

# Chroniken von MYTHODEA

## **Get ready, adventurers!**

***Lace up your hiking boots, polish your armor and update your scrolls - the Chronicles of Mythodea 2025 are calling!***

The transformation of the Black Dynasty seems unstoppable, the arms of Viria reach out greedily, threatening to devour lands and borders, all under the leadership of the ever-strengthening Black Prince. A promise from his once closest confidante, the Dragonfly Queen, now lures him deeper than ever into an area that has long been the scene of an eternal struggle between clinking ice and smoldering fire: the Khal'Hatra.

But before you dive into the adventure, here are the most important FACTS about the event

### **Arrival**

BdP-Bundeszentrum Immenhausen  
Kesselhaken 23  
34376 Immenhausen

The area is signposted - just follow the signs on site.

### **Check-In**

Check-in will take place on **Thursday, 01.05.2025, from 10:00 to 20:00** in front of the entrance to the site. Please have your e-ticket ready at the entrance so that check-in can take place smoothly and quickly. From Thursday 19:00, vehicles may only be loaded and unloaded at the site entrance.

For a better assignment (also on departure!!) we recommend to **put a note with your camp clearly visible in the windshield!**

Please also include your cell phone number and your name in case the car needs to be moved, a window is open, the lights are still on, etc.

### **Early Arrival**

Early arrival is possible from **Wednesday 30.04.2025 from 13:00 to 20:00**. You will need a valid early arrival ticket, which you can purchase in the Skald Shop.

Merchants and battle NPCs are exempt from early arrival and do not need an early arrival ticket.

### **Late Check-in**

From **Thursday 19:00**, vehicles may only be loaded and unloaded at the site entrance. Check-in will then take place at the HQ.

### **Ticket prices on site**

Early arrival regular:	30,00 €
Early arrival junior, PF-NPC:	15,00 €
SC-Ticket:	230,00 €
Junior ticket:	115,00 €
NSC ticket:	60,00 €
PF-NSC ticket:	100,00 €

### **Map**

You can find an overview map with access to the check-in here:

[Camp Map CvM 2025](#)

### **Parking**

There are designated parking areas outside the grounds where you can leave your car 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 similar.

**Note:** Driving in the designated parking areas is at your own risk. The organizer assumes no liability. The parking areas are not monitored. The parking areas are located directly on the edge of a water protection area. We therefore

urge you to check your vehicles for any leaking liquids.

**Important:** If you arrive with a trailer, please unhitch it in the parking lot and park it next to your vehicle! This is the only way we can guarantee maximum use of the parking lot.

### ***Paramedic***

You will find the medics behind the HQ near the sanitary facilities.

### ***Waste disposal***

We have received very strict requirements from the site for waste separation, which means that waste may only be disposed of meticulously separated - for example, there must be no plastic residue on cardboard waste.

Appropriate containers will be available for waste separation at a newly created waste area, which will be signposted on site.

If such separation is not possible, please take the waste with you and dispose of it at home. We urge you not to throw any garbage into the bushes or the nearby forest.

### ***Sanitary facilities***

We have set up a permanent building on site with toilets and showers as well as additional shower and toilet containers, which will be cleaned for you every day.

**Important:** Here is a reminder to bring your own toilet paper and soap, we will only provide the sanitary facilities with these things to a limited extent!

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

### ***Dogs***

All dogs must be registered in advance. We have set up a dog ticket in the ticket sales area for this purpose. This ticket costs €20.00. The dog must be checked in with the e-ticket at check-in.

Dogs must be muzzled and kept on a leash at all times. In the event of non-compliance, the dog owner and dog may be expelled from the event. Exceptions must be agreed with us in advance.

## **NEW: Larp-Workshop**

When: Thursday 14:00

Meeting point: At the turning area behind the HQ - then we'll go out onto the meadow together.

With some exercises and examples we want to illustrate Larp concepts like Play to Struggle and Play to Lift and present ideas and alternatives to typical Larp scenes and faux pas.

This workshop is absolutely free and everyone is welcome to join in - larp veterans and beginners, and everything in between. We ask for your understanding that we may have to limit the number of participants if they exceed a certain number.

## **Tavern**

Once again, the IT Tavern invites you to end the evening on a cheerful note.

As usual, there will be **non-alcoholic and alcoholic drinks** on offer.

Payment is made with a tavern card with credit on it. The cards can be purchased for €20 at HQ, but cards purchased at one of our other events are also valid! Unfortunately, it is not possible to pay out any remaining credit on the cards.

**Important:** Please be sure to bring your own IT mug for serving drinks in the tavern - and no, the size of the horn does not affect the amount of mead served ;)

## **Merchants**

This year, we will once again be welcoming a number of traders and stalls to the Chroniken who will be offering you the best goods from Thursday.

- Burgerhütte
- Hanfbaeckerei
- Kleine Larp Lederey
- Bathouse Lavabrum Luxurium
- Magic Treasures
- Metschmiede
- Pfeilbauwerkstatt

## **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 already be packed and ready in

the unloading zone. You can then collect a stamp on the back of your hand from an SL so that you can drive your car onto the site.

**Important: A clearly visible note with your camp in the windshield helps immensely with traffic management on the day of departure!**

### **Photos**

If you would like to have access to the pictures immediately after the event, you can already buy a Photo Early Access Ticket in the SKALD store. You will then have immediate access via the Event Gallery in your SKALD account. Otherwise, the images will be automatically activated for everyone free of charge after four weeks.

### **Timetable**

**Early arrival/Check-in Wednesday 13:00 - 20:00**  
**Arrival/ Check-In Thursday 10:00 - 20:00**

- 10:00 - 19:30 Regular arrivals & set-up
- Approx. 19:30 End of on-site-arrival
- Restricted check-in until 20:00, later at HQ
- 20:00 - 20:30 Time In - Speech on the market place

**Departure /Check-Out Sunday from 9:30**

### **Event Phones**

You can reach us on site at the following numbers:

0157 - 81711304 - Eva  
0151 - 16506314 - Ruth

### **Beer benches**

You can order benches from the Skald Shop for **€25 per set** (table + two benches). An additional **€25 cash deposit per set** will be charged on site, which you will of course get back when you return it. Please bring your own!

### **Fire**

Fires may only be made at designated fire pits or in fire bowls you have brought with you (at least 15 cm above the ground!), at a sufficient distance from the forest or bushes. It is not permitted to make your own fire pits (e.g. by digging up the turf). Please note that the information on making fires may

change spontaneously due to weather conditions

You can buy wood in the SKALD shop before the event and pick it up on site at HQ. Only while stocks last.

**Cubic meter - 150 €**

**Wheelbarrow - 25 €**

We have some wheelbarrows that you can borrow for transporting. Please refrain from collecting firewood on the site!

**Important:** Unfortunately, we cannot allow deliveries of any kind, be it drinks, beer benches or firewood, to the site for logistical and insurance reasons.

### ***Brömmeln (Bread rolls)***

This year you can also pre-order bread rolls, which can then be collected from the HQ every morning. So that we have an overview of the demand, please fill out the Brömmel survey.

[This way to the Brömmel survey!](#)

**Please note:** Completing the survey is not yet an order, but merely serves our planning!

### ***Cannabis use***

Our regulations are based on the rules for cannabis consumption in pedestrian zones. This means that consumption is generally prohibited between 7 am and 8 pm. After that, smoking is permitted, but not in close proximity to minors.

Please also adhere to the rules for good coexistence!

### ***Accommodation and meals***

You will be accommodated in your own tents.

Please note in your camp planning that we charge a maximum of 15m<sup>2</sup> of tent space per participant. The total area of a quarter is calculated from this, there is no entitlement to this area. The last word has the quarter management responsible for the quarter or the camp organization on site.

The con is a self-catering con.

A small number of stands and the tavern offer food and drink

## Setting 2025 - Khal'Hatra

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*Internal report - Viria observation post*

*Subject: Intercepted correspondence between Dragonfly Queen and Black Prince*

*We report a successful interception of several messages that were apparently exchanged between the Grand Master Pulvis, also known as the Dragonfly Queen, and the Amon'Valar, the Black Prince. The letters were intercepted along the old stone paths south of the city, copied and sent on again so as not to unnecessarily draw the enemy's attention to our work and compromise the observation post.*

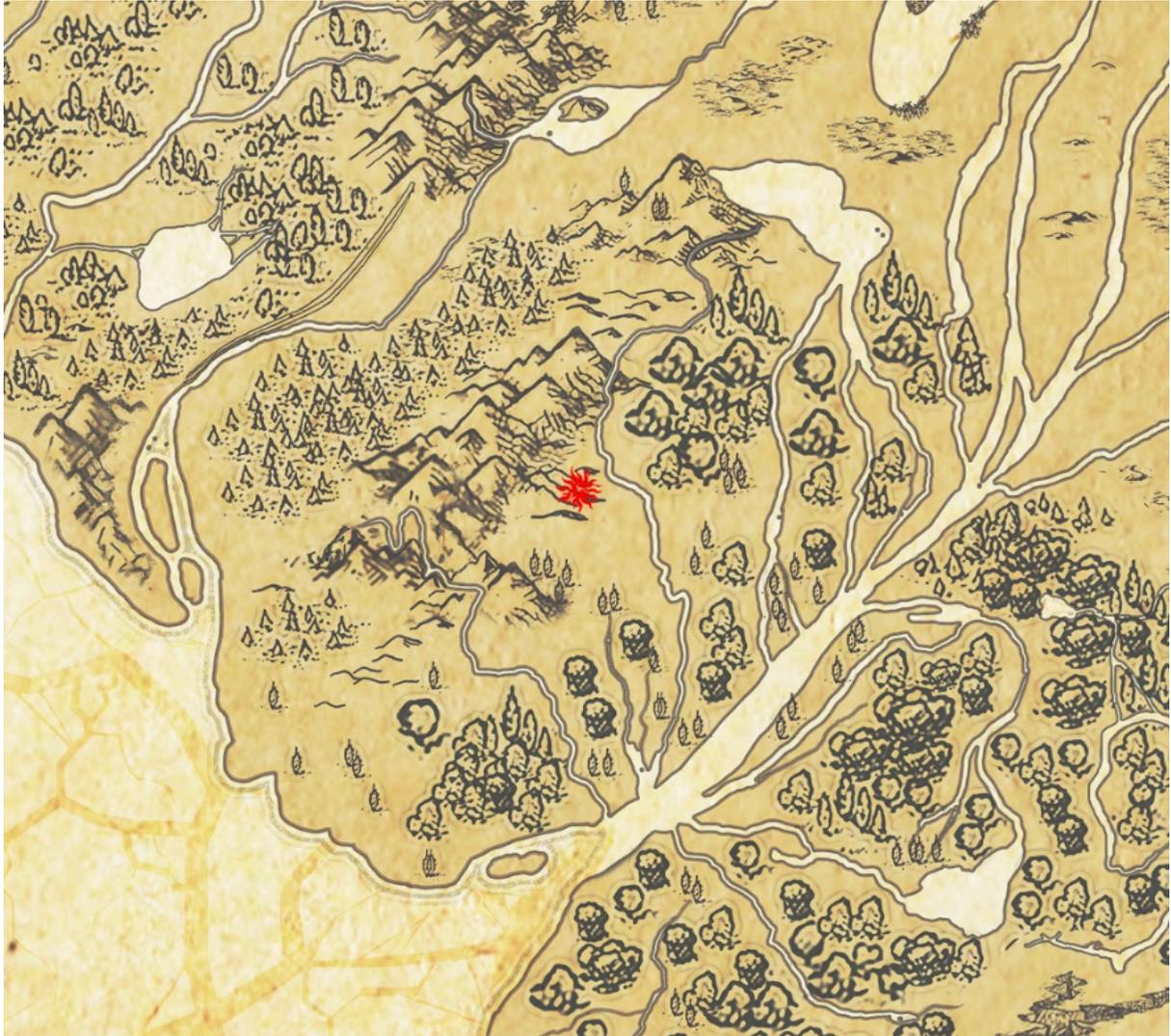
*We have enclosed copies of the correspondence, but want to summarize the essentials here. In terms of content, the fragments hint at tensions between the two. The Black Prince repeatedly expresses doubts about the Dragonfly Queen's actions and her loyalty to him and the Dynasty. His trust in her intentions seems to be waning noticeably - so, as expected, her brief isolation from the Essence on the last summer campaign did not go unnoticed and was not without consequences.*

*More worrying, however, is the Grand Master's response: as proof of her loyalty, she promises the Prince access to the Emberwall - she wants to make him master of this powerful artifact! In her words, it will give him "the power to counter any move by the settlers - especially if they dare to call upon the Halls of Perpetual Battle."*

*None of the experts we interviewed dared to estimate how much power still resides in the Emberwall. It has long been corrupted by Essence, but its power should not be underestimated - especially in the hands of the Forsaken! Whether this is merely a ploy by the Grand Master to protect herself from his wrath or whether there is something else behind it, we cannot say at this stage.*

*We recommend informing the troop leaders - also that our plans to summon the Ignis sanctum are well known to the enemy and that those who enter the Khal'Hatra to support this endeavor can expect resistance. In the meantime, we remain at the Viria observation post and hold our ground.*

*Good luck in Khal'Hatra, may the elements be with you!*



## **Ingame Information**

The Khal'Hatra is an area in the south-west of the continent of Mitraspera and has been the scene of fierce conflicts and wars for centuries. The Black Dynasty has a particularly strong presence here and is engaged in fierce battles with troops of the settlers, who are trying to free the area from the influence of their enemies.

An important artifact of the Khal'Hatra is the Emberwall, a powerful magical system that was once used to defend the area. It is now fragile in many places, corrupted by Essence or simply destroyed in some areas, but a fiery power still lies dormant within, not least in the form of fire dragonflies.

You have traveled to the Khal'Hatra for two reasons: the temple of Ignis, the Halls of Perpetual Battle, are to be anchored in their original location, and the Dragonfly Queen herself has asked you to meet her here in the spring so that you can free her from the clutches of the Dynasty.

But of course you will have to reckon with fierce resistance. The Black Prince and his powerful Dynasty will try to abuse the power of the temple for their own purposes. They will be supported by other members of the Dark Alliance: bloodthirsty Skargen in search of their gods' relics and the merciless hordes of Undead Flesh, driven in their quest for a new realm. And yet another well-known forsaken enemy is said to have been sighted in the ranks of the Dark Alliance ...

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

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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 Cons:***

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!

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We are on fire for the upcoming adventure and wish you a safe journey! (If you spot this terrible pun, you have read the facts to the end: Thank you!)

**See you very soon!**

**Your Realms of Mythodea Event-Team**