



Chroniken von
MYTHODEA
Das Goldene Grab

DAS MYTHODEA ABENTEUER-CON
28.04. - 01.05.2018 UTOPION IN BEXBACH

FACTS

EINE VERANSTALTUNG VON
WWW.LIVE-ADVENTURE.DE



Welcome...

on the second attempt to complete the first chronicles trilogy. This time, however, we are determined to bring to an end all the lines of action that began three years ago.

And what better place to do it, than the Golden Tomb itself. For years we've been bringing hints and stories about the caves under the hollow into play and now - finally - you'll have a chance to really descend.

But at this point we would like to warn you in all clarity about the dangers that lurk there! In the forest you can hide from the enemy, take flight in battle and quickly find your way in a failed ritual. But in the dark corridors and caves under the Bluttann, a single mistake can quickly have fatal consequences*...

But enough of the gloomy words. We wish you lots of fun and all of us just sunshine on the Chronicles of Mythodea 2018!

Your CVM Team

(* Of course we hope, just for your character)

Setting

Three years ago, an expedition of all settlers of Mythodea (and some guests from outside) went deep behind enemy lines into the territory of the Undead Flesh. The remains of the Aarenklamm, ruins of an enclave of the ancient rulers, were found in an area called "Bluttann".

There one met the supposedly last living biothaumaturge of the pestilence, the madly ingenious Xoros and the hybrid Hagen created by him. Xoros tried to acquire the knowledge of the Aarenklamm and construct new weapons for the ostracized.

At the same time, a group of guerrillas were out in the forests of the Bloodtánn, who wanted to harm the undead deep in his area. But Xoros had managed to kidnap their leader Hagen and turn him into his monster. To this day, however, the Freischärler mourn their fallen commander and fight to prepare a worthy end for him.

Their real task, however, is to use the Undead Civil War to do as much damage as possible. Especially in the Blood Fir, which lies deep in the Undead Hollow, this is possible, since here the rebels of the Last Banner, who remain loyal to the Bone Queen, are fighting against the troops of the Usurper of Ankor Mortis.

The undead civil war is now entering its fifth year and the front lines appear blurry. Rakasha, the winged daughter of the Bone Queen, who had been

considered lost for 7 years, reappeared unexpectedly last year. The four Lairdoms have also returned from the mirror world - but it remains to be seen how Igraina, Emeline and the other Lairds will position themselves.

In the ranks of Igrainas stands the former Ignis Rachegeist Merth'yar, who has lost the competition with his eternal adversary Cerenna. While he fell, Cerenna was given an almost divine form by the Straders of the Elements and she has become something of the patron saint of hunters. Together with the cruel Shir'tanaar, an ancient people of Aeris, the Urr'gulnar go on the hunt for blood and other vital forces of their victims.

In the midst of this tense situation, the customers of the guerrillas now step in, they have not yet found a buried access to the Golden Tomb after four years. According to legends, this place is not only part of the Aarenklamm but also the reason for the research of the ancient rulers there, because if one may believe the myths, there are the mortal remains of LYRA, a fallen star - the most powerful elemental beings of Mitraspera.

Supporting Play

We think that after eight years we will no longer have to explain what "LARP mit!" (Roleplay Along) means and that we will have a consistent IT game on site.

With the setting of this year's chronicle, we are once again dependent on your help. Basically, we don't think much of imposing things that aren't there on your characters by "telling". "You see how fire rains from the sky" is one of the most embarrassing things an SL can call around on a sunny Friday afternoon.

At the same time, however, there are also limits to our presentation options. Here your willingness to support the setting is called for. For example, if we put up signs in the forest that say "ATTENTION: SUMPFF", it would be nice if you played on this "swamp" - even if it is obviously not there in reality.

The same applies to threats. For example, if you hear in the game that 10,000 undead will run across the meadow where you are sitting in half an hour, then it is not conducive to play if you think: "Oh, that doesn't happen anyway, the Orga doesn't have that many NPCs".

Finally, all that remains to be said on this point is: play and have fun. Respond to your fellow players and respond to their game offers; nothing is more frustrating than reacting to an "insinuation" only OT or not at all.

Swamp & Canyon

The canyon: For the sanitary area (on the tarred road), there is a gorge in the game. The gorge is NOT crossable in the game, but simply an insurmountable obstacle for your characters (and it is also no plot to overcome it). You can always go down OT to the sanitary facilities, but you may only go out again in the same direction you came from. In principle, we want to avoid using OT zones as IT paths.

The swamp: We have marked some areas with "Attention: SUMPFI!". Signs marked. These are OT zones in the terrain (primarily in the forest) that are closed off, as there are NSC camps or OT buildings. It is not a plot to find the "way through the swamp".

The ruins: There are several stone and wooden buildings near the players' camps. In it is the Orga and SL headquarters. In the game these are dilapidated ruins. Again, discovering and exploring the SL rooms is NOT a plot.

IT Tavern Evening on Friday

We want to start the game as early as possible on Saturday. For organizational reasons we were not able to start the event already on Friday evening - but if you take advantage of the early arrival you can look forward to a little experiment that we are planning with you.

The expeditionary force of the elements will camp at the venue starting Friday evening and will have contact with the guerrillas there. For this purpose there will be an InTime evening in the tavern, where you can not only celebrate your safe arrival in the Undead Hollow, but also pick up a rumor or two.

Important: The playroom is limited to the tavern tent on Friday evening. Expeditions into the forest, the meadows or (plot-)play in the camps is not possible!

Organizational matters

New tavern concept

Like last year, the tavern will again be the linchpin of the game. If you are looking for Plot - you will find it there!

New: This year we have dispensed with the mini-character plots distributed in advance. Instead, there are numerous posters and posters with orders in the tavern. If you are looking for a small plot, be it to experience an adventure or to get a connection to bigger stories, you should urgently stop by here!

The most important innovations:

1. You can buy **Brömmeln** (rolls) Sa, Su & Mo from 8:30 o'clock
2. **Daily hot meals** are available in the tavern (while stocks last!). Please bring **bags or baskets for collection!**
3. Payment is made there in cash. Beverages can also be paid with our attractive tavern cards. These are available either in the tavern or at the check-in for **€ 20.00 per card.**
4. The tavern is already open from **Friday noon** (early arrival!).
5. **Opening hours:** Fr from 12:00 o'clock, otherwise from 8:30 o'clock. Food sale in the evening until 0:00 o'clock at the most. Drinks are served until 2:00 / 3:00 a.m. depending on the company.
Tuesday only limited breakfast until 11:00 o'clock.

We also provide IT-suitable disposable crockery, but to avoid unnecessary garbage we would ask you to bring your own crockery for filling. Thank you!

To make this really tasty, here are some highlights of the planned catering with preliminary (!) prices:

- Fat knight (in egg turned white bread with cheese & bacon) €4.00
- semolina porridge (with various toppings) €2.00
- Semolina porridge (with various toppings) with coffee or tea €2.50
- Potato soup vegetarian with bread €3.50
- Potato soup with sausage and bread €4.00
- Steinbrücker ranftlsoup with bread €3.50
- Steinbrücker ranftlsoup with sausage and bread €4.00
- Babbitt
(Roast pork with sauerkraut in big roll) €4.50
- Cheese noodles with roasted onions €3.50

And if the weather is typical for chronicles again, hot coffee (€1.00) and spiced wine (€2.50) are available around the clock.

Drinks

Maisel Aktien Zwickel	0,5 l	€3.00
Maisel Aktien Landbier	0,5 l	€3.00
Maisel Aktien Original	0,5 l	€3.00
Grevensteiner Original, Radler	0,5 l	€3.00 €
Coca Cola	0,5 l	€2.50
Paulaner Spezi (Cola Mix)	0,5 l	€2.00
Apfelsaft-Schorle	0,5 l	€2.00
Limonade gelb/ weiß	0,5 l	€2.00
Mineralwasser	0,5 l	€2.00
Met (süß, herb, normal, Kirschmix, Schwarzes Eis)	0,7 l	each €10.00
Hypocras (Gewürzwein)	0,7 l	€10.00

Firewood in the tavern

Firewood, approx. 20 kg per bag	€10.00
---------------------------------	--------

Catering and accommodations

Accommodation is in your own tents. **We calculate with 15 m² per person, please remember this during your planning.**

The Con is a self-catering con. Food can be purchased in the tavern (while stocks last).

We have enough firewood on site, which we sell at the tavern for €10.00 per bag (approx. 20 kg). No firewood may be collected on the site! Fire may be lit in designated fireplaces or in self brought fire bowls (at least 15 cm above the ground!), at a sufficient distance from the forest or bushes. Do not create your own fireplaces (e.g. by digging out the turf).

Toilets & Showers

We have set up several shower and toilet containers on site. Drinking water can also be taken from there.

We will also set up mobile toilets at more distant campsites.

You can wash your dishes in the sinks near the sanitary facilities (please do not use the normal sinks or showers!).

Dogs

All dogs must be registered for the "Chronicles of Mythodea". For this purpose we have set up a dog ticket in the ticket shop. This ticket costs €10.00.

The dog must be checked in with the e-ticket at check-in.

On the "Chronicles of Mythodea" there is absolute muzzle and linen duty! In case of non-compliance, the dog owner and the dog will be expelled from the event.

Check-In

The Orga Check-In will take place on Friday, 28 April 2018 from 10:00 a.m. at the entrance to the grounds. Please have your e-ticket ready at the entrance so that the check-in can take place quickly and smoothly.

To further speed up the check-in and checkout process, we strongly suggest that you visit the following link

https://www.live-adventure.de/cvm/CvM_Abladezonen.pdf, find the suitable template for your campsite and print out the corresponding sign on DIN A4 and place it clearly visible in the windscreen. So our team members can already see which camp you have to go to and can brief you accordingly.

Buy a ticket at the gate

A spontaneous participation in the "Chronicles of Mythodea" is no problem at all. The fee for players is €135.00.

NPCs are welcome to participate as "Conzahler" for €30.00.

Early arrival

Early arrival is possible **from Friday, 27 April 2018, 10:00 - 22:00 o'clock.**

The early arrival is € 15.00 per person (Tribes and SC).

NPCs are exempt from the early arrival fee.

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

Participants from 7 to 13 years pay €5.00.

Early arrivals do not need to register and only pay on site directly at check-in.

Pre-Event Fotoshooting

Who uses the early arrival, has desire and already time, can participate on Friday in the Pre-Event photoshoot with Donald of our photo team.

Meeting point is at 3:00 pm at the tavern, after that we go to a nice place on the grounds to put scenic (fighting) pictures.

(You can also join them later.)

Please pre-register for the scene selection by sending a short mail to anfrage@brossler.com

Spontaneous participation without registration is of course still possible.

The photos are available in addition to the event photos at the check-out on the photo stick.

Character - Check-In

The Live Adventure Basic Rules 1.2 applies, binding for all.

You can download and print your character sheet in advance:

<https://www.live-adventure.de/index.php/de/larp/regelwerk>

The character check, check-in of potions and the weapons check are omitted.

If you have any questions about the rules and regulations, please do not hesitate to contact your SLs. Even if you are not sure if your equipment meets the safety standards, your SL will be happy to help you with an assessment.

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

The following weapons must still be checked in at the SL:

- do-it-yourself arrows and bolts
- bows and crossbows

The Live Adventure Basic Set of Rules and the "Effects" Expansion Set of Rules are on the "Chronicles of Mythodea" for a nominal charge of €1.50 each or in advance at <https://www.dein-larp-shop.de/> available.

Parking area

In the north of the grounds there is a **designated parking area where you can park your cars during the event. Vehicles may only be parked in the designated car park or in signposted car parks in Saarpfalz-Park.**

In case of violation we will have vehicles towed away. On the whole area you are allowed to drive at walking speed. **The maximum time allowed for loading and unloading the vehicle is 30 minutes.** The use of the designated parking areas is at your own risk. The organizer assumes no liability. The parking areas are not guarded.

Check-Out

In order to pick up your car from the parking lot, your campsite must be clean and tidy and your entire luggage must be ready packed in the unloading area. Then you can pick up a stamp from an SL on the back of your hand to pick up your car from the parking lot.

A large waste container is available at the sanitary facilities for **waste disposal**. Please remember to bring your own garbage bags.

Ash from fire bowls etc. can be disposed of in the ash yard behind the outbuilding near the tavern.

Timetable

Early arrival / Check-in Friday

10:00 - 22:00 o'clock

21:00 o'clock Restricted game in the tavern

Arrival/ Check-In Saturday

10:00 - 19:00 o'clock

- 10:00 - 17:00 o'clock Arrival & construction
- 17:00 - 17:15 o'clock Meeting at the tavern & SL speech
- 17:15 o'clock Start of the game
- 19:00 o'clock End of regular check-in
- 19:00 - 22:00 o'clock Restricted check-in

30 minutes before the start of the SL speech, vehicles may only load and unload at the sanitary containers on the tarred road.

Arrival/ Check-In Sunday

10:00 - 22:00 o'clock

We will place a telephone number at the gate for the arrival on Saturday after 19:00 o'clock and Sunday. Please note that someone may not open the door immediately after you call. However, we will send you someone as soon as possible. From Saturday 4:30 pm to Tuesday at 9:30 am, the vehicle may only be loaded and unloaded on the tarred road above the players' camp at the sanitary containers.

Departure /Check-Out Tuesday

from 9:30 am

Don't forget: at checkout, there is available:

- **The USB photo stick**
- **(16 GB filled with approx. 1,5 GB photos from the event) €10.00**
- **photo - download code €5.00**
- **The official Mythodea novels:**
 - **„Zmaë - die Wächter von Steinthal“ €12.00**
 - **„Glutbringer“ €13.00**
- **The first official ConQuest Merchandise:**
 - **Cup „Naldar“ €10.00**
 - **Cup „Untotes Fleisch“ €10.00**

And more surprises...

Emergency phone

You can reach us at the following numbers:

0176 - 24739434 - Tobias
0176 - 24739436 - Eva
0176 - 22867291 - Kathrin

Directions

The "Chronicles of Mythodea" takes place on the **Utopion site in Bexbach**. We will sign the event from Saarpfalz-Park in Bexbach.

The address for the GPS is:

Saarpfalz-Park
66450 Bexbach