

The Forgotten Hoard

Torst Helvellyn vs Vermiscar Clans



To the Stone-Lovers and Their Allies,

Do you remember the dwarves who lived here? They stayed in this mountain for 400 years, hammering their steel, singing their songs. And yet, when the dragons came crawling up from under the world, those proud dwarves couldn't stop them. The dragons burned it all, left nothing but ash and ruin. The mountain was broken long before you even thought of coming back.

And Torst Helvellyn? Sure, you chased off the cultists, but they were weak. They had no roots in the stone, no shadows to hide in. They were easy prey, and now you think you can do the same to us. But we're not like them. No, we come from the dark. Like the dragons that were here before us, we rose from the depths. We may not be strong like you, but we don't need to be. We're quick, clever, and cunning. Where your hammers swing wide, our blades strike true. Where your boots march loud, we move silent as whispers.

The depths, caves, and tunnels of this mountain belong to us now. Its treasures? Ours. Its secrets? Ours. Every coin, every gem, every scrap of your history has been claimed by the Vermiscar Clans. We've built our hoards, carved our domain, and made these halls ours to rule. We know every tunnel, every shadow. You'll find no easy fight here, only traps, and ruin.

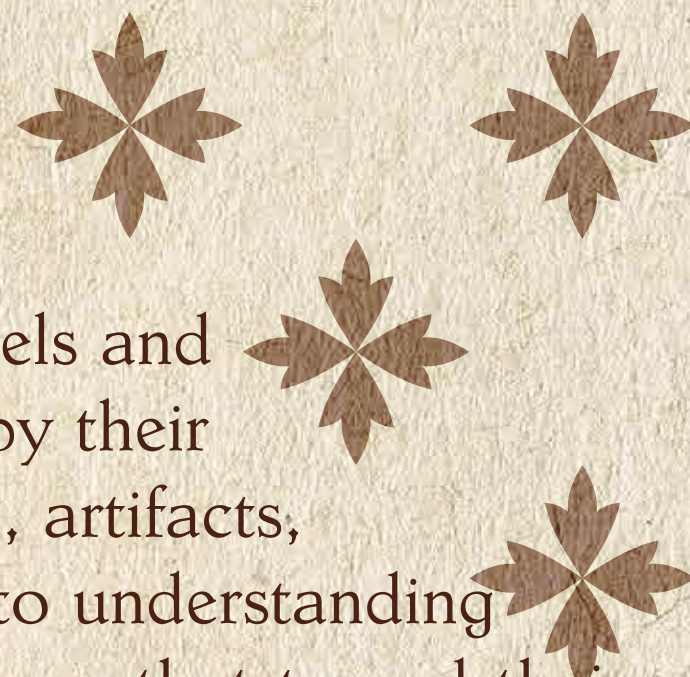
You want what we've taken? Then come take it, if you can. But know this: for every step you take into our mountain, we'll be waiting. You'll face more than just blades and claws. You'll face our cunning, our speed, our hunger. And when you fall, your bones will join the rest of the fools who thought they could take what's ours.

We are the Vermiscar Clans. The darks of this mountain are ours now. If you want it, you'll have to fight us for it.

Gour Goldfang
of the Vermiscar Clans



The Forgotten Hoard



The expedition into Mount Drukar begins, a journey deep into the tunnels and forgotten halls of this ancient dwarven stronghold. Torst Helvellyn, driven by their unyielding quest for truth and legacy, leads the charge to reclaim the secrets, artifacts, and lore left behind in the mountain's depths. These remnants hold the key to understanding what befell the dwarves who once ruled these halls, as well as the dark forces that turned their proud home into a ruin.

After the Dragon Cultists were chased out by Torst Helvellyn, the mountain did not remain empty for long. Rising from the dark underworld, the cunning Vermiscar Clans crept up to claim what the cultists abandoned. They've scavenged the ruins, building hoards of treasure and artifacts, fortified by shadowy defenses and brutal cunning. Now, those hoards, and the knowledge locked within them, lie scattered throughout Mount Drukar, waiting to be discovered, fought for, and solved.

But the Vermiscar are not the only obstacles standing in the way. The ancient halls guard their secrets with puzzles, traps, and mechanisms left behind by those who dwelled here long ago. For Torst Helvellyn and their allies, this expedition will test not only their strength in battle but also their wits and resolve as they work to unlock the truth buried in stone and shadow. The mysteries of what happened during the 400 years the mountain was sealed, and even before that time, may finally come to light.

In the depths of Drukar, every step is a gamble. Treasures, hoards, and secrets await, but they must be earned, whether through cunning, combat, or collaboration. The question remains: will the bold explorers uncover the mountain's truths, or will its darkness claim them, as it has so many before?

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.

Orange: Vermiscar Clan

Gour Goldfang | Brian Grannan - brian.grannan5@gmail.com

Game Master | Taylor Tracy - GM@Hynafol.com

Green: Torst Helvellyn

Torstein Meadmaker | Aaron Surratt - surratt1355@yahoo.com

Drundor Ramhammer | Josh Harris - jahjah357@gmail.com



Participating Guilds

Torst Helvellyn

Heraldry: Hammer and Anvil over a volcano

Colors: Blue, Brown, White

Motivation: To restore Mount Drukar and reclaim dwarven glory.

Goals: Become the most renowned crafters in the known world, and redeem the failures of their ancestors.

Characteristics: Brave and loyal artisans, welcoming of all who share their love of crafting and kinship. Known for their fiery determination, love of song, and loyalty to allies.

Vermiscar Clans (New World Power)

Heraldry: A cracked skull over crossed daggers on a tattered field of black and grey

Colors: Rust, Grey, Black

Motivation: Amass wealth and power through stealth, sabotage, and ruthless cunning.

Goals: Build an unassailable hoard of treasures and turn Mount Drukar into a fortress of fearsome riches.

Characteristics: Ragged Bipedal Rats who embrace chaos and filth, thriving in darkness.

Masters of assassination and guerrilla tactics, they strike swiftly from the shadows.

The Vermiscar Clans are a New World Power guild created specifically for this expedition, offering players an exciting opportunity to embody a faction rooted in cunning, chaos, and ruthless survival. While not a permanent guild nor one intended for main character development, joining the Vermiscar Clans provides a chance to immerse yourself in their shadowy society for the duration of the event. Their story is one of scavenging strength from the ruins of others and building power from the forgotten depths.

Emerging from the underdark after the Dragon Cultists were driven out of Mount Drukar, the Vermiscar Clans have claimed the tunnels and caverns of the ruined mountain as their domain. These cunning creatures thrive in the shadows, scavenging and hoarding treasures left behind by the dwarves and their enemies alike. Known for their stealth, sabotage, and deadly use of the blade, the Vermiscar excel in ambushes and guerrilla warfare, striking swiftly and decisively before vanishing into the dark.

Their philosophy is simple: "We take what is ours." For the Vermiscar, strength is not found in brute force but in cleverness, speed, and the ability to adapt. They are united by their hunger for wealth and power, each hoard a symbol of status and triumph. To them, Mount Drukar is no longer a ruin but a paradise of opportunity, where every treasure is a step toward greater dominance.

This expedition marks the first introduction of the Vermiscar Clans as a New World Power. Their presence will not only challenge the might of Torst Helvellyn but also the ingenuity and resourcefulness of all who seek to delve into the mountain's depths. If you join their ranks, you will represent their cunning and ambition in the battles for control of Mount Drukar, leaving your mark on the story of Hynafol.





Vermiscar Clan

Claim it, Keep it, Hoard it.



Heraldry

A cracked skull over crossed daggers on a tattered field of black and grey.

Colors

Rust, Grey, Black

Primary Religion

NA

Goals

To amass wealth, relics, and treasures, using their mastery of assassination, pack tactics, poison, and sabotage to expand their dominion.

History

The Vermiscar Clans trace their origins to the aftermath of the Drukar Dragon Wars, a time when the ancient dwarven halls of Mount Drukar were left in ruin. The dragons emerged victorious, and the dwarven kingdom was all but annihilated. For centuries, the Vermiscar lingered in the shadows, biding their time until the day they could claim what was once the dwarves' domain.

When the Dragon Cultists were driven out by Torst Helvellyn, the Vermiscar seized the opportunity to delve into the mountain's depths. There, in the abandoned halls of Drukar, they discovered a paradise for scavengers. The vermiscar stripped the fallen dwarves of their treasures, and over time, they built their society within the dark, labyrinthine tunnels.

The Clans, though fragmented and chaotic, share a singular purpose: to amass wealth and power through the collection of valuable relics, trinkets, and treasures. Status within their ranks is determined not by strength or skill in battle, but by the size and wealth of one's personal hoard.

The Vermiscar are known for their cunning and stealth. They excel in sabotage, assassination, and guerrilla tactics, using their pack mentality to overwhelm enemies and plunder their riches. Each new conquest adds to their ever-growing hoards, and every treasure secured is a testament to their relentless ambition.





Vermiscar Clan

Continued



Characteristics

The Vermiscar Clan is a ragged society of large bipedal rats, their matted fur streaked with grime and scars. They have elongated faces with twitching whiskers, sharp yellowed teeth, and torn ears, giving them a disheveled and menacing appearance. Their attire is a chaotic mix of tattered fabric and scavenged leather, adorned with stolen trinkets, rusted weapons, and different furs.

Each member embraces their filth and wears their hoarded treasures as a symbol of status. The wealthiest and strongest hold power, while the weak are expendable. Masters of stealth and sabotage, the Vermiscar strike swiftly from the shadows, leaving fear and ruin in their wake.

Motivations

The Vermiscar Clans are driven by an insatiable hunger for wealth and power. Their motto, "We take what is ours," encapsulates their philosophy perfectly. They believe that all treasures, relics, and riches are theirs by right, and any who dare to stand in their way are simply obstacles to be removed.

They strive to turn Mount Drukar into their unassailable stronghold, a fortress of riches and dominance. Their ultimate goal is to grow their collective hoard into the most fearsome treasure trove in all of the Known World, a legacy of their cunning, survival, and greed.

The Clans' methods are as ruthless as they are effective. Every coin taken, every rival bested, and every valuable artifact claimed brings them one step closer to the power and influence they seek. For the Vermiscar, there is no treasure too small, no tactic too devious. Their insatiable desire to claim what is theirs knows no bounds.





Vermiscar Clan

Continued



How to Join

To join the Vermiscar Clans, one must undergo initiation at the April Expedition of 2025. New recruits are required to wear a rat mask that fits the grim and menacing aesthetic of the Clans. The mask should be tattered and weathered, evoking the shadows and savagery of the Vermiscar. Masks of a whimsical or cartoonish nature, such as those resembling playful rats, are strictly forbidden. Only those who fully embrace the dark and primal nature of the Vermiscar 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 Vermiscar Clans embody a chaotic and scavenged aesthetic, reflecting their resourceful and shadowy lifestyle. Their costuming blends rugged, worn materials with stolen trinkets to create a look that is both menacing and primal.

Key Elements of Vermiscar Costuming

Tattered Clothing: Torn-up and distressed fabrics in their colors, rust, grey, and black.

Layered and Patched Attire: Multiple layers of mismatched, scavenged clothing with visible repairs and patches.

Ragged Accessories: Small, stolen treasures like coins, feathers, bones, and rusted chains.

Masks and Faces

Rat masks are essential for embodying the Vermiscar aesthetic. They should appear grim, dirty, and primal, **avoiding whimsical or cartoonish** styles. Mottled fur, torn ears, and scarred details are encouraged.

Helpful Guides:

Thrift Store Finds: Start with secondhand clothing and modify it to fit the tattered, grimy aesthetic.

Distressing Techniques: Use coffee, fabric dyes, and dirt to age and grunge up your costume. Fray edges, add tears, and mix textures to create a well-worn look.

Layering for Effect: Combining fabrics like burlap, leather, and rough-spun wool enhances the scavenger vibe.

Inspiration

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

<https://pin.it/1XGcg64pn>

Players can find purchaseable ideas for Vermiscar costuming on this Amazon list, though you will need to still distress and stain the clothing, second clothing is recommended:

<https://tinyurl.com/VermiscarClans>

Example Mask Links:

<https://tinyurl.com/VermiscarMask1>

<https://tinyurl.com/VermiscarMask2>



Costuming Guide



Epic Armoury
Rodent Mask



Necklaces
And
Bracelets



Abracadabra NYC
Cave Creature Rat Mask

Fur Armor



Pashmina
Shawl



Fur Armor



Fur Hood



Cardigan
Vest



Linen Shirt



Harem Pants



Linen Shirt



Coffee For
Stains

Boho
Skirt



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 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.**

