

The Vanishing Isles

CroKuta vs Nerevalis Kingdom



Hear now the voice of the depths. I am King Nereval, Sovereign of the Nerevalis Kingdom, Keeper of the Tides, and Guardian of the Underwater Realms. For countless centuries, our kingdom has flourished beneath the waves, shrouded in the eternal embrace of the ocean's depths, untainted by the ambitions of those who dwell upon the land.

Yet, the tides of fate shift with the resurgence of the Carta Arcanum. The uncharted waters that once veiled us have become marked on your maps, and the whispers of your lost or attacked vessels now echo across your courts. With the fury of storms and the failure of your crops, you have turned desperate eyes to the seas, plundering its bounty to sustain your ravenous empires. You extend your reach ever outward, claiming lands and shores without heed, casting nets into waters that are not yours to take.

You have awakened the wrath of the seas.

The Nerevalis Kingdom will not stand idle as your greed encroaches upon the sanctity of our dominion. The CroKuta fleet sails under banners of conquest, under request and demand of the Empress, seeking to sink their teeth into what they cannot comprehend. But they sail into peril. The islands they covet shall sink beneath the waves, reclaimed by the waters to which they rightfully belong. The warriors of Bølgjen, the vanguard of my kingdom, will see to it that no shore is left unguarded, no ship left unscathed. The Hyenas shall find no quarter in our realm.

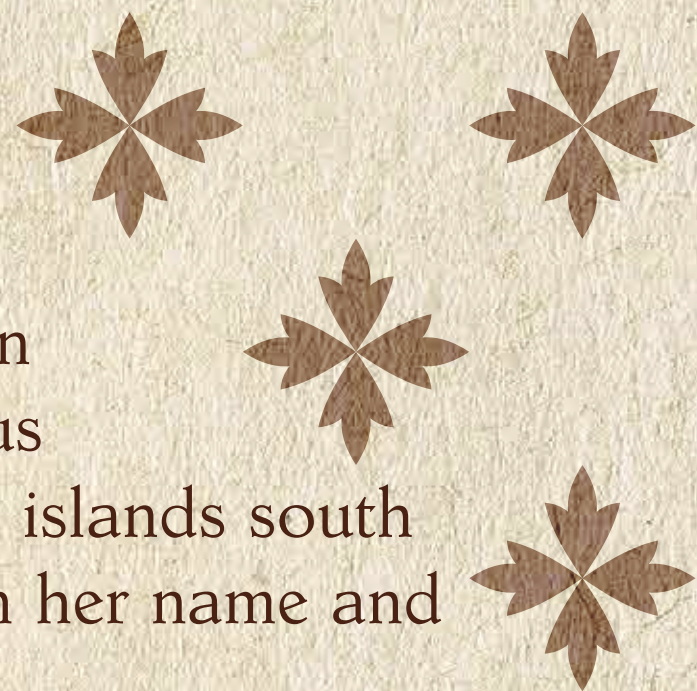
Know this, dwellers of the surface: the seas are not yours to command. The ocean is a realm of balance, of power, of life itself. It is not a prize to be conquered nor a resource to be squandered. We, the Thalassians, are its guardians, and we rise now to defend it with the strength of the tides and the fury of the storm.

This is our decree: the waters belong to us. The islands shall fall. The sea will take what is hers. And we shall reign eternal, as it was in the beginning, and as it shall be forevermore.

King Nereval
Sovereign of the Nerevalis Kingdom



The Vanishing Isles



The Empress of the Imperium Dominium has once again set her sights on expansion. Her ambition knows no bounds, and her loyal guild, the ferocious CroKuta, answers her call with unrelenting fervor. Charged with settling the islands south of the Imperium, CroKuta sails under her banner, ready to claim the lands in her name and secure their place in her ever-growing dominion.

But the seas they now traverse are far from unclaimed. In the two years since the Denizens of Hynafol last gathered at the Grand Gathering, a new and ancient power has emerged from the ocean's depths. The Nerevalis Kingdom, a hidden realm beneath the waves, has risen to stake its claim on the southern waters. These Thalassians, fierce aquatic warriors adorned in scale-like armor and wielding spears of the deep, have declared the islands theirs. To them, these lands are not to be used, exploited, or inhabited by land folk, they are destined to return to the ocean's embrace.

Now, the Nerevalis Kingdom has sworn to sink the contested islands into the depths, ensuring no one, neither CroKuta nor any other surface-dwellers, can claim them. Their forces, led by the relentless warriors of the Bølgen guild, will stop at nothing to protect their dominion over the seas. This expedition is a battle for survival and supremacy. CroKuta, with their cunning and ruthlessness, fights to secure these islands as a foothold for the Empress's empire. Meanwhile, the Nerevalis Kingdom seeks to drown them, dragging the very land beneath the waves to maintain the balance of their aquatic realm.

Will the Hyenas of CroKuta succeed in carving out a new domain for the Empress, or will the Thalassians of the Nerevalis Kingdom sink their ambitions, and the islands themselves, into the abyss? The outcome of this clash will echo through the Known World, reshaping the map and deciding who truly rules the southern seas.

Prepare for battle. The Southern Isles are calling.

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: Nerevalis Kingdom

Kaliope | Shantelle Andrews - shantelleandrews488@gmail.com

Game Master | Taylor Ann Tracy - GM@Hynafol.com

Orange: CroKuta

Shepard Kapra | Kon Fraiser - konnorfrazier@gmail.com

Philoctetes Kapra | Kai Fraiser - kailyrfrazier@gmail.com



Participating Guilds

CroKuta

Heraldry: Brown Hyena bust on a Black field Black Jackal bust on a brown field

Colors: Black and Brown

Description: CroKuta is a brutal, nomadic guild with a fierce reputation for scavenging and raiding. Known as the Empress's most loyal pack, they are relentless in their pursuit of expansion and power. Their warriors are savage opportunists who thrive in chaos, claiming spoils and territory for the Imperium Dominium. With a culture rooted in survival at all costs, CroKuta's ferocity and resourcefulness make them a force to be feared both on land and at sea.

Objective: To claim the Southern Isles for the Imperium Dominium, securing a foothold for expansion and demonstrating their undying loyalty to the Empress.

Nerevalis Kingdom (New World Power)

Heraldry: A golden trident piercing through a stormy wave on a field of deep blue.

Colors: Blue-green, silver, and gold.

Description: Rising from centuries of secrecy beneath the waves, the Nerevalis Kingdom is a powerful aquatic society of Thalassians. They excel in naval warfare and water-based combat, their warriors adorned with scale-like armor and wielding spears, harpoons, and nets. Their tactics combine swift strikes and guerrilla-style skirmishes, using the ocean itself as their greatest weapon.

Objective: To sink the contested islands and maintain their dominance over the seas, ensuring no surface-dweller can exploit the waters or the land.

The Nerevalis Kingdom is a New World Power guild created specifically for this expedition, offering players a unique opportunity to step into the role of fierce aquatic defenders. While not a permanent guild nor one intended for main character development, joining the Nerevalis Kingdom allows you to embody their maritime dominance for the duration of the event. Their story is one of unyielding resolve, ancient tradition, and an unshakable bond with the seas.

For centuries, the Nerevalis Kingdom remained hidden beneath the waves, its Thalassian people thriving in a secretive, oceanic civilization. However, with the resurgence of the Carta Arcanum, the once-untraceable movements of this underwater realm are now revealed. As land-dwellers have grown bolder, overfishing, plundering resources, and expanding into their waters, the Nerevalis Kingdom has risen to defend their domain.

Ruled by King Nereval, the kingdom operates as a cohesive society with six guilds, each holding sway over vital islands and waterways. Their warriors, adorned in scale-like armor and wielding spears, harpoons, and nets, strike with precision, determined to sink islands and reclaim what belongs to the sea.

This expedition marks the Nerevalis Kingdom's introduction to the Known World. Their presence will challenge the ambitions of the Imperium Dominium and its CroKuta fleet, as they fight to ensure that the land folk's reach ends where the waters begin. By joining their ranks, you will represent their wrath, cunning, and the ocean's timeless power in this pivotal clash for the Southern Isles.





Nerevalis Kingdom

Drown the land to save the sea.



Heraldry

A golden trident piercing through a stormy wave on a field of deep blue.

Colors

Blue-Green, Silver, and Gold.

Primary Religion

NA

Goals

To claim absolute control over the seas and coasts of The Known World, sinking islands and land-based threats to maintain their supremacy.

History

The Nerevalis Kingdom is an ancient and secretive civilization that has existed beneath the waves for countless centuries. The Thalassians, the people of this kingdom, have long thrived in the depths of the ocean, hidden from the surface world. They built a sophisticated society, relying on the mysterious powers of the sea to guide their people. However, their isolation was shattered with the reemergence of the Carta Arcanum, which enabled surface dwellers to track and disturb the waters.

As kingdoms on land grew desperate for resources, they turned to overfishing and plundering the seas, threatening the delicate balance the Thalassians had long maintained. In response to this, the Thalassians emerged from their hidden cities beneath the waves and declared themselves a force to be reckoned with, demanding dominion over the seas and coasts of The Known World. Their primary aim is to protect the waters and the lands bordering them, sinking islands and destroying incursions by land-dwellers to maintain the supremacy of their aquatic realm.

Allies

NA

Enemies

Imperium, Karnifal, Kingdom of Tides

Suggested Peoples

Primarily Thalassians and aquatic-adjacent peoples





Nerevalis Kingdom

Continued



Guilds

The Nerevalis Kingdom's strength lies in a coalition of six powerful guilds, each entrusted with specific tasks to advance the kingdom's ambitions. These guilds patrol strategic regions of the seas, ensuring that no threat, be it from land-dwellers or rival factions, remains unchecked:

Bølgjen

Guards the Southern Isles near the Imperium Dominium, keeping watch for incursions from the empire's ships and vessels.

Leviatán

Controls the North-East Isles near the Isle of Karn, blending naval might with diplomatic strategies to secure their coastal interests.

Mistral

Fortifies the Northern Isles near the Marchwardens, defending the wild northern seas and ensuring no foreign ships breach their borders.

Vindur

Patrols the North-West Isles near Valravn, striking swiftly at pirates and marauders in their longboats, maintaining control over their waters.

Skúmur

Operates in the Machuld Mor, a pirate-infested expanse, claiming treasures and routing rival fleets.

Mørke

Thrives in the South-West waters beneath the shadow of the Nox Wyld, maintaining a strategic presence in the depths with an air of mystery and dread.

Together, these guilds form the backbone of the Nerevalis Kingdom's naval strength, ensuring that no land-based incursions can threaten their control over the seas. Their members are known for their swift ship battles, cunning tactics, and dominance in maritime warfare.

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.





Nerevalis Kingdom

Continued



Characteristics

The Thalassians are a formidable force, characterized by their mastery of naval combat and water-based skirmishes. They are adept in ship battles, sabotage, and guerrilla tactics, using their knowledge of the ocean to their advantage. Their warriors, adorned in armor resembling scales crafted from treated metals and coral, wield weapons such as spears, harpoons, and nets designed to mimic the power and flow of the ocean itself. The Thalassians are known for their resourcefulness, often using whatever they plunder from land-dwellers, such as armor, shields, spears, and halberds, when the need suits them, incorporating these items into their tactics to enhance their martial strength.

Ships bearing the banner of the Nerevalis Kingdom are a common sight along coastal waters, patrolling ports and targeting vessels to maintain dominance over their territory. Members of the Thalassian society are relentless in their defense of the seas, for they believe that the land itself is a threat to the balance of nature.

Motivations

The Nerevalis Kingdom is driven by a singular goal: to claim absolute control over the seas and their coastal territories. To achieve this, they are prepared to sink islands, destroy fleets, and eliminate any land-based power that threatens their aquatic supremacy. The Thalassians view their control over the oceans as both a right and a necessity for the preservation of the natural world, and they will stop at nothing to ensure the surface world bows to their might.

How to Join

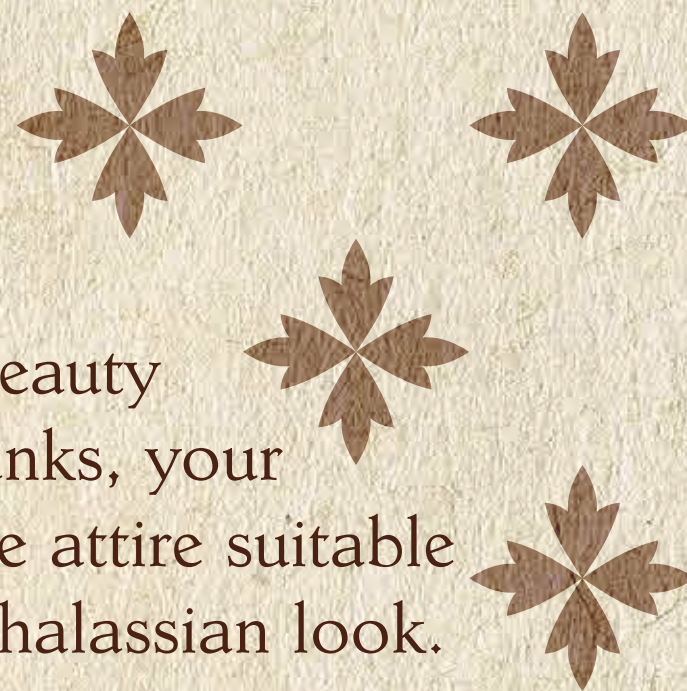
The Nerevalis Kingdom will be open for new members during the May 2025 Expedition. To join, participants must fully embrace the aquatic warrior aesthetic. Costumes should feature oceanic elements such as shells, gold accents, nets, scale-like armor, and spears or other sea-themed weaponry. Ear caps or similar features that highlight Thalassian heritage are a must.

Important Note: Only those who represent the fierce, noble warriors of the sea will be accepted. Costumes must embody the raw power and determination of the Thalassians, Disney Princess-style mermaids or whimsical designs are strictly prohibited. Show your dedication to the kingdom and its cause, and earn your place among the Thalassian ranks.



Costuming Guide

Thalassian warriors of the Nerevalis Kingdom embody the power and beauty of the sea, blending oceanic elegance with martial strength. To join their ranks, your costume must reflect their aquatic heritage, with a focus on light, breathable attire suitable for the heat. Below are the key elements and guidelines for crafting your Thalassian look.



Key Features

Aquatic Ears (Mandatory):

Pointed, aquatic-themed ears are a hallmark of the Thalassian people.

Examples of Silicon Ear Caps

<https://tinyurl.com/NerevalisEars>

Option 1: Wear prosthetic ears that evoke a sleek, aquatic appearance (available online or in costume shops).

Option 2 (if unable to wear ears): A head bandana in the Nerevalis guild colors (blue-green, silver, or gold) must be worn to cover your ears.

Skin Color:

◆ The Thalassian complexion ranges from natural skin tones to more vibrant, aquatic hues like green, teal, or blue, accented with golden scales.

◆ For those wishing to stand out, body paint or makeup can enhance your transformation into a true sea warrior.

Body Painting Suggestions

Base Color: Use water-based or airbrush body paint in green, teal, or blue. These colors should appear natural but otherworldly, blending seamlessly into the costume.

Golden Scales: Use stencils to add shimmering gold scales on cheeks, arms, and other exposed areas. Focus scales on key areas like the face, neck, shoulders, and forearms to mimic an aquatic armor pattern.

How to Get Stencils: Scale stencils are widely available online on platforms like Amazon or Etsy. Look for "fish scale stencils" or "mermaid scale stencils" for easy application.



Costuming Guide

Clothing and Armor Guidelines

Fabric Choices:

Wear light, airy fabrics to stay cool in the heat while protecting yourself from the sun. Breathable materials like linen or lightweight cotton in guild colors (blue-green, silver, and gold) are ideal.

Armor Style:

Avoid heavy armor or materials that would "sink" underwater. Instead, focus on designs that reflect aquatic themes, such as:

- ◆ Scale-patterned vests, sashes, or bracers.
- ◆ Shell accents or lightweight coral motifs.
- ◆ Gold and silver embellishments that evoke the treasures of the sea.

Layering for Protection:

Add light layers, like capes or shawls, to shield your skin from the sun. These layers should be flowy and mimic the motion of waves.

Accessories

Jewelry and Details:

Incorporate shells, pearls, and sea glass into your accessories. These small touches can elevate your look and tie into the Nerevalis aesthetic.

Footwear:

Opt for durable, comfortable shoes that fit the aquatic warrior theme. Sandals or lightweight boots in neutral or guild colors work well.

Temporary Tattoos:

Temporary tattoos are a great tool for dressing light but still adding character flair and keeping the costume looking busy.

Inspiration

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

<https://pin.it/5kljCzVqj>

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

<https://tinyurl.com/NerevalisKingdom>

Silicon Gills:

<https://tinyurl.com/NerevalisGills>

Mask:

<https://tinyurl.com/NerevalisMask>



Costuming Guide



Gills

Sea Glass

Ear Caps

Shoulder Armor

Shoulder Armor

Gloves

Swimsuit

Bracers

Skirt

Temporary Tattoos

Nets

Skirt

Roman Sandals

Roman Sandals



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 Sherwood Forest Faire

Address: 1883 Old Highway 20 McDade, TX 78650

Host: This event is hosted by 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 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:

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.**

