

# March on Caernarfon

Crownless Royals Vs Toraithe





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## 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.
- Pre registration is done on the Hynafol website and can be found here:
  - ◊ <https://hynafol.com/expedition-march-25/>
- On site registration will be available.
  - ◊ Registration hours:
    - Friday 12:00p.m. to 10:00p.m.
    - Saturday 8:00a.m. to 4:00p.m.
- Check in at the front gate before entering the event.

## Event Costs & Packages

General Admission: \$ 97+ Taxes & Fees

Paying in cash at the door will be \$115, exact change required.

## Event Location

This event will be held at Valkyrie Ranch

Address: 2030 FM 2104 Paige, TX 78659

**Host:** This event is hosted by Kai 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 are provided at all Hynafol events.
  - We encourage you to close the toilet lid once you are finished to help with air flow.
- Flushing toilets **are not** available at this event.
- Showers **are not** available at this event.
- Priority camping 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 available for this event.





# Meal Services

## Meal Services Information.

Smoked Love BBQ will be on site serving lunch and dinner on March 15th. Meals will be served at the Round House in the north east area of the village. Please check the event schedule for lunch and dinner times.

**Please note:** Pre-sales customers for Lunch and Dinner will be served in the first 30 minutes of each meal block. Then, on site sales will begin.

## VALKYRIE RANCH

Saturday March 15th, 2025



## VALKYRIE RANCH

Our Rotating Menu Changes  
Each Week using Fresh Ingredients

### Lunch Options \$16

♥ **Slow Smoked Barbacoa Mac & Cheese**  
Slow Smoked Beef Cheek Over Smoked Mac & Cheese, Topped w/ Our Homemade BBQ Sauce

♥ **BBQ Chicken Mac & Cheese**  
Slow Smoked Pulled BBQ Chicken Over Smoked Mac & Cheese, Topped w/ Our Homemade BBQ Sauce

**OR**

♥ **Slow Smoked BBQ Chicken Salad** GF  
Slow Smoked BBQ Chicken pulled over Local Mix Greens, Sliced Cucumbers, Tomatoes, Chopped Red Onion, Goat Cheese Crumbles & Served w/ a Side of Homemade Ranch or Vinaigrette Dressing

♥ **Slow Smoked Farm Salad** ① GF  
Smoked Candied TX Pecans Crumbled over Local Mix Greens, Fresh Sliced Strawberries, Chopped Red Onion, Goat Cheese Crumbles & Served w/ a Side of Homemade Ranch or Vinaigrette Dressing

① -Vegetarian GF- Gluten Free

### Dinner Options \$21

♥ **Loaded & Smoked Pulled Pork Bowl**  
Our Delicious TX Smashers (Cheesy TX Seasoned Mash Potatoes) Topped with Smoked Corn, Slow Smoked Pulled Pork Shoulder, Drizzled with BBQ Sauce & Topped w/ Cheddar Cheese

♥ **Loaded & Smoked Barbacoa Bowl**  
Our Delicious TX Smashers (Cheesy TX Seasoned Mash Potatoes) Topped with Smoked Corn, Slow Smoked Beef Cheek, Drizzled with BBQ Sauce & Topped w/ Cheddar Cheese

♥ **Loaded & Smoked Jackfruit Bowl** ①  
Our Delicious TX Smashers (Cheesy TX Seasoned Mash Potatoes) Topped with Smoked Corn, Slow Smoked Organic Jackfruit, Drizzled with BBQ Sauce & Topped w/ Cheddar Cheese

**OR**

♥ **Slow Smoked BBQ Chicken Lollipops** GF  
Two Smoked Chicken Legs, Tendon Extracted into Deliciously Moist Meat Lollipops on the Bone! Served with a Side of Smoked Brussel Sprouts and Smoked Corn Topped w/ Cotijia Cheese





# 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. Eye protection is recommended for all combat activities by Hynafol.

All participants must attend combat training with Hynafol staff before participating in the battles. All weapons must be checked with Hynafol staff before they can be used in a combat scenario.

## Fire

You must have a fire extinguisher for each fire pit you bring and it must be easily accessible. Please be aware we will announce if there is a burn ban on Friday morning of the event.

## Scope & Schedule of the Event

**Scope:** March on Caernarfon 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 five 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 is worth a certain amount of points. The final accumulation of points through all installments determines the victor of the Expedition. Rewards, as described below, will be awarded to participants and victors alike. Each Side of the Expedition is responsible for the recruitment of participants to join their ranks.





# Arrival Procedures

Entering Exiting Valkyrie Ranch: On site security services or a volunteer will be located at the front gate of Valkyrie Ranch for the duration of the event. You must register with the front gate before entering the event. Please pull off the road after entering the gate and park before you register.

Please have your photo ID ready. Pre-registered participants will be given a priority line to verify their identity and receive their wristband, Citizen cards, and coin for the event.

The gate will be open and available for entry & exit throughout the entire event from Friday 12:00p.m. to Sunday 1:00p.m. You must check in and receive your wristband during registration hours in order to enter the event after hours (non registration hours).

## **Parking:**

Parking will be provided in the southeast portion of the grounds (see map). If camping, please unload all camping gear and move your vehicle to parking before 8:00p.m. on Friday evening. If camping in non decorum, you may keep your vehicle parked by your campsite only if you are camping in your car, or need it for emergencies.

## **Camping:**

Participants taking advantage of camping may arrive on Friday beginning at 12:00pm, stay overnight on Friday and Saturday nights, and must be off site by 1:00p.m on Sunday. Decorum tents will be allowed in and around the village, the non decorum area will be south of the village.

## **Arrival on Saturday (day of the event):**

Registration will open at 8:00a.m. We encourage participants to pre register for the event to ensure a smooth entry. Registration will be available for purchase at the front gate until 4:00p.m. Credit/debit cards and cash will be accepted. No checks.

The event begins on Friday evening, so you must be in decorum clothing before you enter any decorum areas on Saturday. Event activities will begin promptly at 9:00 a.m.

Any participants arriving late on Saturday will be responsible for joining the installment activity in progress and finding a Steward to check and tag their weapons before entering the skirmish.

## **Camping on the day of:**

You are free to drive your car and set up a campsite on Saturday in the non decorum area. Please move your car to the parking area once you are finished setting up camp. If you want to set up a decorum tent in the decorum camping area on Saturday, you must park in a non decorum area and haul your gear from there, as no cars are allowed in the decorum areas once the event begins.





# Event Schedule



Installment activities shall be subsequent to one another throughout the day.  
The deployment of each side for all installment activities shall be determined by the Game Master team.

## Friday

Time	Activity
12:00p.m.	Registration & Site Access
5:00p.m. - 7:30p.m.	Weapon Validation Open
5:00p.m. - 8:30p.m.	Archives Open (Character Registration Only)
6:00p.m. - 8:30p.m.	Counting House Open (Withdrawals Only)
7:00p.m.	New Player Orientation
9:00p.m.	Opening Ceremonies

## Saturday

Time	Activity
8:00a.m.	Registration Open
8:00a.m. - 11:00a.m.	Archives Open
8:00a.m. - 10:00a.m.	Counting House Open
9:00a.m.	Combat Instruction
10:00a.m.	Kids: Spell Jars and Facepainting
10:00a.m.	Scenario #1
11:00a.m.	Scenario #2
12:00p.m.	Lunch Service / Break
1:30p.m.	Scenario #3
2:00p.m.	Kids: Story Time
2:00p.m - 3:30p.m.	Archives & Counting House Open
3:00p.m.	Scenario #4
4:00p.m.	Scenario #5
4:00p.m.	Kids: Combat Class
5:00p.m.	Kids: Werewolf Battle
5:30p.m.	Dinner Service / Break
7:00p.m.	Closing Ceremony
7:00p.m - 9:00p.m.	Archives & Counting House Open
7:30p.m.*	Evening Activities

## Sunday

Time	Activity
9:00a.m. - 12:00p.m.	Archives & Counting House Opens (Deposit's Only)
1:00p.m.	Site Access Ends





# Rewards

## Soldier Pay

All participants in the Expedition shall receive one Silver Piece and one Citizen card for their efforts.

## Victory Conditions

The victorious side of each Installment shall receive the rewards as described in the Battle descriptions 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 one (1) Tower 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.

## New World Power - Toraithe

Each player dressed and playing as a New World Power Toraithe character will receive 1 Crop card and 1 Bit.

Top 10 best costumed New World Power Character will also receive a special Toraithe Caravan.

# 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 Valkyrie Ranch. It is possible to fight around buildings. However, unless otherwise stated, combat should never take place on structures, steps, decks, or other buildings.





# Combat Rules

## 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

## 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.

# March on Caernarfon Installments

## All Battles:

Treasure Chests: The village has collected and hidden all of their wealth to avoid plundering. These chests contain great stores of crops and other valuable resources. Chests may not be opened during the course of battle. A penalty shall be issued for any side that opens a chest during the fray of battle. Any individual on the battlefield may collect and keep the chest. These chests are “in-game” items and must be secured throughout the duration of the battle. If a player is killed while carrying a chest they must set it on the ground where they die. Bring the chest to the lead Steward at the end of the battle to receive your prize within.

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.





## Battle 1: Take The Village

**Narrative:** Both guilds vie for dominance over a key village in the Tir of Exyle, targeting each other's leaders and banners to claim victory.

### Battlefield

An open area with a central zone in the village

### Deployment

Both sides deploy from opposite ends of the village.

### Duration

1 round of 30 minutes.

### Respawn & Healing

**Respawn:** One respawn location per side.

In order to respawn participants must pick up a colored ball from one wicker basket and place it in the filling basket with a lid next to it.

**Note:** This system will be what is used to track player deaths. Skirting this system will be monitored by a Steward and punishments for not putting a ball in the basket will be 10 points per infraction.

**Healing:** Standard healing rules apply.

### Objectives

**Eliminate enemy players to score points:**

Regular players: 1 point each.

Generals: 20 points each.

### Collect Golden Balls

Each Golden Ball collected from the battlefield and scored in your bucket will reduce the amount of deaths accumulated by your side by three (3).

### Treasure Chests

The village has collected and hidden all of their wealth to avoid plundering. These chests contain great stores of crops and other valuable resources. Chests may not be opened during the course of battle. A penalty shall be issued for any side that opens a chest during the fray of battle. Any individual on the battlefield may collect and keep the chest. These chests are "in-game" items and must be secured throughout the duration of the battle. If a player is killed while carrying a chest they must set it on the ground where they die. Bring the chest to the lead Steward at the end of the battle to receive your prize within.

### Victory Conditions & Scoring

The team with the most points after 30 minutes wins.

### Rewards:

#### Winning Team:

1 Settled Homestead with a Haven

1 Small Caravan

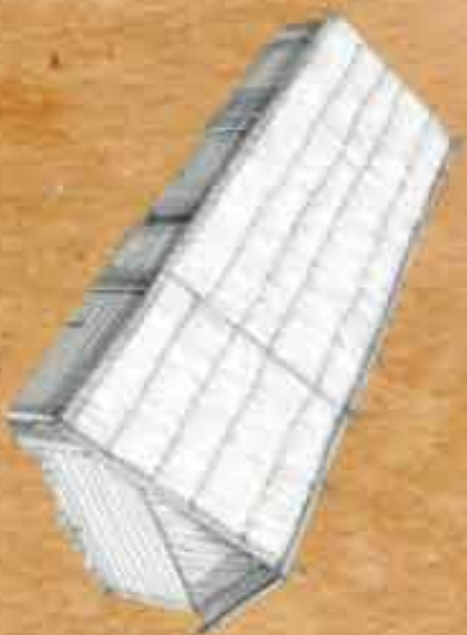
1 Citizen

5 Crops





# TAKE THE VILLAGE



**RESPAWN**



**RESPAWN**



## Battle 2: Escort the Noble

### Narrative

The Crownless Royals must escort a Key Noble through Toraithe territory to assert their claim, while the Toraithe defend their land by halting the procession.

### Battlefield

A winding path through the forest.

### Deployment

Toraithe (Defenders): Positioned along the path, with a focus near the middle.

Crownless Royals (Attackers): Start at the beginning of the path.

### Duration

1 Round of 20 minutes

### Respawn & Healing

#### Respawn:

Defenders: Touch-and-go respawn at a marker near the middle of the path.

Attackers: Touch-and-go respawn at the starting point.

**Healing:** Normal healing rules apply.

### Objectives

Attackers (Crownless Royals): Push their flag (held by a steward) to the destination. At least one Attacker must be within arms reach of the flag to move it.

Defenders (Toraithe): Prevent the flag from reaching its destination

### Treasure Chests

The Noble being transported has reportedly brought a large store of their wealth with them. Should the flag be left unattended by the Attacking side the Steward with the flag will turn over the Noble's treasure chest to the defending side upon request.

### Victory Conditions & Scoring

The Crownless Royals win if they bring the Noble (flag) to the destination. The Toraithe win if they stop the Noble from reaching its destination.

### Rewards

#### Winning Team:

1 Settled Homestead with a Haven

1 Small Caravan

1 Citizen

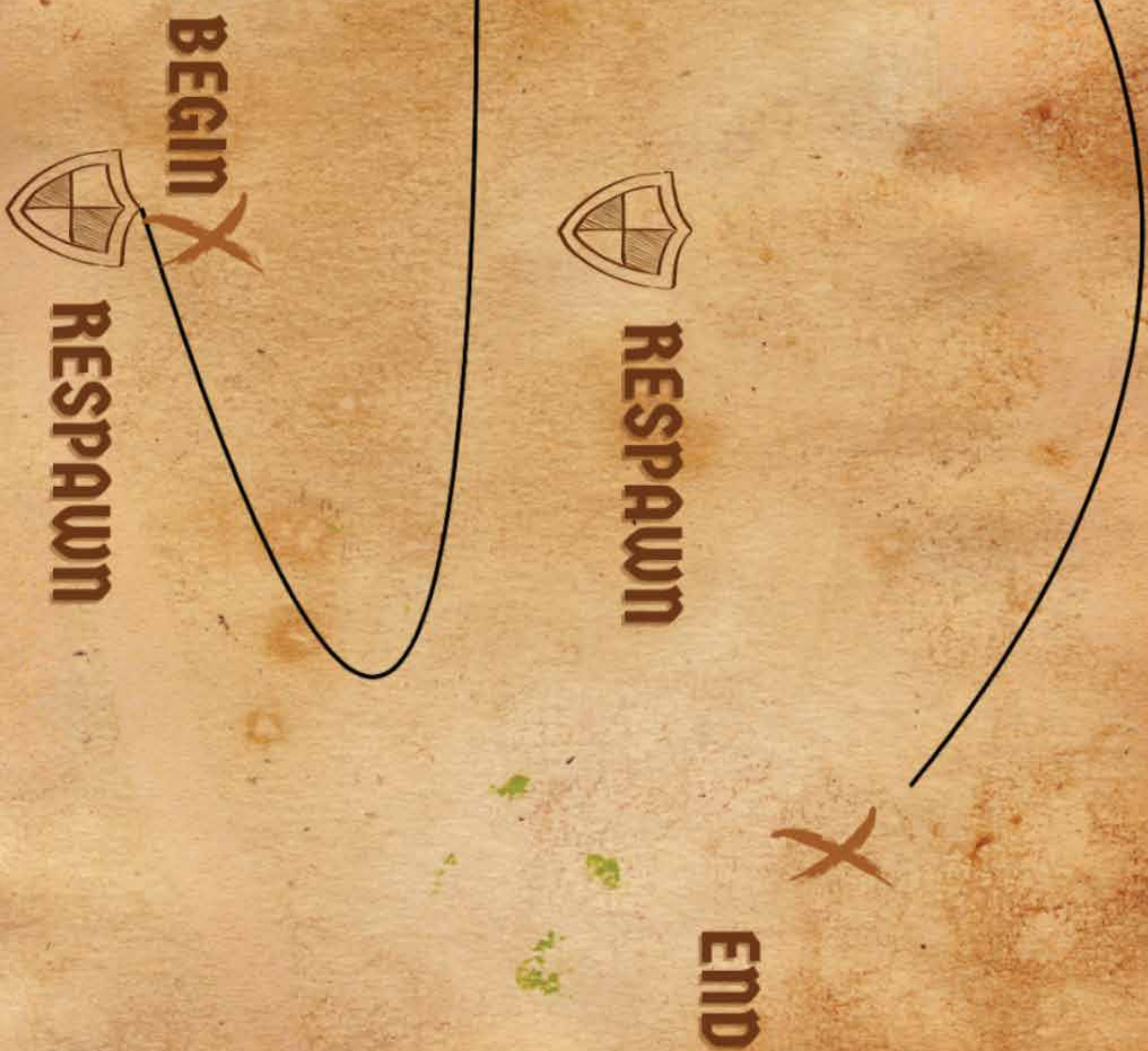
5 Crops





# ESCORT THE NOBLE

NOTE: PATH IS  
APPROXIMATE





## Battle 3: The Push

### Narrative

The Crownless Royals' attempt to secure supply lines to keep their troops moving forward. Meanwhile, the Toraithe attempt to disrupt their supply lines and stop them from moving forward.

### Battlefield

An area with five (5) objective markers with time clocks atop each.

### Deployment

Both sides deploy from opposite ends of the battlefield, behind their respawn location.

### Duration

2 rounds of 20 minutes each (40 minutes total), with a 10 minute break between rounds.

### Respawn & Healing

**Respawn:** Players respawn in 3-person squads at their team's respawn marker.

A Steward will be located at each respawn and will ensure only 3-person squads respawn.

**Healing:** Normal healing rules apply.

### Objectives

- ♦ Each side shall have three designated "general staff" that can activate the time clocks. The general staff should present themselves to the Lead Steward before the Round and should wear a special armband to easily identify themselves.
- ♦ The five objectives must be secured in order. Once the timer has reached two (2) minutes the objective is locked and the attacking side can move on to objective 2.
- ♦ Each time an objective is secured a Hynafol flag will move to the next objective that needs to be secured.

**Round 1:** Crownless Royals attempt to secure objectives, Toraithe defend.

**Round 2:** Roles reverse.

### Treasure Chests:

- Each unsecured objective at the end of each round shall leave the supplies unguarded and, therefore, shall reward a treasure chest to the defending side.

### Victory Conditions & Scoring

The team that activates the most objectives across both rounds wins.

Tiebreaker: Fastest total activation time.

### Rewards

#### Winning Team:

1 Settled Shire with a Plaza

1 Medium Caravan

3 Citizens

10 Crops

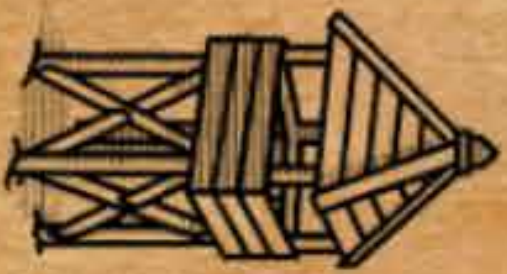
5 Livestock





# THE PUSH

2

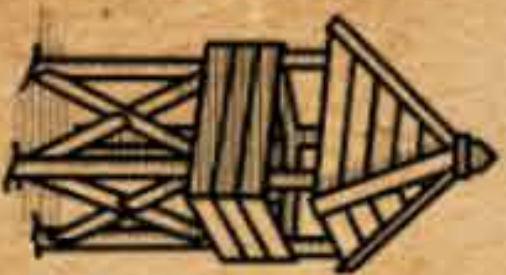


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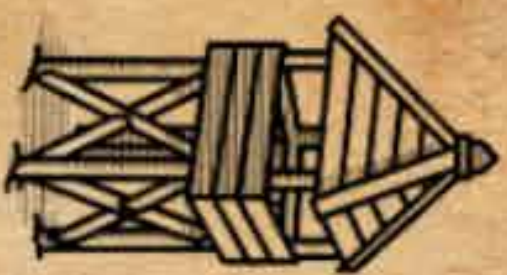


RESPAWN

3



4



5



RESPAWN



## Battle 4: Secure Supply Lines

### Narrative

Both guilds scramble to gather or steal supplies critical to their survival in the harsh Tir of Exyle, testing their resourcefulness.

### Battlefield

A wooded or open area with 10-20 supply bags scattered or hidden throughout. There are two respawn points (one for each side) and two supply depot drops designated by Hynafol flags. One for each side.

### Deployment

Both sides deploy from opposite ends of the battlefield from behind their respawn.

### Duration

2 rounds of 15 minutes each (30 minutes total).

### Respawn & Healing

**Respawn:** A whistle blows every 60 seconds; players touching their team's respawn marker at the whistle are revived.

**Healing:** Normal healing rules apply.

### Objectives

- ♦ Collect or steal supply bags and bring them to your team's flag.
- ♦ Bags require two hands to carry and prevent running.
- ♦ Each round, teams aim to secure bags at their flag at the end of the round.
- ♦ Bags are scored every 5 minutes.

**Note:** Bags are not scored when they are deposited. Only at the scoring time every 5 minutes.

### Victory Conditions & Scoring

The team with the most supply bags at their flag at the end of each round scores 1 point per bag. The team with the highest total score across both rounds wins.

### Rewards

#### Winning Side:

1 Settled Shire with a Plaza  
1 Medium Caravan  
3 Citizens  
10 Crops  
5 Livestock





# SECURE SUPPLY LINES



**RESPAWN**

**GREEN DEPOT**



**ORANGE DEPOT**



**SUPPLY LOCATION IS NOT  
GUARANTEED**



**RESPAWN**



## Battle 5: Battle for Caernarfon Castle

### Narrative

The Crownless Royals launch a desperate siege on Caernarfon Castle to topple the Toraithe's leadership and claim the stronghold.

### Battlefield

**Scenario 1:** The landing ground in an open field in front of a castle.

**Scenario 2:** A designated area representing Caernarfon Castle, with a central flag as the focal point.

### Deployment

#### Scenario 1:

Toraithe (Defenders): Behind a Respawn point that shall be located in near the "front" of the castle.

Crownless Royals (Attackers): Behind a Respawn Point that shall be located near the village.

#### Scenario 2:

Toraithe (Defenders): Inside the castle area.

Crownless Royals (Attackers): 33 paces from the front gate.

Deployment penalty: For each scenario that the Crownless Royals lose throughout the Expedition an additional 11 paces shall be added to where their respawn is located for this scenario.

### Duration

One (1) round of twenty (20) minutes followed by a 5 minute break and then one (1) round of twenty-five (25) minutes.

### Respawn & Healing

#### Respawn:

##### Scenario 1:

Toraithe: Touch and go Respawn located near the castle.

Crownless Royals: Touch and go Respawn near the village. Respawn shall be represented by a Hynafol Flag. For each objective secured during the first scenario the Crownless Royals Respawn shall advance forward.

##### Scenario 2:

Toraithe: All respawn every 30 seconds + penalties

Respawn Penalty: For each scenario that the Toraithe lose throughout the Expedition an additional 10 seconds shall be added to their respawn timer for this scenario.

Crownless Royals: Touch-and-go respawn at their starting point, moving back 15 paces per previous game lost.

**Healing:** Standard healing rules apply.





## Battle 5: Battle for Caernarfon Castle

### Objectives

#### Scenario 1:

Toraithe: Stop the advance of the Crownless Royals march on the castle by impeding their access to the time-clock objectives.

Crownless Royals: Advance towards the Castle by securing time clock objectives. Each time clock must be held for 2 minutes in order to advance to the next objective.

As noted before each time a clock is secured the Crownless Royals respawn shall move forward.

#### Scenario 2:

Attackers (Crownless Royals):

Kill the Toraithe general 3 times.

After the third kill, the Crownless Royals' general must take down the Toraithe flag by announcing to the Steward holding the flag that the General has died three (3) times.

Defenders (Toraithe): Protect the general and flag for 25 minutes.

After each general's death (except the third), both teams reset to their respawn points. This will be signified by a whistle blow of 3 times. The castle should be cleared and the game will be reset.

### Victory Conditions & Scoring

Attackers Win: If they kill the Toraithe general 3 times and take down the flag.

Defenders Win: If they hold out for 25 minutes.

### Rewards

#### Winning Team:

1 Settled Village

1 Castle

1 Plaza

1 Medium Caravan

5 Citizens

15 Crops

15 Livestock





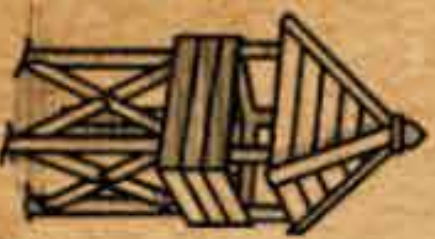
# BATTLE FOR CAERNARFON CASTLE

## ROUND 1



**RESPAWN**

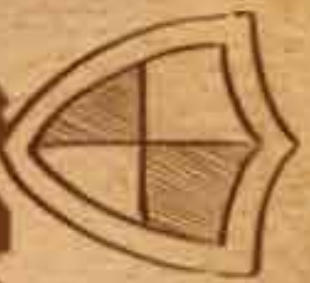
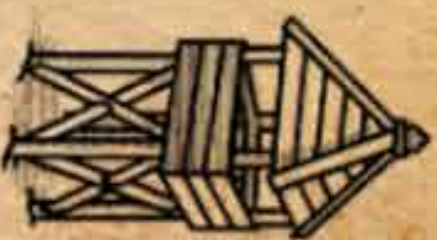
**2**



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**3**



**RESPAWN**

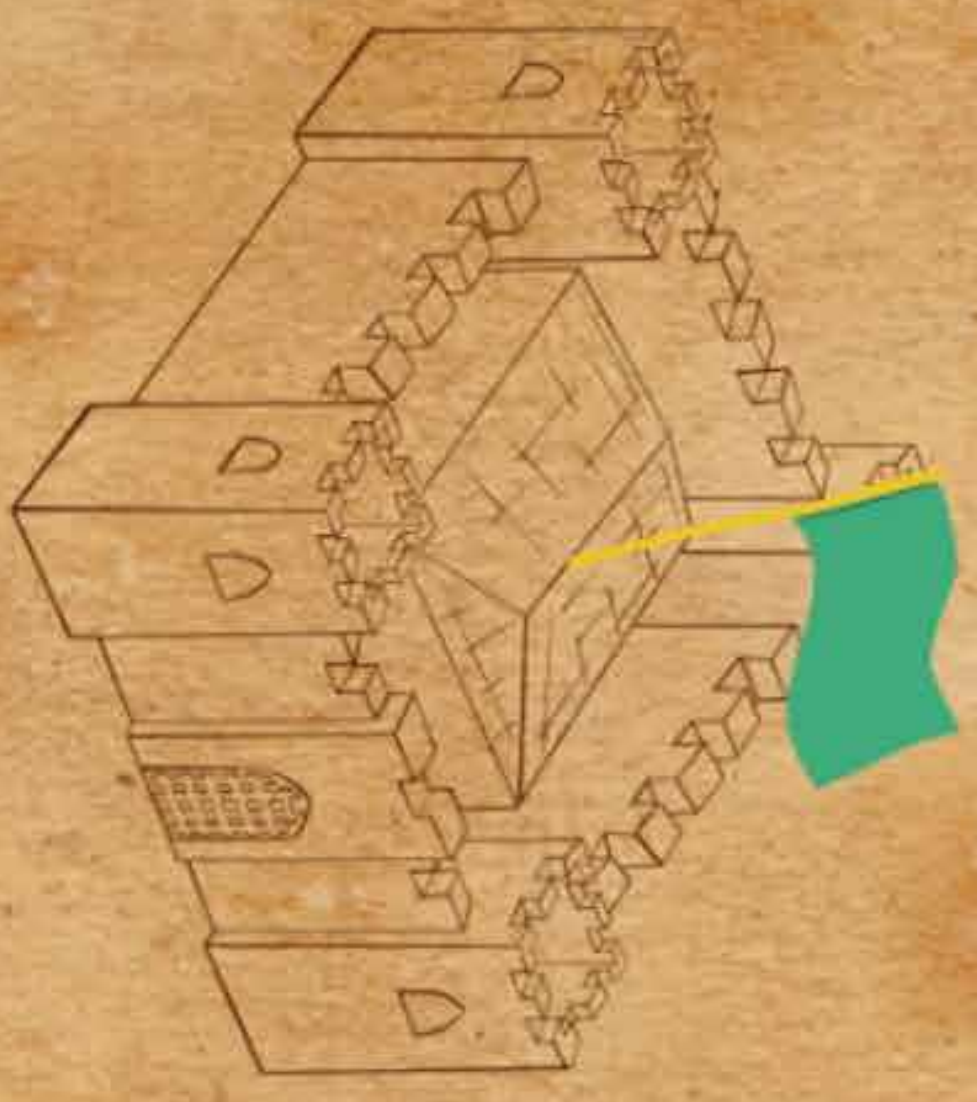


# BATTLE FOR CAERNARFON CASTLE

## ROUND 2

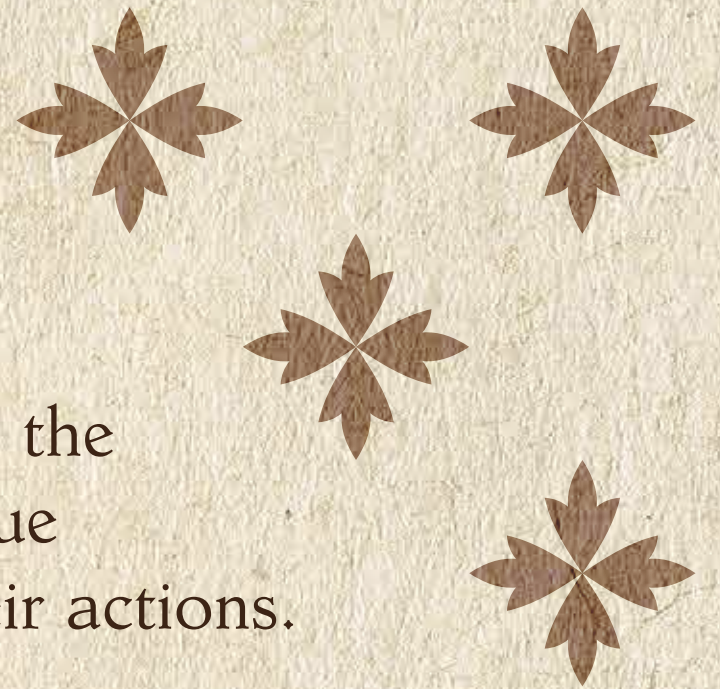


### RESPAWN





# Truth In The Name of Honor



As night falls, the Trials of Truth in the Name of Honor commence!  
An evening of heated disputes, honor at stake, and justice determined before the eyes of all. This event will see three trials take place, each with its own unique challenge, testing not only the words of those involved but the weight of their actions.

## **Trial One: The Dispute of Ownership**

Case: Vermiscar vs. Torst Helvellyn

Two factions are called forth, unaware that their claim to possession is being challenged. Vermiscar argues that their right is simple, finders keepers. But is discovery alone enough to declare ownership? The dispute will be judged, and the final decision will have consequences for what lies ahead.

## **Trial Two: The Cursed Tea Party Compensation**

Case: Golden Blades vs. Morladrona

At Grand Gathering year 807, Great Khan T'Orna Sunderr employed Maximo of the Golden Blades and Kaya Raine as royal taste testers at a fae tea party. Now, Maximo, who still suffers under a lingering curse, demands compensation for his "damages" while under T'Orna's protection. Representing himself, Maximo must prove his case, while T'Orna, defended by Rip'Ta Sunderr, will argue against his claim. Expect legal absurdities, dramatic storytelling, and a verdict that may or may not bring satisfaction to the parties involved.

## **Trial Three: Truth In The Name of Honor**

Case: Invictus vs. The Lodge

Hosted by Invictus and presided over by High Priest Valentino De La Cruz, this trial seeks to uncover the truth behind the events that unfolded during the Expedition of Feldzug.

Prior to Feldzug, the Shield of Ector had been divided, its two halves and four shards held by various guilds and kingdoms after a failed attempt to reforge it at Last Light. During the expedition, a series of shifting alliances and unexpected turns led to another attempt to assemble the shield. However, through confusion and disagreement, the attempt failed once more, this time, with far greater consequences.

In a moment of chaos, the Honor Shard was cast into the flames and reportedly destroyed, marking what some believe to be an act of sacrilege. With the shield still incomplete, a lingering curse, and the destruction of a sacred relic, Valentino De La Cruz seeks the truth and will call all those involved to stand in judgment. **Hoping to invoke Sir Gawain himself**, this trial will determine the honor of those responsible and set a path forward for the legacy of the Shield of Ector.

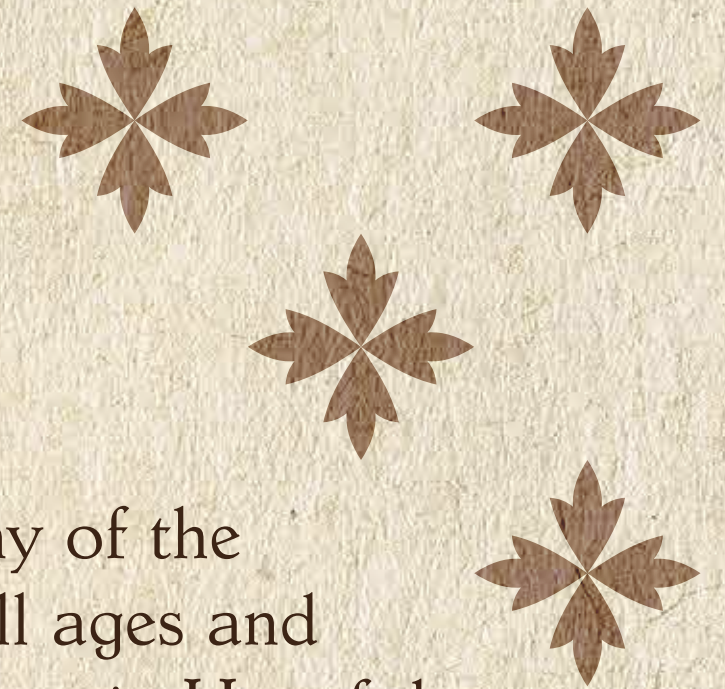




# The Scribe's Chronicle

## A Memory Book of Hynafol

Hosted by Menatu Vandor



Capture your adventures, immortalize your tales, and craft a keepsake worthy of the archives! The Scribe's Chronicle is a decorum scrapbooking event open to all ages and skill levels, where participants will create a personal memory book of their time in Hynafol.

With guidance from the Vandor Library, adventurers will design pages filled with decorum drawings, vintage paper, and medieval-style bindings, creating a unique artifact that tells the story of their journey. Alongside this, scribes will assist in recording short written accounts, be it thrilling battles, courtly intrigues, or the small, cherished moments that make an expedition unforgettable.

Whether you are a warrior documenting your victories, a merchant chronicling your trades, or a traveler capturing the wonders you've seen, The Scribe's Chronicle will ensure that your adventure lives on for years to come. Take home a handcrafted piece of history and share the legend of your Hynafol journey with family and friends.

## Kid's Activities

Children and Guardians! Join us for a day full of adventure and magic. Starting Saturday, at 10 AM, head to the longhouse to decorate your very own spell jar and get your face painted. After the lunchtime feast, venture into the land to gather special items to complete your spell jar. Have your jar blessed by a high priest for full magical potential. At 2 PM, meet us at the Heart of the Mountain for an enchanting story time. Then, at 4 PM, the Golden Blades will lead an exciting kids' combat class to teach the ways of battle. Finally, at 5 PM, young warriors will have the chance to put their skills to the test by facing off against a mighty monster!

- ♦ 10am decorate spell jars at the longhouse and get face paint. Available until lunch time.
- ♦ 1pm gathering quest.
- ♦ 2pm story time with Moss of the Aureate, approximately 30 minutes.
- ♦ 4pm training with Anton and Horst of the Golden Blades. Approximately 1 hour
- ♦ 5pm werewolf battle with Regulus of Mysharona... I mean MorLadrone. Battle will be less than 10 minutes but I would comp an hour considering the costume change and stilts and stuff.

