

# Covenant of Fire

## Sellar's Keep vs Cathars of the Flame

To the Faithless and Their Allies,

The Known World lies tainted by corruption, greed, and the abandonment of faith. For too long, Helion has turned His gaze away, leaving this land shrouded in shadow and sin. I was once a paladin, a mortal of flesh and spirit, bound by duty to protect the innocent. But the Cataclysm tore my soul apart, casting me into the Mists, where I was reforged by divine wrath into what I am now: a specter of judgment, an echo of Helion's holy blade.

I speak to you now not as the leader of the Heralds of the True Flame, but as the bearer of a new era. With my rebirth and the divine clarity it brought, the Heralds have become something greater: the Cathars of the Flame. The title "Heralds" no longer suffices for the mission before us. We are not merely messengers of Helion's wrath, we are its instruments, its purification made manifest. We are the flames that will cleanse this world of its decay and prepare it for the return of His light.

In the days following my transformation, I saw the truth of our purpose more clearly than ever. The fire we wield is not merely a weapon, it is a divine mandate. It consumes only to renew, burning away the rot and leaving fertile ground for Helion's favor to take root once more. Each flame is a promise, a covenant between the faithful and their god, that through sacrifice and fervor, we shall restore the balance that has been lost.

The Cathars of the Flame embody sacrifice, zeal, and unrelenting devotion. Each of us bears the mark of fire, a symbol of our commitment to purging the unworthy. Through sacred flames, we shall expose the rot that festers in the hearts of kingdoms and guilds alike. Sellar's Keep, with its shadowy dealings and corrosive influence, stands as the first to face Helion's judgment. Their secrets shall be ash, their lies consumed by fire.

To those who stand with us, take heart in the fire's warmth, it burns not to destroy but to renew. You are the sparks of Helion's will, and together we shall ignite a blaze that cannot be extinguished. To those who oppose us, know this: your defiance only feeds the flames. Your corruption is the kindling that will fuel Helion's return.

The Cathars are not the heralds of fire's promise. We are its realization. We are the reckoning that was foretold, and the world will know our purpose when the flames rise. The trial by fire begins now.

The Empty Paladin



# Covenant of Fire

The flames of Helion burn brighter than ever in this year's October expedition, Covenant of Fire. As Sellar's Keep fights for survival, a fanatical Helionite cult known as the Cathars of the Flame rises under the terrifying leadership of the Empty Paladin.

This spectral figure, once a holy knight shattered during the Cataclysm, now wields a spectral echo of a divine blade and leads his cult with unrelenting zeal to punish those they deem responsible for Helion's absence.

The Cathars believe only through sacred fire can the Known World be cleansed of its sins and returned to the light of Helion. Their first target is Sellar's Keep, a guild they accuse of embodying the corruption and decay that has driven Helion to abandon the world. Once a shadowy bastion of power, Sellar's Keep now faces a trial by fire as the Cathars unleash their wrath.

Players will be drawn into an intricate narrative of ancient feuds reignited and escalating conflict. The Cathars' rise is steeped in dark secrets, divine wrath, and the fractured soul of the Empty Paladin. Every decision made will have far-reaching consequences as factions clash in battles of faith, power, and survival.

This high-stakes expedition promises intense combat, gripping storylines, and the opportunity to shape the future of Hynafol's power dynamics. Will you side with Sellar's Keep and bring light to the shadows? Or will you join the Cathars and let the flames of purification consume the land? The covenant has been made, and the fires cannot be undone. Choose your side wisely, the fate of Hynafol hangs in the balance.

## 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.

### **Green: Sellar's Keep**

Ophelia Grimsey | Alexandra Likins - alexandrajordanj@gmail.com

### **Orange: Cathars of the Flame**

The Empty Paladin | Jacob Weishuhn - jweishuhn21@gmail.com

Game Master | Taylor Tracy - GM@Hynafol.com



# Participating Guilds



## Sellar's Keep

**Heraldry:** A snake entwined with a dagger and a coin purse.

**Colors:** Black, Silver

**Description:** Sellar's Keep is a shadowy guild of mercenaries, spies, and scholars who thrive on secrecy and calculated action. They operate in the shadows, fulfilling contracts and amassing power while manipulating the systems of Hynafol to their advantage. Their members are pragmatic and opportunistic, carrying tokens of their trade and wearing muted black and silver to blend into the darkness.

**Objectives:** To maintain their hidden influence, fulfill orders that strengthen the guild, and ensure no power in Hynafol grows too complacent.

## Cathars of the Flame (New World Power)

**Heraldry:** A blazing sunburst split in two, set on a field of crimson and gold.

**Colors:** Crimson, Gold, White

**Description:** The Cathars of the Flame are a fanatical Helionite cult dedicated to purging the Known World of its sins. Born in the aftermath of the Cataclysm and led by the spectral Empty Paladin, they see themselves as divine instruments of purification. Marked by burn scars and clad in scorched armor adorned with sun motifs, the Cathars believe only sacred fire can restore Helion's favor and cleanse the world of corruption.

**Objectives:** To spread their doctrine through fire, punish the unworthy, and pave the way for Helion's return.

The Cathars of the Flame are a New World Power created specifically for the Covenant of Fire expedition. This guild provides players with the opportunity to experience a unique and intense role within this event as fanatical followers of Helion's fiery doctrine. Designed as an adversarial force, the Cathars are driven by their zeal for purification through sacred fire and their devotion to the spectral Empty Paladin.

The Cathars of the Flame are not a permanent guild or one intended for ongoing character development. Instead, they serve as a highly thematic faction meant to enrich the story and provide an immersive experience for this specific expedition. Joining their ranks allows players to step into the role of a zealot in Helion's crusade, offering a chance to explore themes of faith, judgment, and radical devotion.

This is a limited-time faction, created solely for the Covenant of Fire expedition. Characters created for the Cathars are not intended for use outside of this event. Joining the Cathars does not exempt players from standard event ticketing and registration requirements. Participation as a Cathar offers a temporary but immersive storyline experience tied to the event's overarching narrative.

The Cathars of the Flame represent the unrelenting fire of Helion's judgment. Will you wield the flames as an instrument of divine wrath, or will you face their purifying heat on the battlefield? The choice is yours.





# Cathars of the Flame

*Purify the unworthy in Helion's fire*



## Heraldry

A blazing sunburst split in two, set on a field of crimson and gold.

## Colors

Gold, White, Crimson

## Primary Religion

Helion

## Goals

To punish the land for forsaking Helion and to restore the sun's favor by purging the unworthy in flames.

## History

The Cathars of the Flame arose in the aftermath of the Cataclysm, when the shattered realms of the Known World were left to grapple with divine abandonment. The event brought desolation and threw Helion's faithful into doubt and despair. It was in this turbulent time that a fallen knight, once of noble repute, was said to have been cast into the Mists, their soul fractured by the devastation. Through the strange powers of Hynafol, this knight was reconstituted as a spectral being known only as the Empty Paladin, an instrument of divine wrath and retribution.

Believing that Helion had turned His face away due to the moral decay of kingdoms and guilds alike, the Empty Paladin preached a gospel of fire and purification. From this message, a radical order was formed: the Cathars of the Flame. Drawing followers from the remnants of devastated lands, this sect believed that only through sacred fire could Helion's favor be regained and the world restored to its rightful order. The Cathars saw themselves as instruments of divine vengeance, tasked with bringing the trial by fire to all who had strayed from Helion's grace.

The rise of the Cathars sparked conflicts with other religious factions, particularly the Llung Haul, who the Cathars deemed too complacent and lenient in their worship. Their rivalry reflected a deeper schism in the faith, as the Cathars pursued an unyielding path of penance through flame.





# Cathars of the Flame

## Continued



### Characteristics

The Cathars of the Flame are fanatical warriors, bound by a creed of purification and sacrifice. They see themselves as a holy inquisition, chosen to bring about a fiery reckoning to the lands that have turned away from Helion's light. Their ranks are marked by burn scars, both physical and ritualistic, symbols of their fervent devotion to cleansing the world through flame.

Clad in scorched armor adorned with sun motifs and Helionite symbols, their appearance reflects their inner zeal. Their weapons, marked with sun imagery, are said to be blessed with the "Fury of Helion," evoking the god's wrath upon the battlefield. Rituals of purification involving fire, ash, and sacrifice are central to their identity, with bonfires lit at every major gathering to signify their mission.

The Empty Paladin, the spectral figurehead of the Cathars, wields an echo of their former blade, a symbol of their eternal, undying mission. This ethereal leader drives the Cathars forward with unwavering zeal, inspiring both fear and devotion among their followers.

### Motivations

The Cathars of the Flame are consumed by their desire to restore the favor of Helion by purging the land of corruption and sin. They believe that only through fire can the land be purified, and only through the sacrifice of the unworthy will Helion return to His people. Their mission is to bring about a trial by flame, where the impure will be consumed and only the faithful will remain.

They view their crusade as a necessary divine judgment, a flame that must burn away the old, sinful world to reveal the pure and righteous order beneath. Each fiery raid, each burning stronghold, brings them closer to their ultimate goal, a world cleansed by fire, where Helion's light will once again shine unimpeded.





# Cathars of the Flame

## Continued



### How to Join

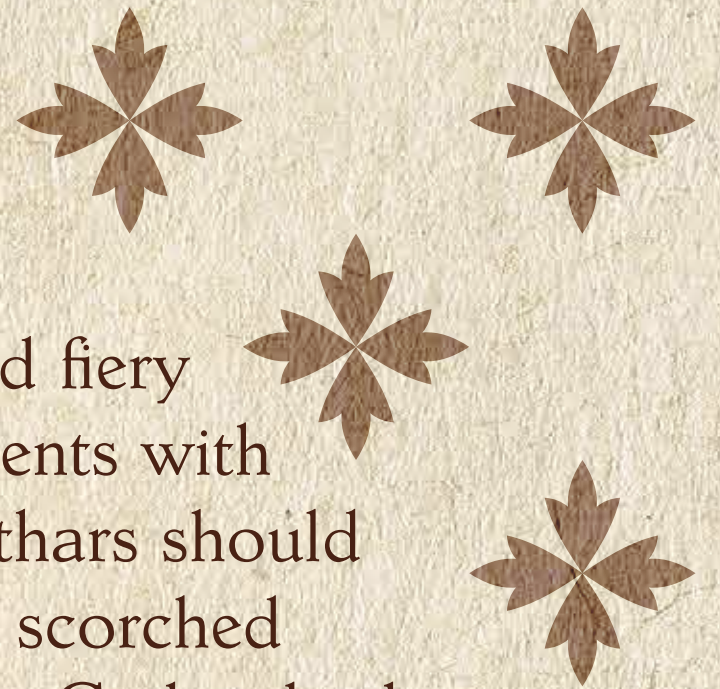
The Cathars of the Flame will open their ranks during the October 2025 expedition. To join, participants must register for the October Expedition and arrive in full cult-like attire, reflecting their fiery devotion. This includes flame motifs, Helionite symbols, and clothing or armor with a scorched, blackened aesthetic. Members must also be willing to have burn-like face paint applied as part of their initiation, symbolizing the purification and sacrifice required to serve Helion's will. Only those who fully embrace the Cathars' creed and appearance will be accepted into their ranks.

### New World Power

This is a New World Power guild created specifically as an adversary for the expedition. It is not a permanent guild and is not intended for creating or developing main player characters. Players joining this guild must still purchase a ticket for the event. Participation in the New World Power guild does not exempt you from event registration fees. Please ensure you are aware of these conditions before joining.



# Costuming Guide



The Cathars of the Flame embody the essence of fanatical devotion and fiery purification. Their attire reflects their radical beliefs, blending cult-like elements with symbols of their divine mission. Participants portraying members of the Cathars should wear costumes that evoke the zeal and intensity of their cause, focusing on scorched and sun-themed designs. Below are the essential guidelines for crafting your Cathar look:

## Key Elements of Cathar Costuming

**Colors:** Crimson, gold, and white dominate their palette, symbolizing fire, divinity, and purity. Incorporate scorched black and ash-like elements to signify their connection to purification by flame.

**Clothing:** Flowing robes, tattered tunics, or layered garments are ideal for creating a cult-like aesthetic. Burns, charred edges, and frayed fabric should be added to mimic the effects of fire.

### Accessories:

- ◆ Sun-themed jewelry such as pendants, earrings, and brooches to reflect Helion's influence.
- ◆ Chains, ceremonial belts, or sashes adorned with sun symbols or fiery motifs.
- ◆ Include small vials of "sacred ash" or burnt tokens as ritualistic accessories.

**Armor:** For characters wearing armor, opt for scorched or blackened pieces adorned with Helionite symbols, sun motifs, or flame patterns. Use paint or fabric to mimic burned metal.

## Face and Body Decorations

### Burn-Like Face Paint:

- ◆ Create burn marks or scars using face paint, focusing on intense details like cracks or molten textures.
- ◆ Optional designs include burns shaped as suns, flame patterns radiating outward, or intricate Helion symbols etched into the "burns."

**Body Paint:** Incorporate ash-like smudges or symbols on arms, neck, and hands to enhance the ritualistic appearance.

**Extreme Burn Looks:** Consider using latex or prosthetics to create raised, textured burns for a dramatic effect. These can be combined with face paint for a layered, realistic look.

## Tips for Distressing Costumes

**Burn Marks:** Use a lighter or candle to carefully singe the edges of fabric (exercise caution). Alternatively, use dark paint or soot to create the appearance of burns.

**Ash and Soot Effects:** Dust costumes with a mixture of charcoal and baby powder for a smudged, ashen look.

**Layering:** Add torn, charred fabric layers to create depth and texture. Consider using burlap, linen, or other rough, natural materials.



# Costuming Guide

## Final Notes

Costuming as a member of the Cathars of the Flame is an opportunity to embody the fiery zeal and radical devotion of Helion's chosen. Focus on creating a look grounded in the Cathars' aesthetic of scorched devotion, sacred ash, and fiery symbolism. Burned fabrics, sun-themed accessories, and ritualistic face paint are central to bringing this fanatical faction to life. Let your costume reflect the unrelenting zeal of those who dedicate themselves fully to Helion's cleansing flame.

**Please remember:** We reserve the right to refuse costumes that do not meet the guild's guidelines. Your costume should immerse you in the story and reflect the fanatical and sacrificial themes of the Cathars of the Flame. This is your chance to step into the role of a devoted cultist with dignity and authenticity. Let the fire guide your transformation, but keep it rooted in the fervor and raw intensity of the Cathars of the Flame.

## Inspiration

Players can find additional ideas and visuals for Cathar's costuming on the Pinterest board:

<https://pin.it/enhTa2zxB>

You can find purchasable items here on Amazon to help as well:

<https://tinyurl.com/CatharsoftheFlame>





# Registration

## How to Register:

- All participants must be 18 years of age or older to register.
- Minors may attend with parents or legal guardians. Please email [info@hynafol.com](mailto:info@hynafol.com) for minor tickets.
- Registration is done on the Hynafol website and can be found here:
  - <https://hynafol.com/april-expedition/>
- There is no deadline for registration.
- Registration will be available at the door.
  - Paying in cash at the door will be \$115, exact change required.

## 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:** The event host is Kai 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.
- 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.



# How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com

Tickets & logistics: info@hynafol.com

Logistics: Logistics@hynafol.com

Volunteers: Volunteers@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.

## 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 set of Valyrie Ranch. 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:

- ◆ High Priests with a minimum of 10 followers
- ◆ Priests with a minimum of 10 followers

**Event Schedule, installations, and more information  
coming soon in full game document.**

