

The Forgotten Hoard

Torst Helwellyn vs Vermiscar Clans



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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.

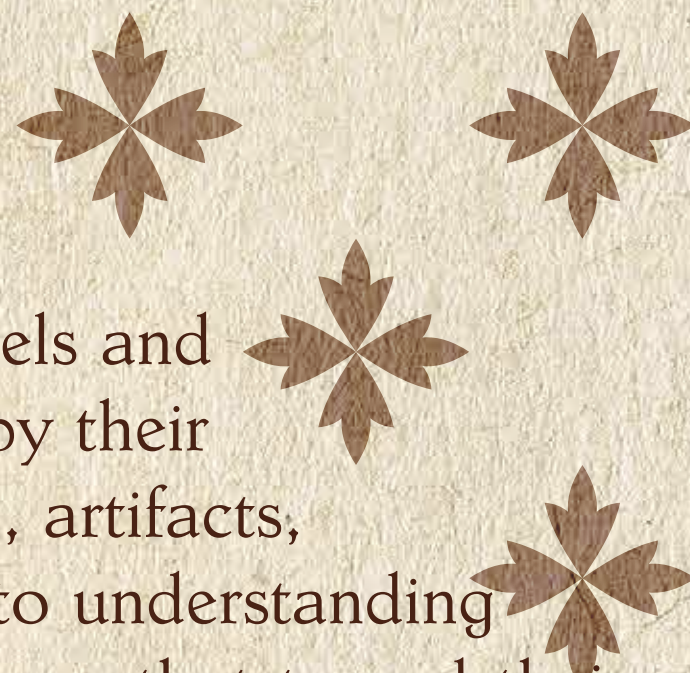
You want what we've taken? Then come take it, if you can. But know this: for every step you take into our mountain, we'll be waiting. You'll face more than just blades and claws. You'll face our cunning, our speed, our hunger. And when you fall, your bones will join the rest of the fools who thought 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.
- Pre registration is done on the Hynafol website and can be found here:
 - ◊ <https://hynafol.com/april-expedition/>
- 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.

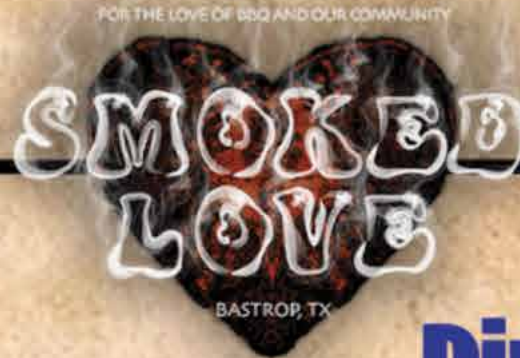
Smoked Love BBQ will be on site serving lunch and dinner on March 15th. Meals will be served at the Round House in the north east area of the village. Please check the event schedule for lunch and dinner times.

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 V 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

V -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 V

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: The Forgotten Hoard 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 four 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. 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)
6:00p.m. - 8:00p.m.	Combat Instruction
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.	Battle 1
11:00a.m.	Battle 2
12:00p.m.	Lunch Service / Break
1:30p.m.	Bonus Scenario
2:00p.m. - 3:30p.m.	Archives & Counting House Open
3:00p.m.	Battle 3
4:00p.m.	Battle 4
5:30p.m.	Dinner Service / Break
7:00p.m.	Closing Ceremony
6:00p.m. - 7:30p.m.	Archives & Counting House Open
8:00p.m.	Fight of Finery
9:00p.m.	Knick Knack Blackjack

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 - Vermiscar

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

Top 10 best costumed New World Power Characters will also receive a special +5 Treasure Map (Meaning adding +5 to the roll of the dice)

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.

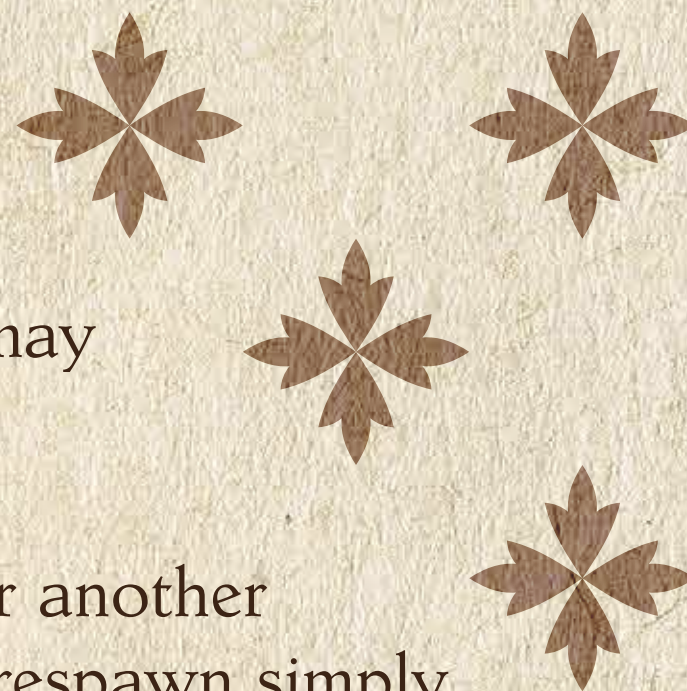
Accessing healing hourglasses

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.



The Forgotten Hoard Installments

All Battles:

Treasure Chests: The Vermiscar have inhabited the tunnels under the mountain since the end of the dragon wars. Throughout the tunnels chests and hoards both large and small can be found. Some hoards can be picked up and others are far too large and must be secured during the battle. These chests and hoards contain many things that a scavenging, subterranean people may find. All chests, and some hoards, are locked. Keys must be found that correspond to each chest and hoard. Keys may be found after defeating certain Vermiscar members who will drop the keys on the ground once they are defeated.

Chests and hoards may **NOT** be opened during the course of battle. A penalty shall be issued for any side that opens anything during the fray of battle. Treasure Chests must be held by a player **at all times** once found.

Any individual on the Torst Helvellyn side on the battlefield may collect and keep what they find. Members of the Vermiscar side must hide these containers to secure them for their side.

These containers 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.

Traps: Hoard Chests, when found, must be turned over to see if there is a ‘red dot’. If so the Torst Helvellyn side player has found a ‘trap’ and must die dramatically, dropping the chest back down. Vermiscar are **not** affected by these traps and may move and set the trapped Hoard Chests wherever they wish.

Maps: The tunnels and caves the Vermiscar inhabit, that will be the feature of this Expedition, have been lost to history. Therefore, no maps can be provided to the Denizens of Hynafol. As such, Denizens should expect long corridors with obstructed views, secret passageways known only to the Vermiscar and battles in tight quarters.

Vermiscar: Little is known of the Vermiscar physiology to the Denizens of The Known World. Scholars are divided on whether prolonged subterranean living has made them more or less hardy than other peoples of the Known World. Some have speculated that the Vermiscar excel in certain circumstances while in others they are at a disadvantage.

Note: This mechanic hinted at here will be used to balance the sides.

Numbers: There are some quantities that have been intentionally left obtuse below. This is on purpose in order to allow the Game Master Team to decide final numbers **on the day** of the event in order to balance the difficulty of each scenario.



Scenario 1: The Entrance to the Caves

Narrative: Torst Helvellyn will make their initial push into the caves inhabited by the Vermiscar. The initial entrance to a vast cavern is well guarded by the Vermiscar. Torst Helvellyn will attempt to clear the cavern of a long-lost **underground trading outpost** while the Vermiscar attempt to repel them.

Battlefield

A wide entrance into an underground cavern. Inside the cavern are a series of buildings and objectives that must be secured.

Deployment

Torst Helvellyn: Deploys behind their respawn outside of the initial gate.

Vermiscar: Deploys at the front gate.

Duration

1 round of 30 minutes.

Respawn & Healing

Respawn: One respawn location per side.

Torst Helvellyn:

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.

Vermiscar:

Respawn shall be a touch respawn, at objectives denoted by a Steward carrying a Green Hynafol Flag. Respawns shall move back, to a subsequent objective, once an objective has been secured by Torst Helvellyn. Objectives must be secured in order, and therefore, Vermiscar Respawn shall start at objective 2.

Healing: Standard healing rules apply.

Objectives

- ◆ Four timed objectives must be secured in order.
- ◆ The objective timer is Two (2) minutes per objective.
- ◆ The current active objective shall be denoted by a Steward carrying an Orange Hynafol Flag.

Victory Conditions & Scoring

Torst Helvellyn: Secure all four timed objectives and thus, drive the Vermiscar from the cavern.

Penalty: For each 50 deaths that Torst Helvellyn accumulates, a penalty will be assessed for a subsequent battle.

Vermiscar: Stop Torst Helvellyn from invading and securing all 4 objectives.

Hide treasure and hoards from Denizens.

Rewards:

Torst Helvellyn:

1 Settled Homestead with a Haven

1 Small Caravan

1 Citizen

5 Crops

Vermiscar:

Hoard Split: Treasure retained + value of Torst Winnings / Number of participants



Scenario 2: The Vermiscar swarm

Narrative: All of the Vermiscar have now been alerted to the Torst Helvellyn incursion into their tunnels and they have turned up in force. Wave after wave of Vermiscar are prepared to throw themselves in battle at Torst Helvellyn to protect their hoards, treasures and one another.



Battlefield

A long corridor with a large open area in the middle with three objectives.

Deployment

Torst Helvellyn: Behind their respawn at the end of their side of the corridor.

Penalty: For every 50 deaths in the previous battle Torst Helvellyn shall have their deployment/respawn moved back 10 feet.

Vermiscar: Behind their respawn at their end of their side of the corridor.

Duration

1 round of 30 minutes.

Respawn & Healing

Respawn: One respawn location per side.

Note: Players must not interrupt the flow of battle upon death inside of the tunnels. All players must walk around the tunnel if they have died outside of the tunnel.

Torst Helvellyn:

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.

Vermiscar:

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.



Scenario 2: The Vermiscar swarm

Objectives

Torst Helvellyn

- ◆ Defeat all of the Vermiscar.
- ◆ Secure three timed objectives:
 - Each objective has a 5 minute timer.
- ◆ Bonus Objective: Defeat the Vermiscar's toughest warrior "The Gnaw" 5 times.
 - The Gnaw defends objectives and has 10 hitpoints.

Vermiscar:

- ◆ Defeat all of Torst Helvellyn.
- ◆ Defend the three timed objectives.
- ◆ Hide hoards and chests from Denizens.

Victory Conditions & Scoring

Torst Helvellyn:

- ◆ Defeating all of the Vermiscar wins the Scenario.
- ◆ Securing objectives secures keys for subsequent scenarios and additional chests.
- ◆ **Penalty:** If Torst Helvellyn is defeated a penalty will be assessed at the next Scenario.

Vermiscar:

- ◆ Defeating all of the Torst Helvellyn wins the Scenario.
- ◆ Defend the objectives from being secured.
- ◆ **Penalty:** If Vermiscar are defeated a respawn time penalty will be assessed at the next Scenario.

Rewards:

Torst Helvellyn:

1 Settled Shire with 1 Mine and 1 Blacksmith
3 Citizen
10 Crop
5 Livestock

Objectives: One Chest + One Key

Defeat The Gnaw 5 Times: 1 Settled Homestead with 1 Mine and 1 Quarry, 1 Citizen, 5 Crops

Vermiscar:

Hoard Split: Treasure retained + value of Torst Winnings / Number of participants



Bonus Scenario: A Rat Race for The Hoard Pile

Narrative: Deep beneath Mount Drukar, in an open cavern long lost to memory, the Denizens of Hynafol and the Vermiscar Clans find themselves face-to-face not with one another, but with a mountain of treasure, a massive hoard pile glowing with ethereal golden light. It is the only light in the pitch-black chamber, casting shifting shadows on the stone walls. The moment your back turns on the hoard, however, that light disappears, swallowed by the darkness of the deep.

What you can carry, you can keep, but only if you make it out blind.

Battlefield

An open field with a gigantic pile of hoarded mishmash in the middle.

Deployment

Teams: Teams of four will be formed and will deploy in a rough circle.

All players begin with a black headband worn around their forehead.

Duration

Short rounds of 5-10 minutes until all of the hoard is secured.

Respawn & Healing

Respawn: Walk back to your team's starting place.

Healing: No healing.

Objectives

- Teams will secure one item of treasure at a time per person.
- Treasure must be carried by two hands and brought back to the team's starting point.
- Treasure bearers can only walk and cannot defend themselves.
- The round and treasure will be secured until all in the main hoard is gone.
- You cannot steal from team's starting points, only take from the main hoard.
- If you are killed, you drop what you were bringing to your hoard.
- Upon touching an item from the hoard, the player must pull down their black headband to fully cover their eyes. They are now "blind."
- Teammates must guide blindfolded players back to their team's hoard zone by voice, or touch, any safe method except removing the blindfold.
- Once an item is successfully placed into their team's hoard zone, the blindfold may be lifted and the player can return to the central pile.

Penalties:

- If a player is caught carrying treasure without their blindfold fully over their eyes, a Steward will return the item to the central pile.

Victory Conditions & Scoring

An assessment of treasure will be held by the Lead Steward after each round. In conjunction with the Three Crowns Counting house the items will be assessed for their value and teams will be rewarded accordingly.

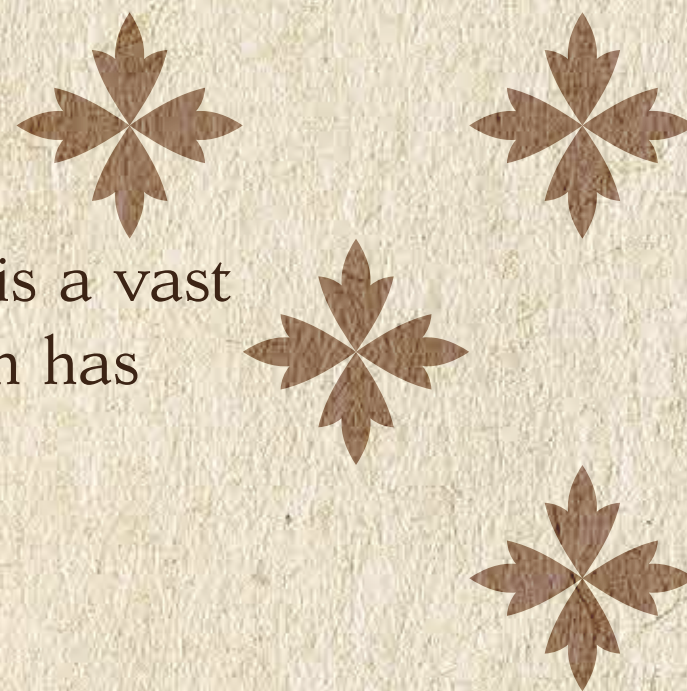
Rewards:

Varies according to the amount and quality of treasure secured.



Battle 3: Treasure or Riches?

Narrative: Torst Helvellyn has pushed deep into the tunnels leading to an exit that will secure a new settlement. However, located in this same set of tunnels is a vast Vermiscar hoard. This hoard can be unlocked with the key that Torst Helvellyn has previously secured during a Gawain Trial victory at the previous Expedition. Will they be able to secure the hoard, the settlement or both?



Battlefield

A set of winding tunnels.

Deployment

Torst Helvellyn: Behind their respawn at the beginning of the winding tunnel.

Vermiscar: Inside the central open area of the tunnels.

Duration

1 round of 30 minutes.

Respawn & Healing

Respawn: Varies by side.

Torst Helvellyn:

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.

Vermiscar:

Must step outside of the tunnel through any of the exits available only to Vermiscar. Once a Vermiscar is on the outside of the tunnel they will perform a "10 count" of "One Hynafol, Two Hynafol" to themselves and then they may re-enter the battle from any point of entrance to the tunnels available only to the Vermiscar.

Healing: Standard healing rules apply.

Objectives

Torst Helvellyn

- ◆ Secure the three objectives in the central courtyard area.
- ◆ Each objective drops keys and chests.
 - The keys either unlock a chest or the exit to the Scenario.
- ◆ Unlock the Hoard: The Hoard can only be unlocked once all three objectives have been secured.
 - The Hoard and Objectives are protected by The Maw.

Vermiscar:

- ◆ Defend the three objectives in the central courtyard area.
- ◆ Block Torst Helvellyn from securing the Hoard or the Exit at all costs.
- ◆ Hide chests and small hoards from Denizens.



Battle 3: Treasure or Riches?

Victory Conditions & Scoring

Torst Helvellyn:

- ◆ **Unlock the Exit:** The exit is locked and must be opened with a key. Securing the exit is considered a win and the Settlement is secured.
 - Once the Exit is opened the Scenario ends.
- ◆ **Secure the Hoard:** Torst Helvellyn has the key to this Hoard and the Vermiscar know this. Unlock the Hoard and take it through the exit with you.
- ◆ Secure chests, and small hoards with you to the exit.

Penalty: If Torst Helvellyn loses more than 150 combatants during the Scenario a respawn penalty will be assessed at the next Scenario.

Vermiscar:

- ◆ Stopping Torst Helvellyn from securing the Exit is considered a win.
- ◆ All small hoards, treasure chests and large Hoard not secured by Torst Helvellyn will be divided by the Vermiscar side.

Rewards:

Torst Helvellyn:

1 Settled Shire with a Port

1 Medium Ship

3 Citizens

10 Crops

5 Livestock

Hoard Winnings

Treasure Chests and Small Hoards

Vermiscar:

Hoard Split: $\text{Treasure retained} + \text{value of Torst Winnings} / \text{Number of participants}$



Battle 4: Scratching... scratching in the deep... we must get out!

Narrative: Torst Helvellyn has found the final room of the tunnel system: A cavernous room with one exit and too many entrances. The Vermiscar are pouring in... quite literally squeezing through every crevice to stop Torst Helvellyn from securing the final exit and the most coveted settlements of this Expedition.

Battlefield

A rectangular room with three main entrances used by Torst Helvellyn and porous walls accessible only by the Vermiscar.

Deployment

Torst Helvellyn: Behind their available* Respawn points which are located at the three main entrances.

Vermiscar: Deployment is anywhere within the cavernous room.

Duration

1 round of 30 minutes.

Respawn & Healing

Respawn: Varies by side.

Torst Helvellyn:

- ◆ For each previous Scenario that Torst Helvellyn won the Scenario and did not receive a penalty (up to two (2)) Torst Helvellyn will secure an additional respawn at one entrance to the final room.
- ◆ Torst Helvellyn may have up to three respawn points.
- ◆

Vermiscar:

- ◆ Vermiscar must exit the battlefield upon death through one of the many holes in the wall only accessible to the Vermiscar.
- ◆ Vermiscar must perform a five (5) count of “One Hynafol... Two Hynafol...” to themselves before entering the battlefield.
- ◆ Vermiscar may enter the battlefield from any porous entry point through the walls as they please.

Healing: Standard healing rules apply.



Battle 4: Scratching... scratching in the deep... we must get out!

Objectives

Torst Helvellyn

Stage 1:

- ◆ Secure the four timed objectives in the final room.
- ◆ Each objective must be held for 3 minutes.
- ◆ Each objective must be secured in order as denoted by the Steward carrying the Hynafol Flag.
- ◆ Objectives are protected by The Gnaw.

Stage 2:

- ◆ Use Vermiscar keys collected from defeated Vermiscar and/or secured objectives to unlock the final door.
 - Some Vermiscar will drop Keys upon defeat.
 - Each objective will net one Key.
 - Any of these keys may unlock the final door.
 - The door cannot be unlocked until all four objectives have been secured.

Vermiscar:

- ◆ Stop Torst Helvellyn from securing the objectives.
- ◆ Hide chests and small hoards from Denizens of Hynafol.

Victory Conditions & Scoring

Torst Helvellyn: Securing the exit is considered the victory condition and will end the scenario. Collect chests and hoards and exit the Scenario with them in your possession.

Vermiscar: Stopping Torst Helvellyn from exiting the room is considered the Victory Condition. Hide chests and hoards from Denizens.

Rewards:

Torst Helvellyn:

1 Settled Village with 1 Castle, 1 Emporium, 1 Theater
5 Citizens
15 Crops
15 Livestock
Treasure Chests and Small Hoards

Vermiscar:

Hoard Split: Treasure retained + value of Torst Winnings / Number of participants



Knick Knack Blackjack

Hosted by: The Clan Stumptail Twins of the Vermiscar

Starts: 9:00 PM

Closes: When there is no Stumptail dealer at the table

Location: The Roundhouse



What It Is:

Knick Knack Blackjack is just like your favorite tavern card game, only this time, no coins are exchanging hands. Instead, players bet physical, non-currency items of their choosing. The Table (run by the Stumptail Twins) will match your item with something they believe to be of equal value. If you win your hand of blackjack, you walk away with both items. If you lose... well, they do.

Why It's Happening:

The Vermiscar Clans have done quite well looting under the mountain, gathering trinkets, baubles, and shiny treasures that may or may not belong to long-dead dwarves. But they've grown bored of their own stash and are eager to see what you might put on the table. This is a chance to test your luck, charm the ratfolk, and maybe walk away with a rare piece of dwarven treasure, or lose your favorite belt pouch to a smirking rat in a patchwork coat.

What to Bring:

Players must bring real, physical items they're willing to lose. These can be:

- ◆ Old garb or costuming accessories
- ◆ Props or trinkets from past games
- ◆ Useless but funny or sentimental items
- ◆ Handmade oddities or roleplay items
 - Note: Don't bring anything you can't stand to part with. Once it hits the table, it's fair game.

Legal-ish Disclaimer:

The Vermiscar Clans and their associates are not responsible for any items lost during the course of Knick Knack Blackjack. All participants accept the risk of gambling and the high likelihood that the Table is better at blackjack than you. Play smart, or play flashy, either way, you're playing with rats.



Fight of Finery

Hosted by: The Golden Blades

Starts: 8:00p.m.

Duration: 30~45 minutes

Location: The Roundhouse



What It Is:

As the Known World grows darker, there is still no excuse not to look your absolute best. The Golden Blades invite you to strut your stuff in the ultimate style showdown: Fight of Finery. This is a costuming contest where creativity, craftsmanship, and confidence collide, no weapons, no combat, just pure flair.

Why Is This Happening:

The Golden Blades, known for their impeccable style and totally selfless generosity, are absolutely not shamelessly gathering inspiration to enhance their own wardrobe.

OOOC: This is a lighthearted, non-combat evening activity meant to showcase player creativity and provide a fun, relaxed space for costuming appreciation.

How It Works:

Participants will take to the stage and model their finest attire, battle-worn regalia, elegant formalwear, or fantastical fashion statements are all welcome. Judges will score based on style, creativity, and presentation.

The Prize:

The winner of Fight of Finery will be awarded the official Golden Blades recognition of Most Fashionable, and bestowed with a golden plume to display proudly in their headgear, a rare and coveted mark of stylish distinction.

So bring the drama, the elegance, and the panache, because in the end, only one can claim the crown of couture.

