

Welcome to the very first Sturmwacht!

"The flood is coming, it threatens to devour us all. How can we face the danger of the Skargen? Only as one!"

A storm is coming...

For four days you will experience a world full of mystical secrets, diplomatic masquerades and constant danger, but also exuberant celebrations with music and dance. Get involved in honorable and tough fights, in vile betrayal and devious intrigues, in which you make decisions for yourself and for the future of Mythodea.

Sturmwacht begins a fresh chapter of Mythodea history and we are happy to have you with us.

Setting

"The flood is coming, it threatens to devour us all. How can we face the danger of the Skargen? Only as one!"

Heroes and settlers of Mythodea! The dark flood of the Skargen has been devastating my homeland Atteron for years. Now the bloodthirsty hordes have also landed on the coasts of Mythodea. Therefore I call representatives from all seals and fighters for all elements to the castle Sturmwacht at the end of Winter, where we want to hold a council of war together. For the high ladies and lords a ball will be organized and for the commoners a fair will be held to entertain.

I hope that messengers of all seals will introduce themselves and bring knowledge and wisdom, and also present customs and traditions of their homeland, so that we may learn.

Respectfully,

Prince Aenwin of Atteron"

Sturmwacht is a four-day live role-playing game in the ConQuest campaign. It takes place at Altenhausen Castle, a picturesque setting for the court of a

prince on a journey. The focus is on a war council that Prince Aenvin of Atteron has convened to forge a battle plan against the Skargen.

The event is suitable for aristocrats and other leaders, but also commoners and servants, settlers on Mythodea and travelling people. There will be something for everyone: Including dancing lessons for the high ladies and gentlemen, a ball, the possibility to cross blades and a fair for the simple folk. All together they will experience entertainment and togetherness at the end of the dreaded season of ice.

The focus of the event will be on diplomacy, but there will also be puzzles, dangers and fights. Of course there are also old secrets of Mythodea to be discovered at the castle. From the start you will have the opportunity to dive deep into the next chapter of the ConQuest campaign and learn more about Prince Aenvin, Atteron and the Skargen.

LARP mit (Movement Larp-together!

Even more than at our other events, we at Sturmwacht attach great importance to a harmonious and immersive play. Nice acting and the fun of playing should be the main focus for everyone, not the personal goal of necessarily winning.

Roleplay together! React to your fellow players and respond to their offers of play.

Basically, the game is played 24 hours a day in all outdoor and indoor areas.

Plot downtime

From 02:00 - 07:00 there will be no more NPC actions during the night (plot downtime). But of course you can play music and celebrate in the tavern! The bedrooms are basically play areas, but out-time locked rooms will not be used for play. If you don't want the rooms to be played in, please attach a clearly visible ribbon to the door handle. The game ends Saturday night into Sunday.

IC (In-Character)-Gamemasters

At the Sturmwacht you won't find a gamemaster wearing the usual T-shirts. We rely exclusively on IC-GMs to make your experience as authentic as possible. If

you have a direct question, you will recognize our GMs by their inconspicuous yellow bags. Both of these will be shown to you at the opening speech.

HQ

Also our HQ and Orga-Team is playing along! Therefore the HQ will be closed after Time-In. If you have organizational questions from then on, but also in case of emergencies of any kind, go to the tavern and talk to the tavern team, they will help you.

Accommodation

According to your ticket you will be accommodated in rooms of the hotel or in the hostel rooms. The allocation of the rooms will be done on site.

If you have not yet done so, you can use this form to make requests for room allocation:

<https://forms.gle/4KJG5ZMNS2XFDnrZ7>

We try to meet your wishes, but we do not guarantee this.

If you have already submitted a room request via the form, please do not submit another one!

For the hostel rooms you will need to bring 3-piece bed linen, pillow, sheet and groundsheet.

NPCs sleep in a dormitory and must bring a sleeping bag, sleeping mat or camp bed.

Dogs are not allowed.

Catering

Catering is provided by the kitchen of the Castlehotel.

There is a buffet and you can dine in the Knights' Hall or in the tavern.

The meal times are:

Breakfast: approx. 08:00 to 11:00

Lunch: approx. 12:00 to 14:00 o'clock

Dinner: ca 19:00 to 21:00 o'clock (varies)

At night: Snacks

The dinner on Friday will be an opulent knightly feast. The first meal is dinner on Thursday, the last meal is breakfast on Sunday. Drinks such as water and tea are available during the meals. Alcoholic beverages can be purchased at the tavern and brought along with the meal.

Taverna and drinks

In our tavern we offer:

Maisel Aktien Zwickel Beer	0,5 l	3,00 Euro
Grevensteiner Ur-adler Beer	0,5 l	3,00 Euro
Green Goblin Cider	0,5l	3,50 Euro
Cola, Fanta, Water	0,25l	1,00 Euro
Mulled wine	0,25l	2,50 Euro
Rum, Jägermeister	0,02l	1,00 Euro
Baileys, Erdbeer Limes	0,02l	1,00 Euro

In addition, various types of Metwabe Mead.

Bottle deposit 0,50 Euro

Cup deposit 1,00 Euro

Cold and warm drinks will be available at different places in the castle. Sometimes for free (or sometimes for IT money) and sometimes for little money (OT). Mulled wine, non-alcoholic punch, water etc.

We want to avoid plastic or paper cups, because they are not nice and we don't want to produce endless "garbage for a sip of water". We recommend taking an IT drinking cup with you!

Dishes are also available in "In-game" from the castle, but if you want at breakfast, you can also go there with plates, boards or stylish cutlery. You can do the washing up on site in several places - of course without food leftovers (there is a bucket at specific point). At our knight's feast there are even chic plates from the castle itself - as many as possible - we can't wait!

Arrival

The arrival / check-in begins on 20.02. from 14.00 o'clock.

Early arrival is not possible.

Upon arrival, park in the castle courtyard and bring your luggage to the check-in area in the castle.

Drive your car to the parking lot.

Afterwards you will come with your ticket to the check-in, where you will get your room and can move in.

Opening speech about 20:30 after dinner, followed by Time In.

Restricted check-in: 30 minutes before the opening speech, vehicles may only be loaded and unloaded at the parking lot. The check-in takes place from Time In in the tavern.

Departure

The game ends on (late) Saturday evening. On Sunday after breakfast, vacate the rooms by 12.00 and leave them broom-cleaned. (Hotel rooms need not be left broom-cleaned).

Bring your luggage to the check-out at the exit of the castle, then we will take your room and you can (depending on the amount of luggage) invite in the castle courtyard or go directly to the parking lot and leave.

Don't forget, at the Check-Out there is the usual check-out:

USB photo stick (only a small number): 10,00 €

Photo - download code: 5,00 €

Parking

Outside the castle wall there are designated parking areas where you can leave your cars during the event. There are no parking fees and you can pick up your car at any time.

Driving into the designated parking areas is at your own risk. The organizer does not assume any liability. The parking areas are not supervised.

Address / Location

Schloß Altenhausen

Schloßstraße 16

39343 Altenhausen

Coming spontaneously to the Sturmwacht

We still have a few hostel places available. As long as tickets are still available in our online shop <https://skald.com> , you can still participate. We strongly recommend to pay by credit card or PayPal, then you will get the ticket immediately. If you pay by bank transfer, we cannot guarantee that the ticket will reach you in time.

If you want to come spontaneously without registration (+10 Euro), please give us a short call before:

Event mobile phones

On site you can reach us under the following numbers:

0151 - 16 50 63 14 - Ruth

0176 - 24 73 94 36 - Eva

0176 - 24 73 94 34 - Tobias

And there we are at the end of the Sturmwacht-Facts.

We are looking forward to a great event with you all!

Your Sturmwacht-Team