be both visual and scanning controls.

Carrying or using unsafe equipment can lead to immediate expulsion of the participant from the event and can have legal consequences. This is at the sole discretion of the responsible head/organiser.

The game management will of course continue to provide advice on questions / ambiguities regarding equipment safety. The same certainly applies to most of the participants.

Specials at the ConQuest

Monday Party, on 29.07.2019 at the "Red Star"

From 21:00 o'clock

Trancas' Trabanten

Kapeiken

On the stage on the market square in front of the "Red Star":

The big Pre-Event Party on Tuesday, 30.07.2019

From 19:00 o'clock

Fuchsteufelswild

Tir Nan Og

MacPiet At the Red Star

„Roleplay along!“

Also in 2019 the ConQuest will be held under the motto "LARP along", because only those who play can really experience the fascination of Mythodea. A live role-playing game lives from the play of each individual - not from standing around and watching. And that's why Mythodea isn't just about our reels and NPCs, it's about you!

You are Mythodea - You breathe life into our world with your game.

LARP mit!

www.larp-zelte.com

Plotlocations will be equipped with tents from www.dein-larp-shop.de this year.

You can have a look at the tents for the whole duration of the event and if you like them, just contact the HQ. The tents are to be taken down on Sunday, 04.08.2019 from 17:00 o'clock and paid immediately in cash or by EC-card.

A purchase contract is concluded for the purchase of the tent.

Attention, this only applies to the tents at the event.



You can also book and buy these tents in advance at www.Dein-Larp-Shop.de

The ConQuest-Supermarket

Like last year, there will be a supermarket on the event site. It should give you the possibility to get necessary things or food only at the event. This saves space in the car and you can still eat deliciously.

In the range:

sausage

cheeses

meat

beverages

Fresh rolls every day

tobacco

and much more...



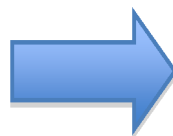
Barbecue chicken stand and kiosk

Like last year, there will be another grilled chicken stand at the ConQuest. Here you will find freshly grilled chicken with side dishes every day and also fresh meat loaf. Refrigerated drinks and tobacco are also available here. You can find the grilled chicken stand at the „Red Star“.



Donate your pledge

If you don't want to take the empty bottles home with you, you can donate your deposit to the Johanniter for their untiring efforts at our event. For this purpose, collection containers are set up at the Johanniter, in the SL tents in the banners and in the supermarket. The proceeds of the donation go to the youth work of Johanniter!



Donate your unspent food!

We took up your idea of putting food at the end of the ConQuest to the Nienburger Tafel. Please note the following:

- packaged goods must be in their original packaging
- the date of minimum durability must not be exceeded
- in the case of chilled goods, the cold chain must not have been interrupted
- Fruit, vegetables, bakery products can also be delivered in bulk

An employee of the Nienburger Tafel will receive your donated food at the supermarket from 9:00 a.m. on Sunday.



Become a lifesaver! Let us typify you!

Get a register stem cell donors for leukaemia patients at the Stefan-Morsch-Stiftung tent (www.stefan-morsch-stiftung.de)!

When:

Monday, 29.07. to Thursday, 01.08.2019 10:00 to 18:00 o'clock

Friday, 02.08.2019: 10:00 to 15:00 o'clock

Where:

At the stand of the Stefan-Morsch-Foundation, right next to the Johanniter tent and at the Supermarket.



Fantastica Festival Brokeloh

As in the years before, the Fantastica Festival Brokeloh will take place again in 2019, directly on the Rittergut, to which the participants of the ConQuest will receive free admission.

Here everyone interested has the opportunity to browse through the dealers, perhaps do something for themselves at one of the craftsmen or, in a simple way, meet the family who is not participating in the ConQuest to show them what you are actually doing there.

Our aim is to introduce interested visitors to fantasy on different levels and to show that market events can consist of more than "food and drink" in a beautiful ambience. We focus on interaction, attraction, illusion and culture.

Market hours:

Thursday, 01.08.2019 from 12:00 to 23:00 o'clock

Friday, 02.08.2019 from 12:00 to 23:00 o'clock

Saturday, 03.08.2019 from 10:00 to 23:00 o'clock



Der ConQuest Foto-Stick

The new stick is available from Sunday, 04.08.2019 at the check-out and in the supermarket for 10,- €.

The lasered USB stick, **16GB** will be filled with approx. **2 GB** photos of the ConQuest 2018 by our photo team.

But if you want to enjoy the photos and don't need a USB stick, you can buy a photo download. The photo download will be available on Sunday 04.08.2019 at the Check-Out and during the event at the Supermarket. The photo download costs 5,- € and can be redeemed from Sunday.



Time In! New episodes from six years of live role-playing in the world of Mythodea

Time In! 2012-2017 is a unique compilation of selected scenes from the ConQuest of Mythodea in these years. The film shows authentic scenes and new glimpses behind the scenes of the world's largest LARP event. All recordings were made by the official ConQuest trailer team.



The ATM

This year for the second time there will be an ATM directly at the supermarket!

Customers of all banks pay 4.95 € per withdrawal.



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5% auf das gesamte Sortiment, außer auf Kautions, Pfand, Zeitschriften, Bücher, Geschenkkarten und Service. Nicht mit anderen Rabattaktionen/Coupon und der OBI-VIP-Kundenkarte kombinierbar.

Merchants at the ConQuest

Alex der Metsieder
Allerlei Holz
Amandaras Shop
Ambrosia Fackeln & Laternen
Andracor
Ars Anglia
Ars Sica
Arthammer
Bad Norderby
Baol & Skin
Barbarenspieß
Beerenweine
Blue Pearl
Bräterey
Brauende Brüder - Abtei zur geschwellenen Leber
Brokeloher Moorhof
Burger-Meisterei
Caballari
Cafe de Soleil
Carapax
Celtic Sun
CP-Schuhe
D'Spätzel Kutsch
Daria's Gewandschneiderei
Dariya
Das tapfere Schneiderlein
Dein-Larp-Shop – Outlet Store
Der Rote Stern
Der Silberwald
Die Engelsschmiede
Die Fischer
Die Gesockstaverne
Downhole Artworx
DunkelArt
Dvalinn
Eifel-Leder
Eis Tempel
El Drac del Cabanyal
Federkram
Freyhand
Gewandschneiderei AdelundVolk
Gewürzkrämerei
Giftmischer
Goddess clothes
Goldhammer
Handelshaus Rabenbanner
Hanf-Beckery
Having a Larp
Heidenauer Bader
Hero's Chest
Heydeschmuck
IDV engineering
Jasra
Jens sien Futterstuuu
Kapitän Richards kuriose Schätze der Weltmeere
Kartoffelhaus
Kettenstrickerei
Kleine LARP-Lederey
Knochenschmuck
Knorrax
L'atelier d'Akinra
Land & Flair
Larp Basar
LARP-life
Larperlei
Leofortis
Luzy's Pirate Leather
Manufaktur Natix
Marias Kramladen
Marketenderey
McOnis Handelskontor und McOnIce Frozen
Drinks
Metal Artisans
Metwabe
Mittelalter-Zelte24
Mytholon
Narsilion
Nord-Wind
Ofenfrische Laibereien
Photo Obscura
Rüstzeug
Saladins Spezereyen
Schimmerstein
Seelenröster
Sigurd - Riemer und Guertler
Skelmir
skyhunters-frechen
Sternen Zuber
Süßkraemerey
Tagin Honigmaul
The historical Barber
Ton in Ton
Trattoria Amore
Trollfelsen
Trümmerkutter
Umbra Indigo
Vulkanschmiede
Weinstube
Wie ein Traum aus Gold
Wimmer-live-art
Wogenwolf Zuber
WollLust in Maschen
Wyvern Crafts
Zeltladen.com
Zum Zwergenschmaus

Artists at the ConQuest

Pre-Event Party:

Fuchsteufelswild
Tir Nan Og
MacPiet

Montagsparty

Trancas' Trabanten
Kapeiken

Barden:

Asha
Ceron & Kit
Das Rattenpack
Die Galgenvögel
Die Schandmaiden
Die Trunkenpolde
Die Vinsalter Vaganten
Edema Ruh
Elias und die Hefezöpfe
Fendar
Folks on Planks
Fridolin Narrenbart
Gasparo & Touché
Harlekin Fitch
Iff Keno
Lump und Larifari
Mae Maestria
Marco - der Bardengilden-Meister
Nathaniel
Witherspoon
Polly
Raging Shrews
Red
Reika's Tanz
Rochus und die Wegelagerer
Schlagsayte
Tess - Tresendame der Bardengilde
Tralala Troubadours
Vogelsang
Vollsanger - the Skald
Zwiebelgeschmack

Tanz, Artistik:

Ashkara
Cindira Feuerfee
Danse Infernale
Feind und Djukelia
Flames of Delight
Flammenrausch
FlammenTanzHorde
Kjartan
Laurana
Lord of the Fire
Maganrun
Nebelschwinger
Terpsichoré

Feuer:

Ashkara
Cindira
Danse Infernale
Feind
Flames of Delight
Flammenrausch
FlammenTanzHorde
Lili
Maganrun
Maja - die Feuertante
Nebelschwinger
Lord-of-Fire

ConQuest 2019 – The Setting



From the sea voyage his boots had become brittle and the leather creaked softly when Fenrik kneeled down next to his dead sister in the bloody sand. The sailor's sun-tanned face was fiercely determined as he closed the eyes of his sister, who had fought here with him for every inch of beach a few minutes ago. This should have been their heroic moment after they boarded a ship on the west coast of Mythodea to join the campaign to Methraton Thul,

the legendary last city of the Ancient Rulers.

The archons and nyams of all the seals had called for the war and they had followed the call, as had so many others. But even the crossing had been turbulent and it was much more difficult than expected to moor on the island where the remains of this ancient city were to stand, as the coast consisted mainly of rugged rocks and steep cliffs. Both were not very suitable for mooring. They had found places that were flat enough, but when they entered the beach there, the outlaws were already waiting for them. It had been a bloody and relentless battle, victory had been bought at a high price, but now this part of the island belonged to them - at least for the time being. Now there had to be room quickly for the next ships and arrivals, provisions and weapons had to be unloaded.

The sailor briefly embraced the pendant with the aquasy symbol hanging around his neck and sent a prayer to the Lords of the Depths - for the soul of his dead sister, but also for his wife Linna, who was currently marching with the army through the Terras tunnels towards Methraton Thul and whom he hoped to soon be able to close his arms again when the armies united...

ConQuest 2019 - What is it all about?



Dark news spread over Mitraspera after the War Council at the Convention of the Elements had gathered reports on the events of recent months. Thus, Yhvaine, **the Episcorpa** and most powerful cleric of the Undead Flesh, with the support of the undead Merth'yar, had succeeded in bringing four ancient and sacred temples of the Elements under her control in Methraton Thul, the last city of the Ancient Rulers:

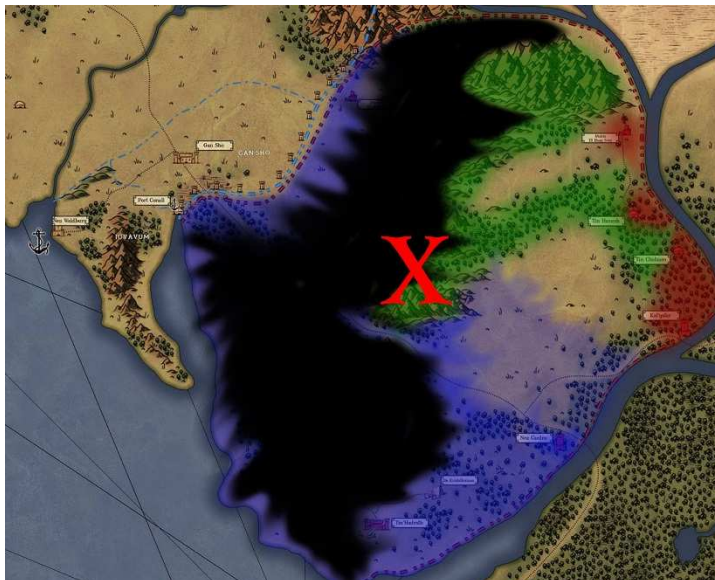
the Halls of Perpetual Struggle (Free), the Temple of Terror (Unity), the Citadel of Life (Iron) and the Cradle of Transience (Discoverer). So far it is completely unclear how she could have succeeded - and at present it is also not known what terrible outrages she intends to inflict on

these holy places. What is certain, however, is that the heroes of this world will not allow this to happen. That is why Methraton Thul was set as a strategic goal for the great summer campaign, since it can be noted that the work of the ostracized is concentrated on this hitherto unknown place.

With great risks and sacrifices, it had been possible to obtain information about the location of Methraton Thul shortly before the Convention. This forgotten city is said to be located on a hitherto unknown island in the centre of a group of islands, approximately 300 miles west of the main continent of Mythodea. Therefore, after the convent of the elements, brave sailors, adventurers and settlers had already set out to explore a safe ship passage there. An undertaking that was successful mainly because of the available coordinates and the elements of favor, whereupon the War Council was able to march the already prepared fleet of ships, together with half of the participants of the military procession, from the western seal. A few days later they would land on the newly discovered island and shortly afterwards they would set up

an army camp in the city centre of the city destroyed by the World Fire, whose splendour was only revealed by the ruins of an old temple.

Parallel to this, the military conflicts with the forsaken in Khal'Hatra, the former realm of revenge, continued. Strangely enough, however, they did not push against the Western Seal's ramparts, but hammered with a cold fist to the line of defense in the haliphic forests, which could temporarily be held by the Manca Chattra (Mistress of the Forests) and her followers. In the end, this proved to be a fortunate coincidence, because in the course of an expedition initiated by settlers with Malaka'Re, the children of the earth discovered a forgotten tunnel of Terra from the time before the world fire. This not only provided access to the underground travel routes in Mitraspera, but was also an unexpected opportunity to reach the island in the west, where Methraton Thul once was a mighty city. So the interest of the outlaws came: they knew about the tunnel and wanted to prevent the settlers from using it. But although the settlers had to give up the Shadow Pass during the campaign in Khal'Hatra, the Halaephic forests remained in the hands of the Elementalists. A part of the army for the summer campaign did not travel with ships to the west, but through the tunnels of Terra.



For days Linna had seen only twilight light and even now, after the battle was no longer raging, she had to blink now and then to be able to bear the glow of the Golden Car in the sky. The journey through the Terras tunnels to Methraton Thul had gone much faster than she had thought thanks to the power of these terragesegneten corridors.

Nevertheless, she had secretly been glad to see the first glimmer of real light as she and the other comrades strove toward the exit. What awaited her there had already been drawn almost prophetically by her commanders in grim colours: the empty, emotionless faces of the black ice and the rotten bodies of the undead had stood in their way and looked as if they were legions. Linna didn't know how long she and her

friends had been driving the Langwehr into the enemy side by side, but it had seemed like eternity to her. Then a bastard from the ranks of the undead had caught her in the leg and she had only been lucky that one of the Edalphi warriors had stood over her, protecting her, while a magician had closed her wound with trembling hands. Now, supported by one of her cronies forward, she limped her hand tightly around her weapon and stared rigidly forward. They had accomplished it, held their ground and pushed the Outlawed Foot by Foot back in a bloody battle. The task now was to move forward as quickly as possible and to unite with the troops who had come to Methraton Thul by sea. And, if Ignis wanted it, she would see her Fenrik there again when the armies united...

The day just before the start of the game....

"Ashes", Commander Tiefhuser cursed as she dismissed the two still breathing scouts and turned to the chart table. The situation was precarious, it could no longer be denied, and no matter how you turned and turned it, the outlaws had them in their grip. Inside, she reviewed the past few days, while her gaze wandered over the reasonably good map of the island on which the last city of the Old Rulers was located.

It had not been enough to fight the beaches to land the ships and the end of the tunnel freely through Terra's body. On the march over the unknown island, which lasted many hours, each stage turned out to be a new challenge and its own battlefield. Massive resistance and enemy presence had been expected, but not that every step of the way had been made to wear them down. Whatever drove the outlaws, it was a tactic that was as unsteady as the sea itself and a hard nut to crack even for the most experienced strategists. Sometimes it seemed as if the ostracized wanted to let them come closer, lure them and then push them back again with all their might. Commander Tiefhuser could not make sense of it.

Only three full days after entering the island did her part of the army manage to unite with the troops who had taken the sea route. Now, together and full of new courage, they fought their way through the last half day to the borders of the former big city, which were hardly recognizable any more. United, they tore down the barricades of the Undead Flesh, smashed the barriers of the Black Ice one by one, and advanced into the ruins of the city.

And here the commander stood now at her chart table and received the reports of the scouts, who reported that the enemies had by no means retreated, but had moved a ring around the city and thus around the united armies of Mythodea and thus cut them off from the ships and the entrance to the tunnels. It was as if the ostracized had presented this victory to them on a silver platter, and they had greedily and short-sightedly attacked.

But it wasn't worth lamenting over spilled milk. The commander tightened herself, pulled the uniform smooth and then leaned on the table in front of her with a frowned forehead. One had to make the best possible out of the situation, for better or for worse. The men built camps around the four temples of the elements they had found here. Provisional palisades and outposts were to save the army from the first onslaught and give the experts the opportunity to examine the temples. She herself had a brief glimpse and then shuddered away from what the outlaws had done at the holy sites.

A similar fate to that of the temples was shared by the ruins in the city centre, which had been particularly hard fought over during the conquest. Apparently, the so-called "Temple of Shame" had access to the catacombs beneath the city. A place, which had to wait a little longer to be explored, first had to get an overview.

Because the next attack would come, surely even soon...

Wir sehen uns in Mythosden