



The Last Light

To you who would stand against the darkness,

The curse of the Devourer creeps deeper into the known world, devouring hope as the mists grow thick and the days grow cold. I write to you as one of the few who've managed to break free from its dreadful grip, but I see many others still ensnared, struggling each day just to survive. In our desperation, some of us have been drawn to a small village on the very edge of the world, a place whispered of in fireside tales and old maps.

Here, there are rumors of a relic, the Guardian's Shield, or as some know it, the Shield of Ector. It's tied to Sir Ector, the foster father of King Arthur, and once stood as an unbreakable symbol of loyalty, family, and duty. Though the shield was shattered into two long ago, and its enchantments faded, it remains a beacon of hope. They say if it can be found and restored, it might serve as a bulwark against the relentless forces threatening our realm.

Our path to the shield begins with Eira Devereux, a quiet villager who holds knowledge of its hidden pieces. I call on you to decide, will you fight to protect the light, unite with us against the Devourer, or will you, perhaps, seek the shield's power for your own ambition? The fate of Hynafol hangs in the balance, and it is those brave enough to pursue this relic who may yet turn the tide.

For the light that remains,
An ally against the darkness

Eira Devereux

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/the-last-light/>
- ❖ The deadline for online registration is October 11th at 5:00p.m..

Registration WILL be available at the door.

Event Costs & Packages

General Admission: \$97.00 + Taxes & Fees

Event Location

This event will be held at Valkyrie Ranch
Address: 2030 FM 2104 Paige, Texas 78659

Host: This event is hosted by Kailyr Frazier should you have any issues or questions on the day of the event please contact them at this number: (210) 275-3492 .

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 not 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.

Joining a Side

Kingdoms will square off against various Opposing Forces.

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.

Kingdoms are in Green:

Dawnforge Accord:

Jesse Burleson | Soon to be King Sir Chasman Burlstone - jesseburleson0@gmail.com

Kingdom of Tides

Tanner Likins | Valonten Rosseau - tanner.c.likins@gmail.com

Imperium Dominionum

Clay Thompson | Lonan Thrallbane - tclaymichael@gmail.com

Opposing Forces are in Orange:

Opposing Forces will be announced via Discord announcements

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

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.

Scope & Schedule of the Event

Scope: The Last Light is an event at Hynafol designed for the denizens of Hynafol to experience a medieval military battle. In this scenario two sides will square off in a series of scenarios known as skirmishes. During the event the day will be divided into a number of 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 has different objectives, and rewards.

This Expedition is designed for a minimum of 50 participants. Each Side of the Expedition is responsible for the recruitment of participants to join their ranks. Should the minimum number of participants not be reached by October 1st an alternative scenario will be presented by the Game Master team available to all participants to enjoy for the day. The side with the least amount of recruited participants will be considered to forfeit the Expedition and lose by default.

Arrival Procedures

Arrival on the day of the event:

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

Day of registration will begin at 8:00a.m on October 12th. Registration is open from 12:00p.m. - 8:00p.m. Friday, October 11th.

Please have your photo ID ready. Pre Registered participants will be given a priority line to verify their identity and receive their wristband and receive Citizen cards and payment 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 the parking lot on Valkyrie Ranch.

Full weekend participation

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 8:00pm. 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.

Event Schedule

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.

The deployment of each side for all installment activities shall be determined by the Game Master team.

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.

Rewards

- ◆ Soldier Pay
 - All participants in the Expedition shall receive one Bit and one Citizen card for their efforts.
- ◆ Victory Conditions
 - The Side that accumulates the most points assigned to each battle shall be declared the winner and receive the Rewards as described for each battle below.
- ◆ 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 each side shall receive two (2) Pennies per recruited participant to their forces. This Stipend is to recognize the monumental effort required to recruit forces, organize and deploy participants for an engaging and exciting event.

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 a Medieval Village. 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:

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:

- ❖ Must be a High Priest of a Religion
- ❖ Described under 'Healing & Special Rules' for each scenario

Delays in Installments:

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.

Schedule of the Event

Friday October 11th

Time	Installment Name
1200	Gates Open
1800	Services Begin: Three Crown Counting House, Weapon Check & Narrative
2000	Decorum Camping Begins
2100	Opening Ceremony Begins

Saturday October 12th

Time	Installment Name
0800	Gates Open, Weapon Check & Narrative
0800	TCCH Opens: Withdrawals & Skirmish Purchases Only
0900	Battle #1
1000	Battle #2
1130	Quest #1 Begins
1245	Lunch Break
1400	Quest #2 Begins
1400	TCCH Opens: Skirmish Purchases Only
1400	Narrative Open
1600	Battle #3
1700	Battle #4
1845	Quest #3 Begins
2030	Quest #4 Begins
2200	Closing Ceremony Begins

Sunday October 12th

Time	Installment Name
0800	Gates Open for Departure
0900	Services Begin: Three Crown Counting House & Narrative
1200	Services End
1200	Participants Departure

Installment #1 - Ambush on the Morning Caravan

As the first light of morning breaks, a caravan owned by the Dawnforge Accord winds its way along the mist-laden roads of the Known World, carrying half of The Shield of Ector. But hidden eyes watch from the shadows, and danger looms with each step. The Dawnforge Accord must guard the caravan from the Opposing Forces with their lives, while others lie in wait, poised to strike and claim the Shield that could change everything for their Kingdom. In the calm of dawn, blood will be spilled, and the fate of the caravan will be decided.

Mobilization

Defending Side: This side will start behind the Wagon starting line.

Attacking Side: This side may begin anywhere along the Wagon route, but must start 200 ft from the Wagon Starting Line.

Battlefield

The Battlefield shall be a long and desolate road.

Time & Rounds

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

Healing & Special Rules

Defending Side:

- ❖ All High Priests have active healing hourglasses.
- ❖ All armor, all shields and all weapons are permitted.
- ❖ Defending Side is limited to 25 participants.
- ❖ Defending Side's respawn is very close to the Wagon Starting Point.

Attacking Side:

- ❖ Opposing Forces do not have High Priests.
- ❖ Only one handed weapons, bows and shields are permitted to Opposing Forces.
- ❖ Attacking Side's respawn is very far from the Wagon Starting Point
- ❖ Opposing Forces must die and remain in place for two (2) minutes before respawning.*
- ❖ Opposing Forces do not have a limit to participants.

***Remember:** The dead **do not** run or talk. Stewards are encouraged to punish the dead who break these rules by restarting their death timer.

Installment #1 - Ambush on the Morning Caravan

Skirmish Purchases Available

Healing Hourglasses

Effect: Obtain one (1), One Minute healing hourglass for the skirmish wielded by anyone on the battlefield.

Cost: 25 Pennies - Must be paid in pennies.

Skirmishers Skirmish Better

Effect: Everyone wearing no armor on any body part, on both sides, can spawn anywhere on the battlefield at the start of the battle.

Cost: 15 Furs

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

Objectives

Defending the Wagon: Move the wagon, carrying half of The Shield of Ector from the Starting Point as far down the road as possible in the time limit. The Wagon must be pulled by a member of the Defending side. The Wagon can ONLY be walked - the puller cannot run for it is insanely heavy.

Attacking side: Stop the wagon from moving. The Wagon and its contents must not be disturbed.

Victory Parameters

The side that moves the Wagon the furthest will be declared the winner of this Skirmish.

Rewards:

Half of The Shield of Ector

Installment #2 - The Ravaged Plains

On a blood-stained field beneath a tumultuous sky, the Kingdom of Tides has tracked a group of Mercenaries. Rumor has it that they have acquired a cure for the Devourer's Curse and the Kingdom of Tides is hot on their trail. Here, brute strength and quick wits will decide the victor as skirmish lines blur and chaos reigns. No walls, no shelters—only the open ground... foreign territory for the Kingdom of Tides.

Mobilization

Each side shall begin behind their designated Spawn Point.

Battlefield

An open and desolate field just outside of town.

Time & Rounds

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

Healing & Special Rules

- ❖ All High Priests have active 30 Second healing hourglasses.
- ❖ All Weapons, Armor and Shields are permitted.
- ❖ Both Sides are limited to 30 participants.

Skirmish Purchases Available

Healing Hourglasses

Effect: Obtain one (1) One Minute healing hourglass for the skirmish wielded by anyone on the battlefield.

Cost: 25 Pennies - Must be paid in pennies.

Skirmishers Skirmish Better

Effect: Everyone wearing no armor on any body part, on both sides, can spawn anywhere on the battlefield at the start of the battle.

Cost: 15 Furs

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

Installment #2 - The Ravaged Plains

Ancestral Homeland

Effect: You may have one unarmored person with no shield and only a dagger spawn in at each clock instead of at the spawn.

Cost: 5 Citizens, 5 Wood, 5 Crops, 5 Livestock

Half Fae Tricks

Effect: An extra clock is added to the field. It has no effect on the score. Only your side knows which it is.

Cost: 18 Rarities, 6 Piety, 6 Wood, 3 Stone

Objectives

Three objectives lie in a field in a row. One is worth double points to indicate where the Cure is being held. Only the defending side knows which one is worth the extra points. Whichever side accumulates the most points via time of both rounds shall be declared the winner.

Objective Notes:

Simple Chess Timers shall be used to score points. One side of each clock for Green and the other side for Orange. Participants shall press the side indicated with their color of tape.

A Steward shall be at each Objective to oversee the conflict.

Chess Clocks can only be pressed by the hand. Weapons are forbidden from touching the timers and offenders shall be rendered dead on the spot by Stewards.

Sides will switch starting positions and respawn after the first round.

Victory Parameters

Secure the most cumulative time over the course of two rounds to be declared the winner. Time accumulates across both rounds.

Point Accumulation:

- ❖ Objective 1: One point per second held.
- ❖ Objective 2: One point per second held.
- ❖ Objective 3: Two points per second held.

Rewards:

One Cure for the Curse of the Devourer

Installment #3 - Kilkenny Cat Fight

Pairs of Warriors meet in the fields outside of town, each determined to claim victory, but with a unique curse as the Devourer's Curses oozes ever farther into the Known World—defeated warriors must join the side of their conquerors, pledging allegiance to their former enemies. As the battle rages on, alliances shift, and numbers swell, with fighters switching sides in a whirlwind of combat. Only one side can stand victorious in the end, but every fallen warrior brings their strength to their new allegiance, creating a storm of ever-changing loyalties until the field is littered with those who will fight to the last man standing.

Mobilization

Duos start in the field positioned wherever they desire.

Battlefield

A Wide open plain.

Time & Rounds

This battle shall last 40 minutes or until a winner is declared.

Healing & Special Rules

- ❖ Each duo shall designate one person to be the Leader of their side as it grows.
- ❖ When you die the Curse of the Devourer overtakes you and you rise from your death to join the side that defeated you.
- ❖ When a Leader dies the entire side joins the opposing force.
- ❖ No healing is available during this battle.

Skirmish Purchases Available

No Skirmish purchases are available.

Objectives

The objective of this battle is to accumulate the largest force on the battlefield by defeating your enemies, specifically the Leader of other sides.

Victory Parameters

The battle ends when all participants have been accumulated into one Side or the time limit.

When the time limit has expired the side with the largest accumulation of players shall be declared the winner.

Point Accumulation:

No points are accumulated.

Rewards:

The winner of this battle shall acquire a Cure for the Curse of the Devourer.

Installment #4 - The Chapel Siege

A humble village's chapel becomes the focal point of the desire of the Imperium Dominium. The local church has recruited Mercenaries to protect their meager walls and the treasure hidden within. Within its wooden walls, Mercenaries and other defenders prepare for a desperate stand, rallying to protect their prized possession: half of The Shield of Ector. The very devout local High Priest has gathered all their members to pray and defend, by any means necessary the Shield of Ector. Meanwhile, The Imperium Dominium has gathered outside, ready to breach the doors and lay claim to The Shield of Ector for themselves. As the siege unfolds, courage and cunning are tested on both sides, and the fate of the small chapel's prize rests on the will of those who fight for its survival and the blessings of their High Priest.

Mobilization

Defenders: Begin the battle inside of the Longhouse.

Attackers: Begin the battle behind their respawn point outside of the Longhouse.

Battlefield

The Battlefield is inside and the area immediately outside of the Longhouse.

Time & Rounds

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

Defenders:

- ❖ Defenders shall have 20 minutes to hold the objectives within the longhouse.
- ❖ Defenders shall only have healing hourglasses to respawn manually.
- ❖ All Weapons, Armor and Shields are permitted.
- ❖ Every 5 minutes all Defenders are resurrected by the local High Priest (signaled by the sound of a whistle).

Attackers

- ❖ Attackers shall have 20 minutes to acquire as much time on the time clocks within the longhouse as possible.
- ❖ Attackers shall have healing hourglasses based on High Priests, and purchases.
- ❖ All Weapons, Armor and Shields are permitted.
- ❖ Every 5 minutes Attackers inside the Longhouse die (signaled by the blowing of a whistle) from the High Priests blessing on the defenders.

Installment #4 - The Chapel Siege

Healing & Special Rules

- ◆ All High Priests will have 30 second healing timers.
- ◆ Additional healing timers may be purchased.

Skirmish Purchases Available

Healing Hourglasses

Effect: Obtain one (1) One Minute healing hourglass for the skirmish wielded by anyone on the battlefield.

Cost: 25 Pennies - Must be paid in pennies.

Objectives

Objective 1: Outside of the Chapel. One Point per second earned on the clock.

Objective 2: Inside of the Chapel. Two points per second earned on the clock.

Victory Parameters

The side, either Imperium Dominion or the Opposing Force that accumulates the most points over the course of two rounds shall be declared the winner.

Point Accumulation:

As described above.

Rewards:

Half of The Shield of Ector

Final Summary

The Last Light weaves together battles, quests, and ceremonies to tell a gripping tale of survival, alliance, and ambition. Denizens will have the chance to reforge an ancient relic, win doses of a rare cure, and prepare for the final confrontation at the Grand Gathering. The narrative is rich with Arthurian myth and offers a dynamic, player-driven experience where their actions will shape the fate of Hynafol.



Get your limited time Last Light Swag here:
<https://shop.hynafol.com/>