

Curse of the Devourer



Hynafol Game Document

Dear Denizens of Hynafol,

The veil of darkness descends upon us, casting its suffocating shroud over our once-illustrious realm. In the wake of the Grand Gathering, where alliances were sealed and diplomacy danced on a razor's edge, a sinister presence now grips our lands. The Devourer, ancient and unyielding, has ensnared our guilds, weaving its malevolent tendrils into the very essence of our being.

The Curse of the Devourer, a malignant force born of arrogance and folly, festers within our midst. Its insidious influence knows no bounds, corrupting the hearts and minds of those who once stood as pillars of virtue. As you delve into the depths of this curse, tread carefully, for the fate of your guild hangs in precarious balance.

Beware the spread of corruption, for the curse knows no bounds. Any untouched resource becomes a conduit for its insidious influence, spreading like wildfire through our ranks.

Dispose of tainted relics swiftly, lest they become the seeds of our downfall.

In the face of such dire adversity, we must stand united. Through courage, determination, and unwavering resolve, we may yet defy the Devourer's grasp and reclaim our rightful place in the tomes of history.

May the light of knowledge guide us through the darkness.

With solemn urgency,

A Friend

Registration

How to Register

All participants must be 18 years of age or older to register.
Registration is done on the Hynafol website and can be found here:
<https://hynafol.com/curse-of-the-devourer/>

The deadline for registration is **May 31st, 2024.**

Registration will also be available at the door.

Event Costs & Packages

General Admission: \$97.00 + Taxes & Fees

Event Location

This event will be held at Sherwood Forest Faire

Address: 3106 HWY 290 E. Paige, TX 78659

Host: This event is hosted by Jordan Gwyther should you have any issues or questions on the day of the event please contact them at this number: 206.395.6368.

Amenities

Overview: All Hynafol events take place in what is considered 'primitive' camping locations. Participants are encouraged to oversee their well being in lodging, food and hygiene. Participants should prepare themselves for primitive conditions unless otherwise stated.

- ◆ **Water spigots are available at this event.**
- ◆ Primitive camping sites are available at all Hynafol events.
- ◆ Chemical toilets and hand washing facilities are provided at all Hynafol events.
- ◆ Flushing toilets are not* available at this event.
- ◆ Showers are available at this event.
- ◆ Priority locations are provided to Decorum Tents that fit the medieval theme.
- ◆ Campers/trailers/RVs/Car Camping are permitted at all Hynafol events. Power, water & sewage are **NOT** available.
 - Campers/trailers/RVs/Car camping spots will be assigned in less conspicuous areas if possible.
 - All campers/trailers/RVs using generators **MUST** use a sound dampening device.
 - Hynafol Staff and volunteers reserve the right to request generators be turned off should they be deemed too loud. Please plan accordingly for your needs.
- ◆ Meal Services are not available for this event.

*The flushies may be available for parts of the day due to Sherwood's Gathering, but are not part of the Hynafol event.

Joining a Side

Expeditions at Hynafol involve the leadership of one or more Sides of the battles. These sides are always designated by colors: green or orange. In order to join a side please contact the side you wish to join by emailing the participant leaders below.

The Severely Cursed Guilds in Green:

Voiaj Mereu - Dagna of the Ivey / Dabney Rice - dabney.rice@gmail.com

Noctum Caligo - Sh'leg / Joe Masarsky - jbmarsky@gmail.com

Solis Caligo - Alaric Wildspore / Alex Nealy - alexnealy@live.com

Lex Talionis - Atoosa Shieldbreaker / Erica Lassen - ericalassen@gmail.com

The Opposition Guilds in Orange:

Menatu Vandor - Cal Rend / Jake Ollie - jakeollie2@gmail.com

The Order - Cassius / Seth Barton - seth.barton13@gmail.com

Morladrona - Mazrin Tor / Ryker Newman - darkorik15@gmail.com

Blade & Bow Society - Guy Griffin / Ben Landis - benlandi5@hotmail.com

How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com

Tickets & logistics: info@hynafol.com

Telephone: 206.395.6368

Website: www.hynafol.com

Scope & Event Rewards

Scope: The Curse of the Devourer is an event at Hynafol designed for the denizens of Hynafol to experience a medieval military battle. During the event, the day will be divided into 5 Narrative installments. Each installment will present the participants with various challenges and objectives that must be overcome or completed in order to win the installment.

Each installment is worth a certain amount of points. The final accumulation of points through all installments determines the winners. Rewards, as described below, will be awarded to participants and victors alike. Installment activities shall be subsequent to one another throughout the day. Points shall be tracked by the Stewards and revealed at the closing ceremony of the day. If the Sides refuse to participate fully in an installment all points and rewards for the installment shall be forfeited. If a rebalancing of the Sides must take place then the capitulation rules shall take place. The forfeiting side shall concede defeat and a rebalancing shall take place as overseen by the head Steward for the Expedition.

Installments

Skirmish 1: Voiaj Mereu vs. Menatu Vandor

Skirmish 2: Noctum Caligo vs. The Order

Battle at Sea: ValRavn vs The Golden Blades

Skirmish 3: Solis Caligo vs. Morladrona

Skirmish 4: Lex Talionis vs. Blade & Bow Society

Rewards

Soldier Pay

- ◆ All participants in the Expedition shall receive one Citizen card for their efforts.

Victory Earnings

- ◆ The Side that accumulates the most points assigned to each installment shall be declared the winner and receive the Expedition Rewards.
- ◆ The victorious side in each land battle shall receive one cure.
- ◆ The victorious side in the “Battle at Sea” will receive one damaged Hulk with damage points being calculated by the loser’s score.

Point Distribution

- ◆ Each Side will receive Victory Points for each skirmish which can be spent at the Three Crowns Counting House after the Closing Ceremony.
- ◆ Victory Points can only be spent on rewards available at that Expedition and afterwards expire.
- ◆ The Side with the most victory points gets to go first and so on down the list.

Renown Points

- ◆ Each Guild forming the leader of each Side shall receive one Renown point for their efforts. The winning Side Guild shall receive a total of two Renown points. (Note: Renown points shall be tracked but are not immediately implementable in the Carta Arcanum.)

Side Leader Stipend

- ◆ The leader of the losing side shall receive three cursed army cards that they may choose to not accept.

Arrival Procedures

Early Arrival:

Participants taking advantage of camping may arrive on the site on Friday beginning at 12:00 p.m. and stay overnight on Friday and Saturday nights. Final arrival time shall be 9:00 p.m. and setup of camping shall be permitted after this time only by exception of the host. If you are arriving after this time please contact the host above.

Arrival on the day of the event:

All participants should be preregistered for the event to ensure full participation of the event.

Day of registration will begin at 7:00a.m. Please have your photo ID ready. Preregistered participants will be given a priority line to verify their identity and receive their wristband and receive Citizen cards for the event. **The event will begin promptly at 9:00 a.m.**

Registration on the day of will be processed at the normal price. Credit/debit cards and cash will be accepted. No checks.

The event begins with the sound of the horn. Any participants arriving late will be responsible for joining the installment activity in progress and finding a Steward to check and tag their weapons before entering the skirmish.

Parking:

Parking will be provided in two locations:

- ◆ The main parking lot in front of Sherwood Forest Faire located at:
 - 1883 Old Hwy 20, McDade, TX 78650
- ◆ In the camping area for those camping overnight located at:
 - 3106 HWY 290 E. Paige, TX 78659

Please note:

It is preferred that you park in the main parking lot regardless of whether you are camping or only staying for the day's activities. Space in our designated camping location is limited and creates a more cohesive camping experience when cars are not taking up space.

Combat Rules

Normal Combat Rules are in force for this Expedition. Please see below for any special rules, exceptions, or roles implemented in this Expedition.

The full Hynafol Combat rules may be read here: <https://hynafol.com/combat-guide/>

Weapons: Unless otherwise stated all weapons are permitted.

Armor: Unless otherwise stated all armor and shields are permitted.

Monsters: Monsters are not available for this Expedition.

Resurrection: Unless otherwise stated in order to be revived you must wait for a healer or walk with your weapon upside down to the respawn point designated in the Installment description.

Note on buildings and terrain: Hynafol combat often takes place in the Medieval Village of Sherwood Forest Faire. It is possible to fight around buildings. However, unless otherwise stated, combat should never take place on structures, steps, decks, or other buildings.

Healing & Resurrection During Skirmishes:

Unless otherwise stated in each Installment healing may be performed only by those possessing healing hour glasses. No other player healing methods may be employed.

In order to respawn, outside of a healer, you must return to your respawn, or another resurrection marker identified in the game document map below. In order to respawn simply touch your weapon or hand to the respawn marker and you are considered to be alive and ready for combat.

Accessing healing hourglasses

Participants wishing to acquire a healing hourglass must meet one of the following criteria:

- ◆ Be a high priest of a religion
- ◆ Be a priest and purchase an additional healing timer. This may be used during every skirmish and during the mid-day questing.

Deaths During this Event

No character is in danger of death during this event. There is limited combat within the town that should be limited to quest activities assigned to the questline you participate in.

Safety

Everyone in attendance of Hynafol events shares in the responsibility to keep others safe and secure. All attendees are expected to follow the entire Hynafol code of conduct which can be read here: <https://hynafol.com/terms-conditions/>

In a game of medieval combat it is necessary to differentiate between game oriented combat and violence. Physical violence of any kind is forbidden and will be met with immediate consequences and likely permanent expulsion from any and all future Hynafol events.

Proper safety is required at all times. All participants must attend combat training with Hynafol staff before participating in the battles. Eye protection is recommended for all combat activities by Hynafol.

Heat Advisory Recommendations

Due to the extreme temperatures in Texas during the months of May and June, all participants are recommended to take part in only two skirmishes. All participants are also recommended to wear lightweight, breathable clothing. Additionally, be prepared to keep yourself hydrated with plenty of water that you bring for yourself in addition to the water provided by Hynafol at battle locations. Ultimately, you are responsible for your own hydration, health and wellbeing.

Schedule of the Event

Delays:

Should an installment activity be delayed for any reason the time allotted for the installment shall not change. Any delay to the beginning of the activity shall be subtracted from the overall time. All activities shall end on time to ensure the Expedition finishes on time.

Friday, May 31st

Time	Location	Installment
1200	Campground	Registration & Camping Open
2100	Heart of the Mountain	Opening Ceremony

Saturday, June 1st

Time	Location	Installment
0700	Campground	Registration
830	Maid Marian's Chapel	Combat Training
900	7 Sisters	Skirmish 1
1000	Green Stage	Skirmish 2
1100 - 1330	Various	Questing, Lunch, Rest
1400	TBD	Battle at Sea
1400 - 1830	Various	Questing, Dinner, Rest
1900	Three Bridges	Skirmish 3
2000	Front Gate	Skirmish 4
2100 - 2200	Heart of the Mountain	Final Questing
2200	Castle	Closing Ceremony

Sunday, June 2nd

Time	Location	Installment
1200	All	Site Closes

Counting House Hours: Always Outside of Heart of the Mountain

Time	Allowances
Fri 1800 - 2030	Withdrawals, Exchanges, Q&A
Sat 0730 - 0830	Withdrawals, Exchanges
Sat 1200 - 1230	Miss Maude's Market
Sat 1600 - 1800	Actions, Deposits
Sat 2230 - 2300	Victory Point Market, Priest Quest Actions
Sun 0900 - 1100	Victory Point Actions, Deposits

Understanding Guilds Curse Levels

Unblemished:

These guilds stood unwaveringly with King Arthur during the Grand Gathering, earning his direct protection from the curse's influence. At this stage, your guild remains untainted by the Devourer's influence. Cherish this purity, for it is a fleeting respite in the face of darkness. However, be careful if a Devourer infected army card becomes yours through trade, for it will infect the rest of your armies if you do not use it.

- ◆ Valravn
- ◆ Morladrona
- ◆ Hellfire

Slight:

These guilds managed to avoid succumbing to the Devourer's thrall at the Grand Gathering but did not receive direct protection from King Arthur, thus experiencing only a slight affliction of the curse. The populace of your guild's lands find themselves consumed by an unrelenting rage, their actions dictated by the will of the Devourer. To appease this insatiable hunger, **all cursed army cards must be expended by the end of each game or they will be discarded.**

- ◆ The Order
- ◆ Lheng Haul
- ◆ Hroiland
- ◆ Golden Blades
- ◆ CroKuta
- ◆ Blade and Bow
- ◆ Karnifal
- ◆ The Lodge

Understanding Guilds Curse Levels

Temperate:

These guilds are drawn deeper into the curse due to alliances formed with Noctum Caligo and Solis Caligo in the new forming kingdoms, facing restrictions on defensive actions as a result. Until the Grand Gathering, or your curse is lessened, your army cards produced at this event or any others before the Grand Gathering can only be used for aggressive endeavors—**attacking settled or claimed lands and claiming land. Defensive maneuvers are forbidden**, as the Devourer demands conquest above all else. To appease this insatiable hunger, **all cursed army cards must be expended by the end of each game or they will be at the will of the Devourer and spend themselves randomly at the end of each event.**

- ◆ The Marchwardens
- ◆ Sellar's Keep
- ◆ Menatu Vandor
- ◆ Fulcrum Acolytes
- ◆ Torst Helvellyn

Severe:

These guilds conversed with the Devourer during the Grand Gathering and fell under its thrall, thus becoming deeply entrenched in the curse's most severe stage, driven solely by the Devourer's will for conquest and chaos. **ALL** army cards, regardless of if they are cursed, must be spent, for only one purpose: **to assail the lands of others. Defense and self-preservation are luxuries denied to you.** Additionally, your ships and caravans are bound to the will of the Devourer, limited to actions of **piracy, hijacking, and raiding. Any army cards not used will be at the will of the Devourer and spend themselves randomly at the end of each event.**

- ◆ Noctum Caligo
- ◆ Solis Caligo
- ◆ Lex Talionis
- ◆ Voiaj Mereu

Acquiring the Cure

In the battle against the Curse of the Devourer, hope shines through the darkness in the form of **a cure**. Through battles and quests, you shall embark on a journey guided by wisdom and determination, seeking to break free from the clutches of the curse.

The Path to Redemption:

Under the guidance of three wise scholars, you shall spend the day in pursuit of the elusive cure. Through valiant battles and daring quests, you will strive to claim victory and earn your salvation. Each battle won shall grant the winning general a cure, while each quest has different stipulations on who will earn the cure by the end of the quest..

The Prize of Victory:

There are **many** cures to be won at this game. Some from battle, some from quests. These precious cures hold the power to alleviate the curse's grip, but their effects are not absolute. Each cure obtained shall grant relief from the curse's influence, lifting the afflicted guild up **one level of severity**. For instance, Karnifal requires only one cure to ascend from Slight to Unblemished, while Lex Talionis must acquire **three cures** to achieve the same state of purity.

A Glimmer of Hope:

At the closing ceremony, the cures shall be distributed, offering respite to those in need. Yet, remember, this is but one battle in a war against darkness. As some are likely to still be under the effects of the Devourer's curse at the end of this Expedition; hope still persists. The power to cure and overcome this plague upon the Known World can be found in many places and at many times. **However, be warned:** the curse's shadow may linger, and its spread may yet persist.

Installment 1:

Secure the Cure Atop the Cliffs

Voiaj Mereu vs. Menatu Vandor

"Menatu Vandor is disheartened that our fellow knowledge seekers have fallen to chaos in this way. We will prove that knowledge found with diligent research is better than knowledge found with gossip. Maybe then, our siblings in knowledge will know to trust only logic, instead of whispers. Additionally, we are nervous about a guild who accepts no borders and wanders the known freely being allied in any way with the devourer. The damage they could do is immeasurable and they must be stopped before it is too late."

- Gal Rend
Menatu Vandor



The cure is being held inside a caravan currently making their way from one hiding location to a precarious clifftop to another. In order to secure the cure opponents will face off to secure time via clocked objectives and a moving caravan that offers double points.

Mobilization

Each side will start at one of two respawn points indicated on the map. The Orange side shall start on the orange respawn and the green side will start on the green respawn. After one round each the respawn sides will switch. Muster will happen just outside the seven sisters.

Battlefield

The battlefield will be located around the bridges and paths surrounding the Seven Sisters. Combatants are not allowed to leave the path or they shall fall to their death.

Time & Rounds

This skirmish shall be two (2) twenty (20) minute rounds with a 10 minute rest period in between rounds.

Healing Rules

Standard healing rules.

Special Rules & loadouts

All weapon types and armor are allowed.

Skirmish Purchases Available

Set an Ambush

- ◆ Effect: 3 individuals spawn in the center of the fight instead of at the respawn point. No limitations to armor or weapons.
- ◆ Cost: 3 Citizens, 4 Rarities, 8 Wood, 12 Crops

Naval Advantage

- ◆ Effect: Your side will have 2 respawn points. A primary one and one at a moving 'naval' marshall. The marshall wanders randomly, so be prepared to take advantage of a constantly changing battlefield.
- ◆ Cost: 18 Wood, 12 Rarities

Skirmishers Skirmish Better

- ◆ Effect: Everyone wearing no armor on any body part, on both sides, can spawn anywhere they like on their half of the battlefield.
- ◆ Cost: 15 Furs

Objectives

- ◆ Objective 1: Timer Clock - Static Unmoving
- ◆ Objective 2: Timer Clock - Static Unmoving
- ◆ Objective 3: Timer Clock - Moving Caravan; cannot be touched or stopped. Combatants coming in contact with the caravan will die instantly.

Victory Parameters

At the end of two fifteen minute rounds points will be totaled based on time accumulated on each clock. The side with the most accumulated points combined between both rounds shall be the victor.

Point Accumulation:

- ◆ Objective 1: Sides gain one point per second on the clock.
- ◆ Objective 2: Sides gain one point per second on the clock.
- ◆ Objective 3: Sides gain two points per second on the clock.

Rewards:

- ◆ One Vial of Devourer's Curse Cure to the victor side
- ◆ Accumulation of timer points plus 400 to the victor side
- ◆ Accumulation of timer points to the defeated side

Installment 2:

Squads Redux

Noctum Caligo vs. The Order

"We have heard whispers of the Nox Wyld growing dark and dangerous. Intelligence suggests they have been strongly touched by the curse. We think that they are seeking this cure but whether to use it or to prevent others from having it we do not know. We are worried that our lands bordering both the Sol and Nox Wyld, which are also hotbeds of Voiaj trading, will soon be at great risk of the curse spreading.

In light of Noctum's decision to join the coalescing Kingdom of the Tides, and our concerns for their intentions involving the Devourer, we believe that Noctum Caligo has succumbed to the Devourer's curse and that it may be too late to save them. We seek to find the cure in the chance that if those who asked for our aid are unsuccessful in their battles, we might provide them with a much-needed alternative."

- Cassius
The Order



As you walk through the mists you enter a battlefield of chaos. Your side is spread across a large area and must cover five different objectives to hold this battlefield. One of these objectives is moving along a path that goes straight through the battlefield. Can your side control the chaos or succumb to its pressures?

Description:

- ◆ This skirmish will take place across two rounds of 20 minutes each with a 15 minute break in between rounds.
- ◆ Both rounds will consist of 4 stationary objectives and one moving objective spread across the battlefield to be obtained for time and points respectively.
- ◆ The moving objective will score points every 4 minutes worth points.

Mobilization

Groups of 5 squads will be stationed around each Side's half of the battlefield.

Battlefield

This battle will take place in front of the Greenwood theater.

Time & Rounds

This skirmish shall have two (2) twenty (20) minute rounds.

Healing & Special Rules

Standard healing rules.

Special Rules & Loadouts

- ◆ The Steward carrying the Objective clock must not be touched or struck with weapons nor may they be impeded from traveling around the path.
- ◆ Respawn can only happen when groups of five, a squad, are present.
- ◆ All weapons and armor are allowed during this skirmish.

Skirmish Purchases Available

Set an Ambush

- ◆ Effect: 3 individuals spawn in the center of the fight instead of at the respawn point. No limitations to armor or weapons.
- ◆ Cost: 3 Citizens, 4 Rarities, 8 Wood, 12 Crops

Naval Advantage

- ◆ Effect: Your side will have 2 respawn points. A primary one and one at a moving 'naval' marshall. The marshall wanders randomly, so be prepared to take advantage of a constantly changing battlefield.
- ◆ Cost: 18 Wood, 12 Rarities

Skirmishers Skirmish Better

- ◆ Effect: Everyone wearing no armor on any body part, on both sides, can spawn anywhere they like on their half of the battlefield.
- ◆ Cost: 15 Furs

Objectives

- ❖ Objective 1: Static Timer Clock held for time.
- ❖ Objective 2: Static Timer clock held for time.
- ❖ Objective 3: Static Timer clock held for time.
- ❖ Objective 4: Static Timer clock held for time.
- ❖ Objective 5: Moving Timer scored at 5 minute intervals.

Victory Parameters

Obtain the combination of the most time and points on the clock during the two rounds.

Point Accumulation:

- ❖ Static Clock Objectives: One point per second held on the clock.
- ❖ Moving Clock Objective: 500 Points per scored objective at the timing interval.

Rewards:

- ❖ One Vial of Devourer's Curse Cure to the victor side.
- ❖ Accumulation of objective points plus 40 to the victor side.
- ❖ Accumulation of timer points to the defeated side.

Mid Day Installment:

The Prosaic Ship Battle #1

Golden Blades vs. Valravn

In the vast expanse of the Known World's oceans, one commonality can be found on every ship that moves through the perilous waters. Stories. Traveling the known is hard work, and tales of ships lost at sea are far too many to not allow for some slight exaggerations in the retellings, especially as the sailors watch the sky for dragons or the sea for lurking dangers. Mariners from across the Known World swap stories at seedy taverns from Escaille to Port Nathair and Grident's Rest. Among these dubious tales are fables of mermaids, leviathans and mysterious islands among other fanciful recollections. Most hold a shred of truth, which is why the new favorite flavor of story of the known world has taken a particularly strong hold. Shipwrecks. The tales of shipwrecks filled with gold, magical items and maps appeal like no other to the sailors hoping to find fortune buried in the belly of a lost ship. The evidence of shipwrecks is everywhere and all mariners know they are living on borrowed time. Eventually, they'll likely be among them.

So, we come to the tale that envelops the Golden Blades and Valravn. The tale of the beached Hulk. A huge ship apparently tucked away in a secluded cove. The tale describes it as standing perfectly upright in the sand, just outside of the tidal zone. The sails are gone, but its mast is still up. As luck would have it, both guilds have followed this tale and have met at the mouth of this very small cove. Fearing competition, both sides were prepared for a battle at sea. Their cannons are loaded, their helmets are on and after the customary greeting of the two captains (which always involves gratuitous speeches and insults) they shall clash among the waves. Their prize: That very same Hulk! A monster of a ship, lost to time and found anew! Who, then, shall claim her?

Description:

Carrying on in the tradition of the infamous bar fight this battle is for serious gain without serious intention. Please keep that in mind during this Skirmish. This battle at sea will consist of two sides facing off in two large areas that represent two boats. The objective will be to utterly defeat the opposing crew.

No boat battle is complete without roaring cannon fire. In this battle each side will be equipped with a number of cannon balls that are actually black water balloons. These will be lobbed in the air with a crouching-granny-two-handed-technique that is sure to end in mayhem and each crew being soaking wet. Cannons have to be reloaded and to simulate this the cannon balls will be stored outside of the battlefield and will have to be transported one at a time by a dedicated ball bearer. Boats must have four dedicated cannoneers whose sole purpose is to fire the cannon. However, they are so busy maintaining their cannons they can only fight with a dagger.

Obviously, if anyone is struck with a cannonball they are blown to smithereens and are removed from the ship.

Rounds:

Defeat the opposing crew until all are defeated before the time runs out.

Mobilization

Sides may start anywhere on their ship.

Combatants may not cross the gangplank to the other ship until the first round of cannonballs has been fired (tossed).

Battlefield

TBD

Time & Rounds

This expedition will have four ten minute rounds.

Healing Rules

No healing.

Special Rules & Loadouts

- ❖ Cannoneers must follow the crouching-granny-two-handed-technique every single time. Failure to fire your cannon will result in your immediate death.
- ❖ Unexploded cannonballs cannot be picked up by mariners. They are burning hot and too heavy for your noodle arms to pick up.
- ❖ The “fun rules” will be in place: If you don’t have a good attitude and make this fun it’ll be ruined.

Armor: helmets only.

Weapons: Daggers, One-handed Weapons and Small Shields only.

Skirmish Purchases Available

None

Objectives

Defeat the other ship’s crew or have the most crew remaining at the end of the round.

Victory Parameters

Defeat the other ship’s crew or have the most crew remaining at the end of the round.

Point Accumulation:

- ❖ Defeating an entire crew is worth 50 points.
- ❖ Each remaining crew member at the end of each round shall be worth one point.
- ❖ If no one from your crew dies during a round you lose 50 points for being cowards and you must force one crewmate to walk the plank as a consequence and lose them in the subsequent round..
- ❖ In the event of a tie the captains shall have a duel. During this duel they are immune to cannon-fire. Each side shall unload all cannons upon them until the conclusion of the duel.

Rewards:

- ❖ One Hulk to the victor.

Installment 3:

Your leader has been lost...

Solis Caligo vs. Morladrona

"Morladrona [shall] oppose Solis Caligo. Solis Caligo are powerful members of the Dawnforge Alliance and a direct threat to Morladrona territory. Also, Solis is made up of Fae. Knowingly speaking to a dark creature and falling prey to its powers is justice, they must be punished and cleansed."

- *Mazrin Cor*
Morladrona



In your traversal through the mists to secure the cure you appear on the battlefield, but your side leader has been lost... traversing through the mists is dangerous after all. You quickly realize that the leader of your side has walked out of the mists on the wrong side and is being held captive. You must secure their release before moving on to the objective that will ultimately secure the cure for your side. That's the bad news. The good news is that your leader stole the Cure while behind enemy lines! After you release your leader in the first round you have to escort them off the battlefield in the second round. But here's more bad news... if you don't release your leader they don't get to fight in the second round.

Description:

This skirmish will take place over the course of 4 rounds.

- ◆ **Round 1:** Green Side will attempt to rescue their leader from Orange Side; both sides maintain clock objectives.
 - 5 Minute Reset
- ◆ **Round 2:** Green Side will escort the Cure Holder NPC across the battlefield; both sides maintain clock objectives.
 - 5 Minute Reset
- ◆ **Round 3:** Orange Side will attempt to rescue their leader from the Green Side; both sides maintain clock objectives.
 - 5 Minute Reset
- ◆ **Round 4:** Orange side will escort the Cure Holder NPC across the battlefield; both sides maintain clock objectives.

Mobilization

Rounds 1 & 3: Each side will start behind their respective respawn points.

Rounds 2 & 4: Each side will switch and begin at the opposite respawn.

Battlefield

This battle will take place in front of the Greenwood theater.

Time & Rounds

This skirmish shall have four (4) ten (10) minute rounds with a 5 minute rest period in between.

Healing Rules

Standard healing rules.

Special Rules & Loadouts

- ◆ During the rounds where the Side Leader is held in captivity they will be stationed within the Gazebo. The Side Leader must stay seated and not move during their captivity. In order to be released a member of their side must touch their Side Leader on the shoulder without dying.
- ◆ The Cure NPC will be a Steward that will traverse the path outlined in the map. The Steward will begin the round traveling towards the Respawn of the side defending.
- ◆ All standard melee weapons, shields and armor are allowed.
- ◆ Archery is not allowed for this skirmish due to the rescue operation.
- ◆ If the captured leader is not freed; they cannot fight in the subsequent round.

Skirmish Purchases Available

Set an Ambush

- ◆ Effect: 3 individuals spawn in the center of the fight instead of at the respawn point. No limitations to armor or weapons.
- ◆ Cost: 3 Citizens, 4 Rarities, 8 Wood, 12 Crops

Naval Advantage

- ◆ Effect: Your side will have 2 respawn points. A primary one and one at a moving 'naval' marshall. The marshall wanders randomly, so be prepared to take advantage of a constantly changing battlefield.
- ◆ Cost: 18 Wood, 12 Rarities

Skirmishers Skirmish Better

- ◆ Effect: Everyone wearing no armor on any body part, on both sides, can spawn anywhere they like on their half of the battlefield.
- ◆ Cost: 15 Furs

Objectives

- ◆ **Round 1 Objective:** Release your side Leader from Captivity; maintain two clock objectives.
- ◆ **Round 2 Objective:** Moving timer clock NPC; when NPC is moving time is accumulated; maintain two clock objectives.
- ◆ **Round 3 & 4:** Repeat rounds 1 and 2 but switch sides.

Victory Parameters

- ◆ Release your Side Leader from Captivity to obtain victory for that round or defend against the other side.
- ◆ Accumulate the most points by keeping the Cure Holder NPC moving across the battlefield; or conversely stop the other side when on defense.

Point Accumulation:

- ◆ **Round 1 Objective:** 1000 Points for release or capture; one point per second on the clock.
- ◆ **Round 2 Objective:** Advancing Side gains two points per second on the clock; one point per second on stationary clocks.
- ◆ **Round 3 Objective:** 1000 Points for release or capture; one point per second on the clock.
- ◆ **Round 4 Objective:** Advancing Side gains two points per second on the clock; one point per second on stationary clocks.

Rewards:

- ◆ One Vial of Devourer's Curse Cure to the victor side.
- ◆ Accumulation of objective points plus 50 to the victor side.
- ◆ Accumulation of timer points to the defeated side.

Installment 4:

Open the Gates!

Lex Talionis vs. Blade & Bow Society

"The agents of Blade & Bow have seen that Lex Talionis holds good favor and loose alliances with many of the powerful, independent factions of Hynafol. The Blade & Bow Society fear that if another guild fights against Lex, they may take victory points for themselves and leave Lex Talionis under the [severe] influence of the devourer, unbalancing Hynafol and leading to the devourer gaining a major foothold amongst an influential guild.

Thus, Blade & Bow is going to poise themselves and other guilds to win against Lex Talionis so they can remove their devourer taint, with or without their approval, so they are not under the thumb of that presence any further."

- Guy Griffin
Blade & Bow Society



The cure is being held behind a gigantic gate. Those holding the cure are already inside when you walk through the mists jeering you from the battlements and ensuring you that you shall never retrieve it. As you survey the wall you know that you must secure a door and make your way inside.

Description:

During this skirmish sides will alternate between defending and attacking a large gate. Two objectives will be placed inside of the gate and one will be placed outside of the gate. The side with the most accumulated time on the clocks at the end of the two rounds shall be declared the victor.

Mobilization

Each side will start either inside or outside of the fort behind their spawn point.

Battlefield

This battle will take place in and around the Front Gate of Sherwood Forest Faire.

Time & Rounds

This skirmish shall have two (2) fifteen (15) minute rounds.

Healing Rules

Standard healing rules.

Special Rules and Loadouts

All standard armor and weapons are allowed for this skirmish.

Skirmish Purchases Available

None.

Objectives

- ◆ **Objective 1:** Static Timer Clock held for time.
- ◆ **Objective 2:** Static Timer clock held for time.
- ◆ **Objective 3:** Static Timer clock held for time.

Victory Parameters

Obtain the most accumulated time on the clocks.

Point Accumulation:

Static Clock Objectives: 1.5 points per second held on the clock.

Rewards:

- ◆ One Vial of Devourer's Curse Cure to the victor side.
- ◆ Accumulation of objective points plus 1900 to the victor side.
- ◆ Accumulation of timer points to the defeated side.

Quests

Each participant in the Curse of the Devourer is invited to partake in quests to obtain a cure and other treasures during active hours noted above. Participants may join any one of the quests with some exceptions.

The Priests quest is only open to those that are Priests and High Priests. Anyone may assist in the completion of tasks related to each quest. For instance the Bards may hire protection or mercenaries to help them complete some of their more physical tasks.

Quests are only available during the established quest hours. A person may only join one Quest, but need not join any. There may be additional, unlisted rewards to any quest-line, in the form of lore scrolls, treasure maps, etc.

Alchemists

Alchemy may seem magical, but its roots are formed in logic. As an Alchemist you know that alchemy can provide another cure for the devourer. And, if enough alchemists create it, perhaps it can affect a guild. This quest is available for those under 18 or who cannot participate in combat.

Quest: Create a Cure

The alchemist's table will be set up near Heart of the Mountain. After check-in is complete, at the alchemist's table will be a victim, fully affected by the devourer's curse. Investigate the symptoms, read over the cures left over from a time long ago, and hope you can recreate what the masters of old did.

Research at the alchemy table may be done at any time. However, to create the cure, you must complete the potion during the 'questing' periods midday and have your potions confirmed by the Master Alchemist, Guy Griffin. Research will involve investigation, reading, visual clues, cyphers, etc. Brewing the potion will involve color matching. For those alchemists whose vision is color impaired, speak to the master alchemist about another way to determine the success of your brew.

Reward(s)

If over a third of the registered alchemists successfully brew a cure, they will win one cure to give to a guild of their collective choice. If two thirds of registered alchemists successfully brew a cure, they will win two cures. There are only two cures to be won.

Assassins

As Assassins, your objective is to eliminate the three scholars without being caught by the Guardians.

Your tasks are as follows:

Stealthy Assassination: Your goal is to successfully assassinate each of the three scholars with precision. Headshots or throat slitting are strictly prohibited.

Killing Method:

Assassins can **only** kill by delivering a blow to the direct back or to the chest/stomach of their target or through mundane poison techniques. (See poison rules) Any other method of assassination such as **headshots or slitting throats will result in permanent death to the assassin with no chance of revival.**

Moving a target:

Once a target is downed, entering their 3 minute bleed out but not yet dead, they can be moved. To move a target you must have one point of **consensual** physical contact and the two of you may walk slowly, as if dragging the body. Examples of contact: Holding hands, one hand on shoulder, hand on elbow, ect. **No actual dragging or picking up of the target is allowed.**

Reward(s):

Upon successfully assassinating a scholar, meaning they have gone through the 3 minutes of bleeding without becoming detected or healed, you will receive the cure they were carrying. Each scholar only carries one cure. Once the cure is collected the hit is done. The Scholar will then walk back slowly to the designated healing area and then return to the game no longer holding a cure.

Bards

A Lady has heard of an ancient song that is supposed to protect one from the devourer, at least partially, and requests the bards help find all the lyrics to it. They have a set of tasks the bards must do in order to get the full verse and perform it.

Quest: A Song's 8 Beats

During the first questing period, at roughly 1100, a lady will be inside the 7 Sisters holy site to start this quest in a series of 8 tasks. These must be completed during the questing periods and must be completed in order. While not needed for every task, it is recommended that the party of bards have at least one weapon, the ability to take notes, and one musical instrument between them.

Reward:

Successfully accomplishing the 8 tasks must be done during the established questing hours. If all 8 are completed, a cure will be provided to the bards. At 2200, it will be too late and you will not win the cure.

Guardians

As Guardians of the Mists, your mission is to protect the three scholars from the looming threat of assassination by the cunning assassins.

Your responsibilities are as follows:

- ❖ **Protection Duty:** You must ensure the safety of the three scholars throughout the duration of the event. They are the key to acquiring the cures needed to combat the Devourer's curse.
- ❖ **Vigilance:** Keep a watchful eye on your surroundings and be prepared to thwart any attempted assassinations. Stay alert and work together with your fellow Guardians to prevent any harm from coming to the scholars.
- ❖ **Healing Fallen Targets:** If one of the scholars falls victim to an assassination attempt and is in the stages of 3 minute bleed out, Guardians can heal them by slowly walking them back to the designated healing area or to a High Priest. Once healed, the scholar can return to their task. If a scholar reaches the end of the 3 minute bleed out and 'dies' giving the cure to the assassin, they can then slowly walk themselves back to the designated area, heal, then return to game.
- ❖ **Temporary "Deaths":** Guardians can temporarily "die" during the event but can be brought back by the magical tabards. Upon "death," they must slowly walk to the designated area for healing and then return to their duty. A high priest cannot heal a dead guardian, only going to the healing area will bring them back.
- ❖ **Defend, Not Kill:** Your main goal is to defend the scholars, not to actively pursue and eliminate assassins. If an assassin retreats, let them go and focus on protecting the scholars.

Reward(s):

As Guardians of the Mists, your success in protecting the scholars determines the outcome of the quest. Here's how the retrieval of cures works:

- ❖ **Successful Protection:** If you have managed to keep all three scholars alive by the time of the closing ceremony, you will receive three cures as a reward for your dedication and vigilance. These cures are essential in countering the Devourer's curse and restoring balance to the realm.
- ❖ **Partial Success:** However, if any of the scholars are assassinated during the event, the cures they were carrying will be lost to the assassins. In this case, you will only receive the number of cures equivalent to the number of scholars you managed to keep safe. Your efforts in protecting the remaining scholars will still be acknowledged, albeit with a lesser reward.
- ❖ You can also receive payment from other attendees at the event for protection.

Explorers

An explorer will follow a unique treasure map that will lead them to many locations across the site, finding clues that will lead them to solving a complex riddle. This quest does not involve combat, but does involve a lot of walking, so make sure you bring water with you as you explore the Site. This quest is available for all participants and including those under 18 or those who cannot participate in combat.

Quest: The Iron Grip

A riddle, written in the language of the fae, keeps iron fists closed around two cures to the devourer's curse. You need to figure out what the riddle says, what the answer is, and how to use it to unclench these magical fists.

While this quest may be done in small groups, we encourage the information to be withheld so that others who are behind you in the quest have the opportunity to solve it for themselves. Additionally, what spells success for you may spell disaster for another.

Reward:

If over a third of the registered explorers successfully discover the secret, they will win one cure to give to a guild of their collective choice. If two thirds of registered explorers successfully learn the secret, they will win two cures. There are only two cures to be won.

Priests

Quest: Convert the Masses

During the questing hours, you must gain 10 new conversions to your faith with shows of your god's greatness, be it through feats, stories, or events. Players who enter the game with a faith listed and change it during the questing hours count for 2 points, players who enter the game with no faith listed and change it during the questing hours count as 1 point.

In order to make this as dramatic as possible, we recommend truly impressive feats, rituals, etc be done or promises made to be kept in the Carta Arcanum, such as using religious wonders for someone so that they convert to your religion.

**players may only change their faith once during this event and then again during the Grand Gathering

Rewards & Consequences:

The first 2 religions who successfully gain 10 conversion points will receive a cure.

The two priests with the least conversions will feel compelled by the Devourer to use piety to prove their power, but with the Devourer's intent: destruction and conquest. These priests must check in at the Three Crowns Counting House and spend 25 Piety on destruction and conquest before the bank's closing hours on Sunday or the Devourer will choose for you...

Thieves

In this quest you will attempt to steal small red pins from anyone wearing a small red burlap bag with many pins attached to it. Your job is to not get caught by those whom you're stealing from, including each other or by the Guardians. The most successful thief will find that they somehow stole a cure!

Pin Collection & Rewards:

You may only take **one pin at a time**, taking it from the target's bag and securely attaching it to your own before you may reach for another pin. You can steal pins from other thieves.

Red Burlap Bag:

You will be provided with a red burlap bag, but it starts with NO clothes pins attached. This bag must be worn on the outside of your clothes and on your hip.

It should not be worn in front of private parts, buttocks, chest, or face.

Theft Rules:

If you are caught in the action of taking one of the green clothespins, the victim may yell out "Thief!" You must return the clothes pin if it has not already been attached to your pouch. If you are caught when someone yells "Thief!" and they successfully slap the back of your hand you must give the pin back and they may hand you a red band to tie around the stealing hand's wrist. This hand can no longer be used to steal as your sentence for committing such a heinous crime is to have it cut off... so steal carefully!

Red Band Ailment:

If you receive a red band on your hand after being caught stealing and the back of your hand is slapped, only healing from a high priest can cure this ailment and remove the red band, restoring your hand's functionality.

Reward:

The most successful thief will discover that one of the items they stole is a cure!

Note:

Every participant shall be given the option to opt in by wearing a red bag on their belt with pins and red bands inside at registration. However, **only players registered as Thieves may steal.**