

# March on Caernarfon

## Crownless Royals Vs Toraithe

I, Darragh O'Maolain, leader of the Toraithe, write to you from the rugged heartlands of the Tir of Exyle. Here, amidst the jagged cliffs and shadowed valleys, we have forged a family from the remnants of broken clans. The Toraithe are no mere bandits or criminals, as some may call us. We are survivors. We are protectors. And above all, we are a family bound by loyalty, resilience, and the blood of our ancestors. As a man of honor, I have a duty to ensure that the strong can thrive and the weak find their place in history, not on the battlefield.

The Crownless Royals, on the other hand, have a history written in collapse. First, when the Cataclysm struck, their mighty magical towers crumbled, their lands fell silent, and their strength scattered to the winds. Four centuries later, when the Mists parted, and the world reopened, only one brave Crownless Royal ventured forth. They returned to find their guild disbanded, their name barely a whisper of its former glory. Twice now, your family has faltered. What makes you think this time will be any different?

This past Grand Gathering, while the Denizens of Hynafol disappeared once more into the Mists, I claimed the Tir of Exyle for the Toraithe. Those lands, harsh and unyielding, became ours to rule. I gathered the families who had lingered in the shadows, unable to reclaim their royal titles. Under my banner, they found strength and purpose. Those too weak to stand with us were given no quarter, for in the Tir, only the strong thrive.

To the people of The Known World, I say this: The Toraithe are no conquerors, but protectors of what is rightfully now ours. The Tir of Exyle is a bastion, forged by those who understand the meaning of survival. Our mastery of the trade routes ensures the flow of goods and sustenance, not just for us, but for all who respect our domain. Every caravan secured, every route defended, is a step toward safeguarding the future of the Tir and its people.

To the Crownless Royals, I offer this challenge: Prove to me that your family, built anew, is stronger than the bonds of honor and loyalty that bind the Toraithe. Let the battlefield decide. If you can drive us from the halls of Caernarfon, then perhaps you are worthy of the castle, but know this: we will not fall easily. The Toraithe do not forgive weakness, and we do not forget those who challenge us.



Let the March on Caernarfon be the proving ground for your courage, your unity, and your claim to the lands you abandoned. The Tir of Exyle belongs to us, but we welcome the test of your resolve. To the people of Hynafol, choose your side wisely, for the outcome of this conflict will shape the future of the Known World. We await you on the field of battle.

**Darragh O'Maolain**  
Leader of the Toraithe





# March on Caernarfon

The March on Caernarfon pits the remnants of a fractured dynasty against a rising power forged in the rugged lands of the Tir of Exyle. At its heart is the battle for Caernarfon Castle, a strategic stronghold steeped in history and power. This epic conflict will challenge participants to test their loyalty, strength, and unity as they engage in story-driven battles and quests. With the Crownless Royals seeking to reclaim their legacy and the Toraithe staking their claim as new protectors and rulers of the Tir, the stakes are nothing less than the future of the Known World.  

Victory will mean glory, land, and riches, but failure could spell the permanent loss of Caernarfon Castle to the Toraithe. Players will be immersed in a world of tactical battles, rich lore, and high-stakes decisions that will leave an indelible mark on Hynafol.

## 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.

### **Toraithe (Green)**

Darragh O'Maolain | Brandon Lucio: [brandon.lucio@g.austincc.edu](mailto:brandon.lucio@g.austincc.edu)  
Game Master | Taylor Tracy: [gm@hynafol.com](mailto:gm@hynafol.com)

### **Crownless Royals (Orange)**

Executor Raynolf Longspear | Ray Woods: [rjwoods9@gmail.com](mailto:rjwoods9@gmail.com)  
Santiago | Sean Mcdaniel [Zaibatsuv@gmail.com](mailto:Zaibatsuv@gmail.com)

Prepare your attire, gather your allies, and ready yourselves for an unforgettable expedition in the March on Caernarfon!





# Participating Guilds



## Crownless Royals

**Role:** Defenders of an ancient legacy, the Crownless Royals fight to reclaim their former glory and establish a new era for their guild.

**Goals:** Reclaim Caernarfon Castle, restore their honor, and prove their unity as a renewed guild.

## Toraithe (New World Power)

**Role:** A New World Power forged from the families of the Tir of Exyle, the Toraithe seek to solidify their dominance by holding Caernarfon Castle.

**Strengths:** Mastery of guerilla warfare, deep knowledge of terrain, and unwavering loyalty among their ranks.

**Aesthetic:** Highland warrior-inspired attire, blending kilts, flannels, furs, and leathers in their signature colors of green, orange, and blue.

**Goals:** Prove their strength, secure control of the castle, and establish themselves as a force to be reckoned with in The Known World.

The Toraithe are a New World Power guild created specifically for this expedition, offering players a unique opportunity to embody a force shaped by resilience, loyalty, and strategy. While not a permanent guild or one for main character development, joining the Toraithe is a chance to immerse yourself in their rich story for the duration of the game, a tale of survival and ambition rooted in the rugged Tir of Exyle.

Emerging from the ashes of families unable to reclaim royal status, the Toraithe have united under the fierce and honorable leadership of Darragh O'Maolain. They have forged their identity as both protectors and rulers of their homeland. Their mastery of guerilla tactics and strategic use of terrain has made them a formidable force, as they seek to dominate the key trade routes and safeguard their lands from outside threats.

Guided by their code, "The Oath of the Hills," the Toraithe have proven that unity and strength can rise from shared hardship. This guild embodies resourcefulness, calculated precision, and an unwavering commitment to their people. While they present themselves as defenders of the Tir, their actions to consolidate power have sparked inevitable conflict with the Crownless Royals.

This expedition marks the first introduction of the Toraithe, but it may not be the last time we see their influence in the years to come. If you choose to fight under their banner, you will represent their ambition and determination in the battle for Caernarfon Castle, a battle that will shape the future of Hynafol.







# Toraithe

*Aut vincere aut mori*



## Heraldry

A golden harp intertwined with a serpent on a field of green and white.

## Colors

Orange, Blue, Green

## Primary Religion

NA

## Goals

Determined to protect their kin and land, the Toraithe seek to command the caravan routes, wielding their knowledge of the rugged terrain to outmaneuver all who oppose them.

## History

The rise of the Toraithe stemmed from the upheaval following the disappearance of the once-mighty Crownless Royals. In the rugged expanse of the Tir of Exyle, where vast plains meet jagged cliffs and shadowed valleys, the Toraithe families found a natural home. Led by the fierce and cunning Darragh O'Maolain, these once-fractured clans came together to form a powerful and unified force.

Bound by blood and shared hardship, the Toraithe honed their craft in the art of guerilla warfare and defense of their ancestral lands. With a deep understanding of the terrain, they struck decisively at those who sought to cross their borders, disappearing into the hills before their enemies could muster a response. Their mastery of the land and strategic insight allowed them to outmaneuver any foe, securing their survival in even the harshest of times.

Though feared for their calculated precision, the Toraithe are guided by a strict code of loyalty and mutual protection, The Oath of the Hills. This code binds the clans together, ensuring their unity remains unbroken even as their influence spreads. Their strongholds, hidden across the Tir, offer refuge and serve as defensive bastions, safeguarding their people from any who would seek retribution.

The Toraithe clans do not see themselves merely as raiders, but as protectors of their homeland, preserving the Tir of Exyle from outside forces and ensuring that their families' legacy endures for generations to come. They strive to secure their place in the land's future, just as their forebears did in its past.







# Toraithe Continued



## Characteristics

The Toraithe are opportunistic and resourceful, excelling in guerilla warfare and fortifications. They rely on their intimate knowledge of the Tir of Exyle's geography to orchestrate daring ambushes and establish nearly impregnable strongholds. Members wear green and orange garb to blend with their surroundings, often adorned with symbols of their trade, such as daggers or coins.

Their strongholds are as cunningly crafted as their tactics, featuring hidden entrances, escape tunnels, and defensible positions. They are a close-knit group bound by their code, and while they revel in the spoils of their work, they also see themselves as protectors of the Tir, defending it from outside forces.

## Motivations

The Toraithe seek to establish themselves as the dominant power along the trade routes of the Tir of Exyle, aiming to control the flow of goods and resources through the region. Their ambition is not merely driven by plunder, but by a desire to carve out a lasting stronghold from which they can exert influence and authority. Each raid and seized caravan furthers their pursuit of supremacy, allowing them to consolidate power and secure their place as one of the ruling forces in Hynafol. To the Toraithe, the control of these vital routes is key to ensuring their clan's survival, prosperity, and enduring legacy.

## How to Join

You can join the Toraithe during the March Expedition for 2025. To earn your place among their ranks, assemble a bandit outfit in the guild's signature colors: green, orange, and blue. Kilts and tartans are allowed and encouraged. Show your cunning and readiness to embrace the ways of the Toraithe to claim your spot on their side.

## 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 Toraithe embody a rugged warrior spirit, blending functionality with cultural pride reminiscent of traditional highland themes. Their attire is designed to reflect their warrior heritage and the harsh terrain of the Tir of Exyle.



## Key Elements of Toraithe Costuming

**Kilts and Tartans:** Traditional patterns in green, orange, and blue to represent their guild colors.

**Flannels and Tunics:** Plaid shirts and woolen tunics for warmth and a rustic aesthetic.

**Furs and Leathers:** Cloaks, wraps, and armor pieces crafted from natural materials to reflect their resourcefulness and connection to the land.

**Accessories:** Belts, pouches, and dagger sheaths.

**Footwear:** Sturdy boots or period-appropriate shoes.

## Inspiration

Players can find additional ideas and visuals for Toraithe costuming on the Pinterest board:

<https://pin.it/7lkm4ED5N>

Players can find purchaseable ideas for Toraithe costuming on this Amazon list:

<https://tinyurl.com/Toraithe>

## Guidelines

- ◆ Costumes should align with the Toraithe's colors and aesthetic.
- ◆ Mix practicality with flair, ensuring mobility for battle while showcasing their heritage.
- ◆ While creativity is encouraged, all costumes are subject to Hynafol's costume standards and approval.





# 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/expedition-march-25/>
- 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.**

