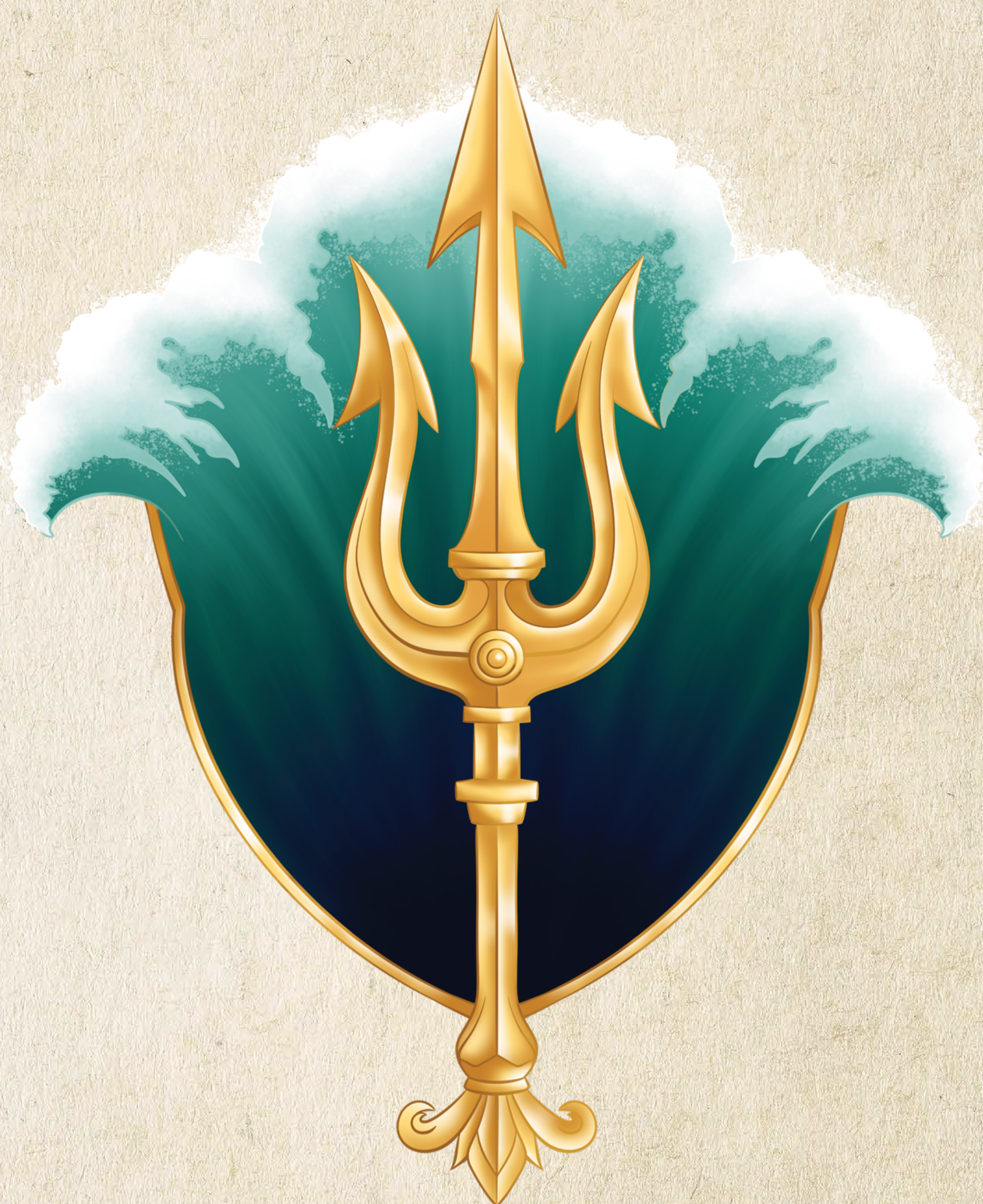


# The Vanishing Isles

## Crokuta vs Nerevalis Kingdom





# 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





# ISLE OF JINYSS

WATERS OF HAUL MÖR

PEBBLE BEACH



3 CROWNS & ARCHIVES

SHADOW OF THE MOUNTAIN

MEDIC & STEWARD HQ

STABLES (PARKING)

SHOWERS

TOILETS

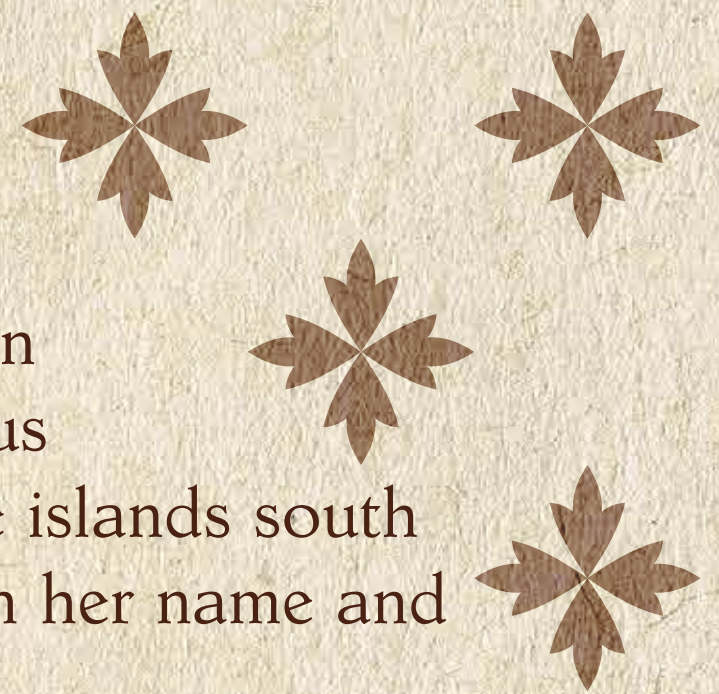
DECORUM CAMPING

NON-DECORUM





# 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](mailto:shantelleandrews488@gmail.com)

Game Master | Taylor Ann Tracy - [GM@Hynafol.com](mailto:GM@Hynafol.com)

Orange: CroKuta

Shepard Kapra | Kon Fraizer - [konnorfrazier@gmail.com](mailto:konnorfrazier@gmail.com)

Philoctetes Kapra | Kai Fraizer - [kailyrfrazier@gmail.com](mailto: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

## Allies

NA

## Enemies

Imperium, Karnifal, Kingdom of Tides

## Suggested Peoples

Primarily Thalassians and aquatic-adjacent peoples

## 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.







# 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:

#### **Bølgen**

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.

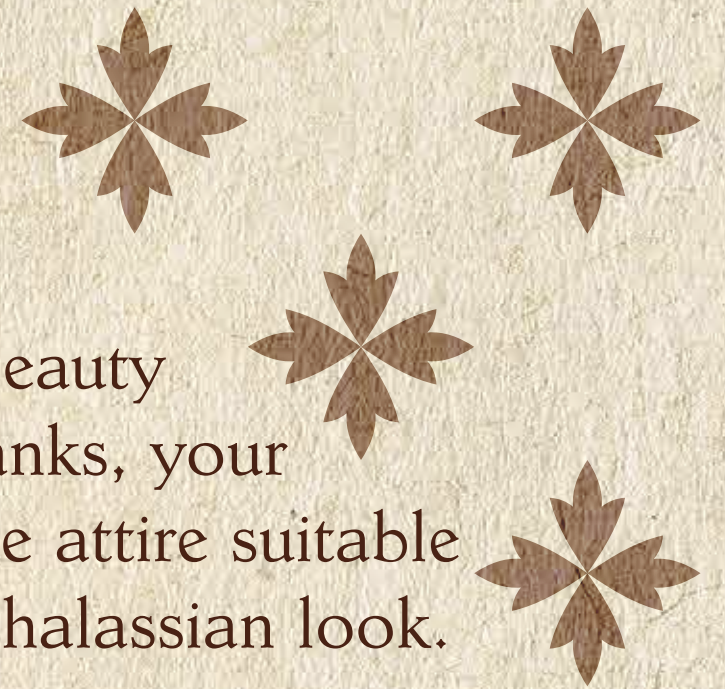
**Important Note:** Only those who represent the fierce, noble warriors of the sea will be accepted. Costumes must embody the raw power and determination of the Thalassians, Disney Princess-style mermaids or whimsical designs are strictly prohibited. Show your dedication to the kingdom and its cause,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





# 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 at the door with cash will be \$115, exact change required

Extended Stay (Thurs-Mon): \$122 + Taxes & Fees

## Event Location

This event will be held at River Forest Haven

Address: 1300 Man O War Dr. Del Valle, TX 78617

**Host:** This event is hosted by Jordan Gwyther, should you have any issues or questions on the day of the event please contact them at this number: +1 (206) 954-7584

## 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** available at this event.
- Showers **are** 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 and water **IS** available. Sewage is **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.

Meal Services provided by Smoked Love

### Lunch:

Pre-orders served from 12:00-12:30

- Email will be sent the week of to choose your lunch options for pre-order purchasers.

On Site: LIMITED QUANTITIES AVAILABLE (best to pre-order) available from 12:30-1:30pm.

See menu above for full details.

### Dinner: PRE-ORDER ONLY!

- Served from 6:00pm - 7:00pm

- Email will be sent the week of to choose your dinner options for pre-order purchasers.

Pre-Orders Close Thursday May 29th at 9:00am!





SATURDAY MAY 31ST



SATURDAY MAY 31ST

Our Rotating Menu Changes  
Each Week using Fresh Ingredients

① -Vegetarian GF- Gluten Free

## Lunch Options \$16 Pre-Order/ \$18 on Site

### ♥ Smoked Turkey Breast Sandwich

We Take Our Slow Smoked Moist Turkey Breast & Slice it to Perfection! Served with Lettuce, Pickles & Mayo on the Side. Served Chilled with your Choice of Side.

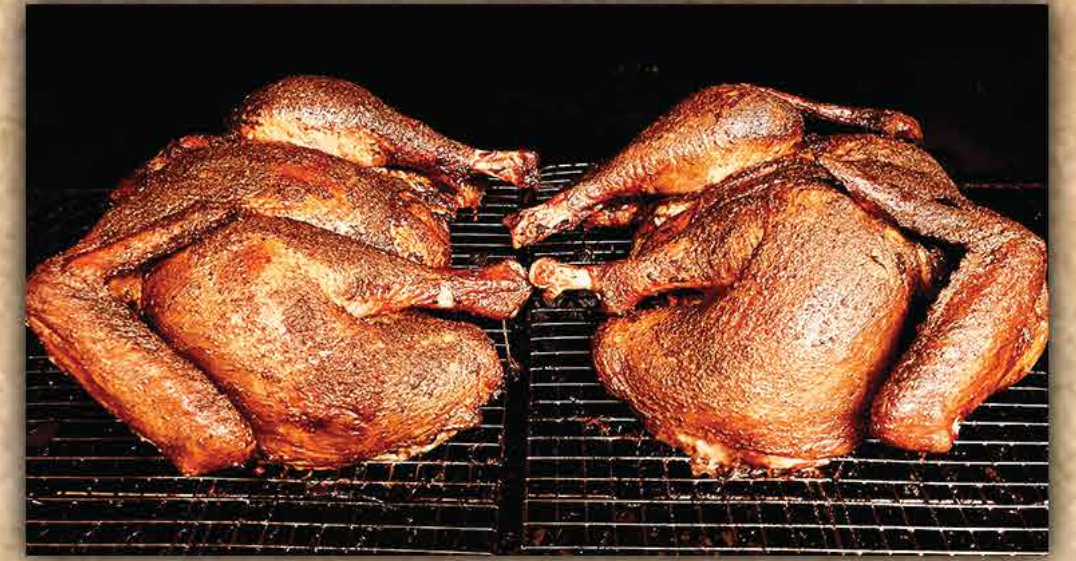
### ♥ Slow Smoked BBQ Chicken Salad GF

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

### ♥ Side Options: Chilled Smoked Potato Salad ① (Lunch Only) Bag of Chips (Variety) ① (Vegan)



## Dinner Options \$21 Pre-Order Only for Dinner

### ♥ Bacon Weaved Stuffed & Smoked Meatloaf

TX Wagyu Beef & Farm Fresh Pork stuffed with 3 Cheeses, Tri-color Peppers, Carmalized Onions and spices all wrapped up in a Bacon Weave! Served Over Tx Smashers and Smoked Corn and Topped w/ Homemade BBQ Sauce.



### ♥ Cast Iron Smoked Garlic Shrimp

Our Smoked Garlic Shrimp Served Easy Peel n Eat Style with Cajun Boiled Corn on the Cobb & potatoes.



### ♥ Loaded & Smoked Jackfruit Bowl ①

Slow Smoked Jackfruit Pulled over our Tx Smashers & Smoked Corn then Topped with our Homemade BBQ Sauce.

## SERVICE HOURS AND INFO:

### LUNCH:

Pre-Order Pick Up ONLY:  
12:00pm-12:30pm

Cash or Card Orders:  
Start at 12:30pm-1:30pm

### DINNER:

\*DINNER WILL BE PRE ORDER ONLY!!!  
SO MAKE SURE TO PLACE YOUR ORDER SOON!

Pre-Order Pick Up ONLY:  
6:00pm-7:00pm



# 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 Vanishing Isles 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.





# River Forest Haven Arrival Procedures

Please review the arrival and check-in procedures to ensure a smooth entry into the realm:

## Check-In Hours

### Thursday

12:00 PM – 8:00 PM (Early Access)

### Friday

12:00 PM – 10:00 PM

### Saturday

8:00 AM – 4:00 PM

## Check-In Process

1. **Scan your ticket** at the check-in booth before entering the grounds and receive your wristband and resources.
  - A. The entry point is located at the very end of Man O War Dr. You will see a big banner sign reading ENTRANCE.
2. **Follow directional signs** throughout the property to reach parking and camping areas.
3. **Set up your camp** in the appropriate area.
4. **Move your car** to the parking area.

## Important Information

- ♦ **Even if you arrive late**, you must visit the check-in booth during posted hours to receive your wristband and resources. This step is mandatory for all participants.
- ♦ **No wristband means no participation** in battles or other core game elements.
- ♦ **This is a new venue** for Hynafol and it's easy to get turned around. Please pay close attention to directional signs.
- ♦ **There is no gate**, so you may enter and exit at any time, as long as you have checked in.
- ♦ **Once the game begins**, roads leading to decorum areas will be blocked off.

## Vehicle and Camping Rules

- ♦ **All vehicles must be out of decorum areas by 8:00 PM Friday** when the game officially begins.
- ♦ **No vehicles are allowed in the decorum area until 9:00 AM Sunday** when the game is over.
- ♦ **Arriving during game hours?** You can still camp in decorum, but you'll need to **haul your gear by foot** from the parking lot—no driving into decorum areas after this time.
- ♦ **Arriving early on Saturday?** You'll need to wait until 8:00 AM when check-in opens. Please do not enter the grounds without checking in first.
- ♦ **Camping non decorum?** We encourage you to move your car into the designated parking area after you unload to help make room for other campers.





# River Forest Haven Arrival Procedures

## Late Arrivals

- ♦ **Late arrival on Thursday:** follow directional signs to the field with the Archives and Counting House. There you can park and find a staff member to assist you before you set up camp.
- ♦ **Late arrival on Friday and Saturday:** you must follow directional signs to the non decorum area where you can either park your car or set up camp. You must be in garb before entering the decorum area.
- ♦ **Late check-in:** if you arrive after check-in hours on Friday, you may set up your camp according to the rules above and you must visit the check-in booth first thing Saturday morning. If you arrive after check-in hours on Saturday, you may set up your camp according to the rules above and you must visit the Archives during evening hours or find a staff member to check in.

## Check-Out Process

1. **Turn in resources** to the Counting House before 11:00 AM Sunday, even if you have purchased the extended stay — this is your last chance to turn in.
2. **Pack up your campsite** and be sure to pick up your MOOP (Matter Out Of Place).
3. **Exit the grounds** by 1:00 PM on Sunday, or by 1:00 PM on Monday if you have purchased the extended stay.





# 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.



## Thursday

Time	Activity
12:00p.m.	Registration & Site Access
5:00p.m. - 8:00p.m.	BBQ Cookoff

## Friday

Time	Activity
12:00p.m.	Registration & Site Access
4:00p.m.	Volunteers: Archives Training
5:00p.m.	Volunteers: Carta Arcanum Training
5:00p.m. - 7:30p.m.	Weapon Validation Open
5:00p.m. - 8:30p.m.	Archives Open (Character Registration Only)
6:00p.m.	Volunteers: Steward Training
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
7:30a.m.	Weapon Validation Open
8:00a.m. - 9:00a.m.	Registration Open
8:00a.m. - 10:00a.m.	Archives Open
8:00a.m. - 10:00a.m.	Counting House Open
9:30a.m.	Battle 1
10:30a.m.	Battle 2
12:00p.m.	Lunch Service / Break
12:00p.m. - 4:00p.m.	Questing Open
1:00p.m. - 2:00p.m.	Archives & Counting House Open
3:00p.m.	Battle 3
4:30p.m.	Battle 4
5:00p.m. - 6:30p.m.	Questing Open
5:30p.m.	Dinner Service / Break
5:45p.m - 7:15p.m.	Archives & Counting House Open
6:30p.m. - 7:30p.m.	Wedding
7:30p.m.- 9:00p.m.	Art Festival
9:00p.m. - 11:30p.m.	Closing Ceremony

## Sunday

Time	Activity
9:00a.m. - 11:00p.m.	Archives & Counting House Opens (Deposit's Only)
1:00p.m.	Site Access Ends for non-camping members
2:00p.m. - 3:30p.m.	Castle Competition

## Monday

Time	Activity
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 - Nerevalis

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

Top 10 best costumed New World Power Characters will also receive a special Nerevalis Ship.

# 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 over-all time. All activities shall end on time to ensure the Expedition finishes on time.





# The Vanishing Isles Installments

## All Battles:

### Treasure Chests: Nerevalis Coastal Caches

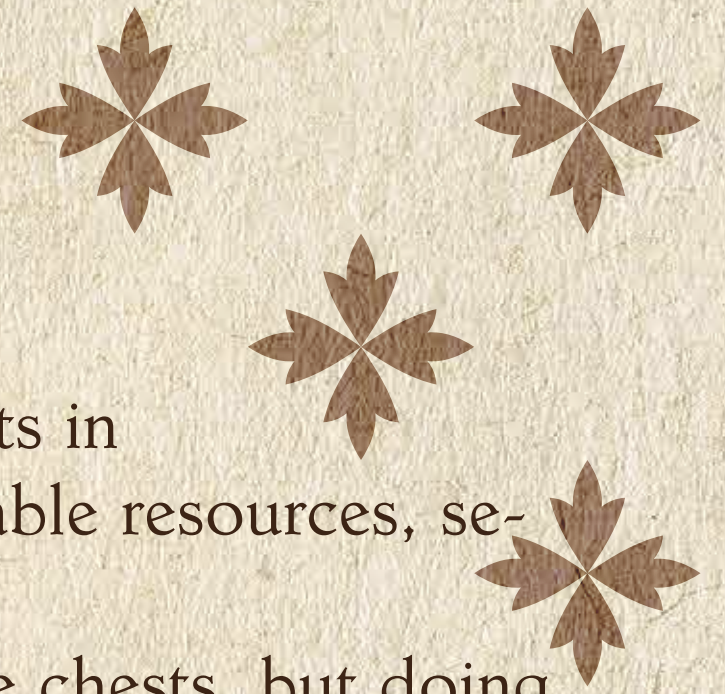
Throughout the battlefield, Nerevalis has stockpiled hidden treasure chests in defensive caches scattered across their territory. These containers hold valuable resources, secrets, and spoils from raids across the Southern Isles.

Both sides—CroKuta and Nerevalis—may attempt to secure these treasure chests, but doing so requires careful planning and timing.

### Rules for Securing Treasure Chests:

- ♦ Chests must remain on the battlefield until the final two minutes of the battle.
- ♦ No treasure chests may be taken to respawn or moved before the final two minutes.
- ♦ During the last two minutes of the battle, players may attempt to secure treasure by depositing chests into their Caravan (wagon).
- ♦ If a player carrying a chest is killed, they must drop the chest where they fall.
- ♦ Chests must be physically carried, they cannot be thrown, dragged, or hidden in clothing or props.
- ♦ Any side may collect chests, but only those properly secured in the Caravan by battle's end will count toward rewards.
- ♦ Chests are considered in-game physical items and must be handled with care and visibility.

Stealth, teamwork, and bold last-minute runs will determine which side walks away richer. Bring the chest to the **Lead Steward** at the end of the battle to receive your prize within.





# The Vanishing Isles Installments

## Nerevalis Tattoos: Armor of the Deep

At the previous expedition, the Denizens of Hynafol earned a powerful gift from the High Priest of the Nerevalis Kingdom: the ability to imbue their skin with tattoos of the deep, granting magical protection in the coming battles. These tattoos represent temporary armor, marked and blessed by the sea itself.

### How It Works:

#### Nerevalis Side:

- ◆ All Nerevalis characters automatically receive the tattoo power-up.
- ◆ Players with visible tattoos (real, temporary, facepaint, or drawn) will receive a GM-applied blessing mark at the beginning of battles.
- ◆ Nerevalis tattoos will be marked with green body paint, CroKuta with orange.
- ◆ Highest power tattoos will be marked with blue.

#### CroKuta Side:

- ◆ This power is available to CroKuta for this event only.
- ◆ CroKuta players must pay a piety cost for amount of people that get the power up
  - Example: 1 piety = 1 person gets tattoos. OR 1 piety = 5 people get tattoos.
  - Cost and amount of people blessed will be decided at the event to ensure
- ◆ Tattoos will be marked with orange body paint to indicate blessing.

#### Tattoo = Armor:

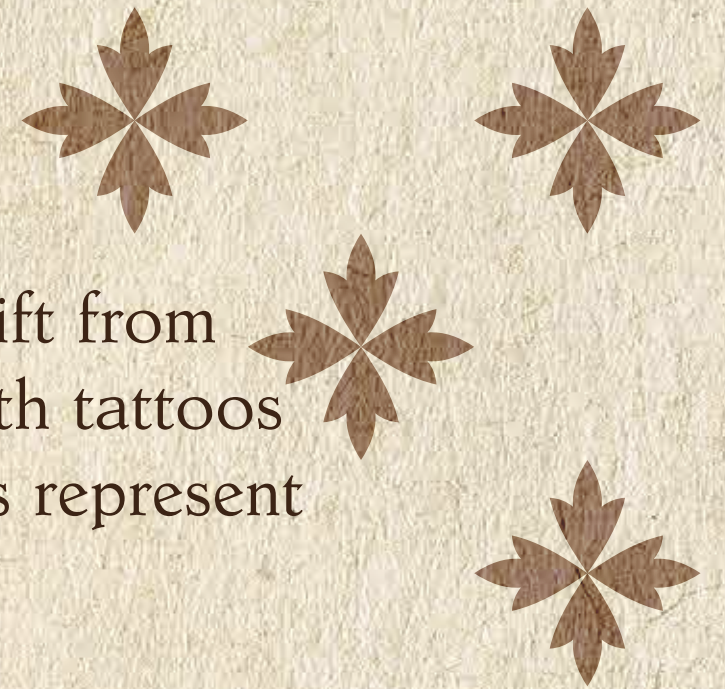
- ◆ Tattooed areas count as armored where placed.

### Important Note on Safety:

This system exists to keep everyone safe in the heat and during water-based battles.

Please do not wear real leather or metal armor in the water or during high heat periods—this can cause overheating or even heat stroke.

These tattoos are your armor. Whether permanent, painted, or applied with flair, wear them with pride and let the magic of the Nerevalis protect you from both enemies and the Texas sun.





# Scenario 1: Storming the Northern Shores

## Narrative:

The Empress's CroKuta fleet crashes ashore as the mist still rises off the water, seeking to claim the Southern Isles. But the tides churn with more than just salt and sand, Nerevalis defenders rise from the sea itself, ready to drown the invaders in the name of the Thalassian Throne. Caught in the middle of taking everything valuable from the island, the Nerevalis now have to repel KroKuta before they can leave. This is no skirmish, it's a siege where waves meet war, and the fate of the Southern Isles hangs in the balance.

## Battlefield

Pebble Beach

## Duration

1 round of 30 minutes.

## Deployment

**CroKuta (Orange):** Beach edge, approx. 15 feet from the waterline.

**Nerevalis (Green):** Inland behind clock objectives; Banner stands are furthest back.

## Respawn & Healing

**CroKuta respawn point:** Ships on Shoreline  
Healing Hourglasses Allowed: YES

**Nerevalis respawn point:** Green Hynafol Flag  
Healing Hourglasses Allowed: NO

## Rules of Engagement:

### Sides:

Orange: CroKuta (Attackers)

Green: Nerevalis (Defenders)

## Victory Conditions & Scoring

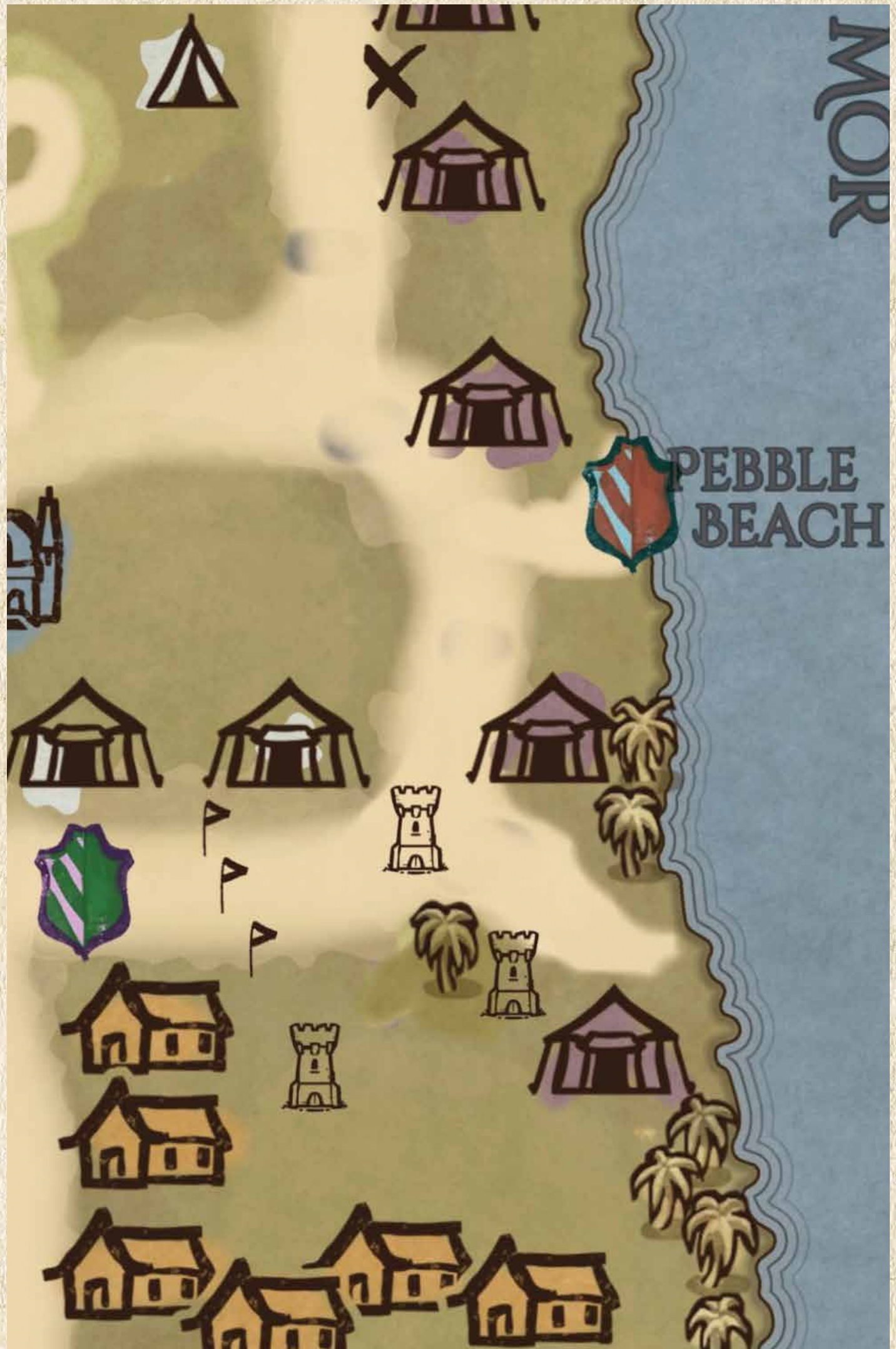
CroKuta wins if they control the majority of Objective time or successfully plant at least one war banner.  
Nerevalis win if they control the majority of Objective time or prevent any war banners from being planted.

## Objective Rules and Scoring:

**Objective 1:** Number of Objective markers with Clocks: 3

**Objective 2:** 2 Banner Planting Stands located in the rear of the Nerevalis zone.

**Objective 3:** Secure valuables.





# Scenario 1: Storming the Northern Shores

## Objective Rules and Scoring:

### CroKuta -

**First Objective:** Score time on the clock.

- ♦ Control the majority of total Chess Clock time spread between three objectives.

**Second Objective:** Plant the Flag in one of two Flag Stands.

- ♦ The Flag will be carried by a Steward for the duration of the battle.
- ♦ Flag Bearer Steward will only progress when instructed to do so by the CroKuta side.
- ♦ If no Crokuta is left alive with the Flag Bearer Steward the Steward will begin to walk slowly back towards the CroKuta respawn until told to do otherwise by a Crokuta member.
- ♦ Any Nerevalis member that strikes with a weapon or touches the Flag or Flag Bearer Steward will be considered dead.
- ♦ The Flag can only be scored if the Flag Bearer Steward is safely and successfully escorted to one of two Flag Stands by a Crokuta member that is currently alive when instructed to score the Flag.

**Tertiary Objective:** Secure Treasure Chests

- ♦ Nerevalis has treasure chests stockpiled in caches on their half of the battlefield.
- ♦ Both sides may attempt to secure the treasure by depositing the chests into their Caravan (wagon) during the last two minutes of battle.
- ♦ From the beginning of the battle until the 2 minute mark chests must remain on the battlefield and cannot be taken to respawn.

### Nerevalis -

**First Objective:** Score time on the clock.

- ♦ Control the majority of total Chess Clock time spread between three objectives.

**Second Objective:** Stop the Flag from being planted.

- ♦ Stop the Flag Bearer Steward from reaching either flag destination at all costs by defeating the CroKuta members around the Flag Bearer Steward.
- ♦ Do not touch the flag or Flag Bearer Steward.
- ♦ If the flag is scored the battle is considered won by the CroKuta side.

**Tertiary Objective:** Secure Treasure Chests

- ♦ Nerevalis has treasure chests stockpiled in caches on their half of the battlefield.
- ♦ Both sides may attempt to secure the treasure by depositing the chests into the Caravan (wagon) during the last two minutes of battle.
- ♦ From the beginning of the battle until the 2 minute mark chests must remain on the battlefield and cannot be taken to respawn.

## Rewards:

### Crokuta:

1 Settled Homestead with a Harbor

1 Small Ship

1 Citizen

5 Crops

### Nerevalis:

Overall Carta value of Crokuta winnings above





## Battle Scenario 2: Clash on the Tidebreak Fields

### Narrative:

With the beaches behind them and banners flying high, the CroKuta march inland to shatter the heart of Nerevalis resistance. But the open expanse of Tidebreak Fields is no haven—it is a battlefield etched with the relics of an ancient war. As both armies converge on this sacred ground, they must not only dominate the field but unearth and secure the relics hidden beneath its soil. Victory here means control of the island and the buried power within it.



### Battlefield

Open field terrain.

### Duration

Two Rounds of 20 minutes each.

### Deployment

Opposite ends of the battlefield. CroKuta shall begin behind the Orange Hynafol Flag and Nerevalis shall begin behind the Green Hynafol Flag.

### Respawn & Healing

**CroKuta respawn point:** Orange Hynafol Flag

Healing Hourglasses Allowed: YES

**Nerevalis respawn point:** Green Hynafol Flag

Healing Hourglasses Allowed: YES

### Rules of Engagement:

Each team gains control time from:

**Clock objectives** (standard control time)

**Recovered artifacts** (each worth 5 minutes of control time)

The team with the **highest combined total control time at the end of both rounds wins.**

### Victory Conditions & Scoring

Clock Objectives (3 total):

There are three areas with clock objectives that each side shall attempt to secure.

Artifacts (7 total):

Scattered across the battlefield in open and contested areas.





## Battle Scenario 2: Clash on the Tidebreak Fields

### Objective Rules and Scoring:

**Time Control:** Standard control scoring applies. Clocks run once a side has pressed the corresponding button.

### Artifact Recovery:

Players must carry artifacts to their team's Artifact Drop Zone (wagon).

- ♦ Artifact carriers cannot engage in combat.
- ♦ Artifact is dropped if carrier is killed.
- ♦ Artifacts may not be thrown or passed.
- ♦ Each recovered artifact adds 5 minutes of control time.
- ♦ Once an Artifact is recovered it is out of play.

### Rewards

#### CroKuta:

1 Settled Shire with a Port

1 Medium Ship

3 Citizens

10 Crops

5 Livestock

#### Nerevalis:

Overall Carta value of Crokuta winnings above





# Quest: Trident of the Deep

## Quest Summary:

A sacred trident belonging to the High Priest of the Nerevalis Kingdom will surface after the 2nd battle. It is a relic of immense religious significance and must not fall into careless hands. Whoever holds it by the end of the Final Battle will receive a powerful in game item:

**The Supernova Shell** – an in-game item infused with the light of drowned stars.

But be warned, this is no simple weapon (**and cannot be used as one**). It is a Religious Artifact, and with it come strict rules, spiritual weight, and ritual demands.

## Trident Rules Overview:

This Item Follows Religious Artifact Rules (per Gameplay Rules):

[https://drive.google.com/file/d/1bbYfGHFjIWM2KVZqzR6S2mVNHyzhRzcp/view?usp=drive\\_link](https://drive.google.com/file/d/1bbYfGHFjIWM2KVZqzR6S2mVNHyzhRzcp/view?usp=drive_link)

- ✧ It must be visibly displayed at all times while carried.
- ✧ It cannot be hidden, stashed, or placed inside a structure.
- ✧ It cannot be taken from a dead body, if the carrier dies, it vanishes into the mists
  - (must be returned to Archives).
- ✧ It cannot be forcibly removed from someone holding it, it must be willingly released or stolen according to theft rules.

## Additional Trident Rules:

- ✧ Sacred Burden Rule
  - The Trident must be carried with two hands at all times.
  - If the Trident touches dry ground, it is lost to the ocean and must be turned in to Archives.
  - You may rest its base in natural water, (mud does not count) but it still must be held in both hands.
  - If you need to perform a task (like drinking), you must pass the Trident to another to continue holding it properly.
  - You may not fight, block, or hold weapons/shields while carrying the Trident.
- ✧ Death Rule
  - If the bearer dies in any way, the Trident is considered spiritually shattered and must be turned in to Archives. It does not drop—it vanishes.
- ✧ Ritual Respect Rule
  - The Trident must be treated with reverence. Roleplay your care of the item: carry it like a holy relic, speak to it, guard it, do not allow any harm to come to it.





# Quest: Trident of the Deep

## Victory Condition:

- ◆ The final player holding the Trident by the end of the Final battle (still alive and meeting all handling rules) receives:
  - **The Supernova Shell** – a rare shell said to contain the voice of the sea.

## Violation Consequences:

- ◆ If the Trident is set down, improperly handled, or breaks a rule, it must be immediately returned to Archives and will be redistributed elsewhere in the game by Game Masters to those they have noted as having ‘good sportsmanship’ during the first two battles.
- ◆ Public disrespect or violation of the Ritual Respect Rule may result in the blessing being denied, even if you hold it at the end.





## Battle Scenario 3: Through the Woods

### Narrative:

The Tidebreak victories fracture the land—but the woods remain untouched, ancient, and unknowable. Here, under tangled boughs and mist-shrouded trails, the remnants of both CroKuta and Nerevalis forces scatter into squads, each seeking power, survival, and secrets. Strange totems pulse with forgotten magic, and the spirits of the forest demand tribute, wit, or strength. There are no clear lines, only movement, chaos, and the drumbeat of unseen trials.

### Game Rules:

**Format:** Mixed Squad-Based, rotating through challenge stations.

**Time Limit:** One round of 40 minutes.

### Winning:

The faction whose squads collect the most “Talisman flags” wins the battle.

### Setup:

**Location:** Dense forest terrain with obscured sightlines, winding paths, and marked challenge zones.

**Total Objectives:** 7-10 stations scattered throughout the woods.

Chaos! Mystery! Teamwork! Objectives are hidden in the woods and must be completed amidst the chaos of battle.

Sides will split into squads of 3-5 to tackle various objectives for the duration of the battle. Each squad member is required to respawn! So choose wisely.

At the completion of each objective the Squad will be rewarded with a Talisman.

The side with the most Talismans at the end of the round will be declared the winner!

### Rewards

#### CroKuta:

1 Settled Shire with a Port

1 Medium Ship

3 Citizens

10 Crops

5 Livestock

#### Nerevalis:

Overall Carta value of Crokuta winnings above





## Battle Scenario 4: Drive to the Deep: Push Nerevalis Back to the River

### Narrative:

The final push begins. With momentum on their side, the CroKuta rally to expel the Thalassian defenders entirely, driving them from forest shadows to wave-lashed shores. The Nerevalis fight desperately, retreating from glade to sand to surf, protecting sacred blue lines and ancestral banners. Flags shift, healing flows through saltwater, and the river waits to claim the vanquished. The final stand of this expedition is here, by surf, steel, and spirit.



### Battlefield

Riverfront Lawn

### Duration

1 round of 30 minutes.

### Deployment

**CroKuta (Orange):** Deploys behind the Orange Hynafol Flag

**Nerevalis (Green):** Deploys behind the Green Hynafol Flag

### Respawn & Healing

**CroKuta respawn point:** Moves forward with each objective taken.

♦ During Objective 1 Phase, the Respawn stays at its starting position.

♦ When Objective 2 is taken, the Respawn moves up to Objective 1.

♦ When Objective 3 is taken, the Respawn moves up to Objective 2.

Healing Hourglasses Allowed: YES

**Nerevalis respawn point:** Anywhere there is knee deep water.

♦ Note: "Magic Blue Line" will be in the sand along the shore. CroKuta may not cross this line nor engage in combat with a Nerevalis behind this line.

Healing Hourglasses Allowed: YES

### Rules of Engagement:

### Victory Conditions & Scoring

CroKuta wins this scenario if they hold Objective 4 at the completion of the time limit.

Nerevalis wins this scenario if CroKuta does not hold Objective 4 at the completion of the time limit.

**Objectives: A Green Hynafol Flag Shall Denote the Active Objective.**

**Objective 1:** Collect One (1) minute of time on the clock to secure the objective.

**Objective 2:** Collect Two (2) minutes of time on the clock to secure the objective.

**Objective 3:** Collect Three (3) minutes of time on the clock to secure the objective.

**Objective 4:** Collect Four (4) minutes of time on the clock to secure the objective.

**Secondary Objective:** Secure the treasure from the island.

♦ At the beachhead is a pile of treasure collected by Nerevalis; both sides vie for control of each treasure box.





# Battle Scenario 4: Drive to the Deep: Push Nerevalis Back to the River

## Objective Rules and Scoring

### CroKuta

- ◆ Accumulate the requisite amount of time, as referenced above to secure each objective.
- ◆ Stop Nerevalis from stealing treasure bound for the depths. Any treasure remaining on the battlefield belongs to CroKuta at the conclusion of the battle.

### Nerevalis

- ◆ Stop CroKuta from advancing forward on their objectives and do not let them accumulate time on the clock.
- ◆ Obtain treasure: Secure treasure chests by bringing them within the “Magic Blue Line” along the beach.

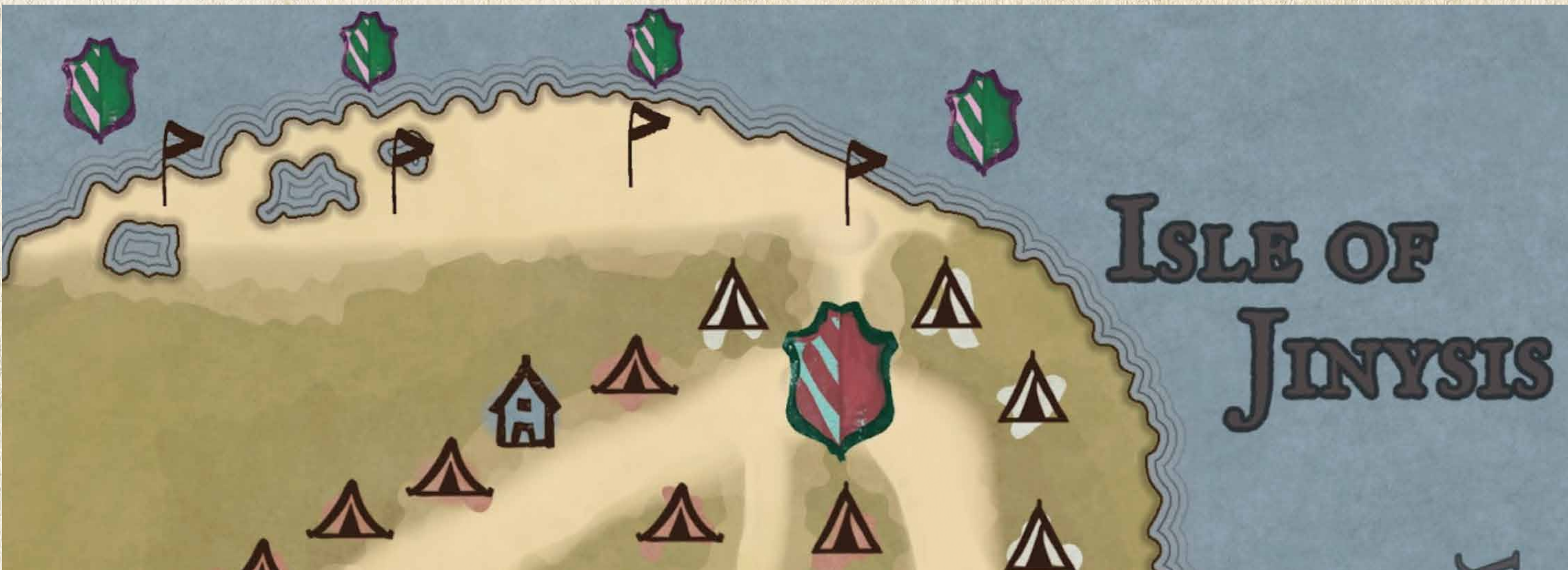
## Rewards

### Winning Team:

- 1 Settled Village
- Claimed land on the rest of the island
- 1 Port
- 1 Medium Ship
- 5 Citizens
- 15 Crops
- 15 Livestock

### Nerevalis:

Overall Carta value of Crokuta winnings above



## Special Reward:

- If Crokuta Successfully wins all 4 Battles they also receive:
- 1 Settled Homestead with a Harbor
  - 1 Small Ship
  - 1 Citizen
  - 5 Crops





# The Marriage of Halgord and Anya

**Hosted by:** Kingdom of Tides

**Starts:** Saturday 6:30p.m. - 7:30p.m.

**Duration:** Approximately 45 minutes for ceremony, ongoing for reception

**Location:** Wedding grounds (announced in-game)



## What It Is:

Join us for the divine, dramatic, and absolutely unforgettable wedding of Halgord, beloved merchant of the Known World, and Anya, Goddess of Heckling and Sovereign of Sass. This full production includes a ceremonial procession, godly invocations, food, drinks, and a post-wedding challenge that's part party, part ritual.

Everyone in Hynafol is welcome to attend, no formal invite required.

## Why This Is Happening:

Because even gods and merchants fall in love.

And because laughter, loyalty, and loud vows deserve a spotlight.

This event is also a celebration of the many religions of Hynafol and the bonds between guilds. Through ceremony and challenge, we honor joy, chaos, and community alike.

## How It Works:

- ◆ Guests are seated
  - (Anya's side left, Halgord's right).
    - Front benches are reserved for the wedding party.
- ◆ A full wedding ceremony unfolds, complete with music, bubbles, and divine pro-nouncements.
- ◆ After the vows, guests are invited to participate in:

## The Blessing of Bones & Banter

- ◆ Choose one challenge and perform it before the crowd:
  - Trial of the Tongue - Roast yourself to make Anya laugh
  - Trial of the Fjord - Yell a war cry to earn Halgord's nod
  - Trial of the Tribe - Tell a proud moment or failure you carry with honor
- ◆ Succeed, and you'll receive a token of favor.
- ◆ Fail, and try again, or slink away dramatically.
- ◆ Food, drinks, and wedding shenanigans to follow.
- ◆ Purple encouraged.
- ◆ Good vibes mandatory.





# Cliona Art Festival

**Hosted by:** The Followers of Cliona

**Starts:** Saturday 7:30p.m.

**Duration:** 1.5 hours

**Location:** Festival grounds (announced in-game)



## What It Is:

A celebration of creativity, craftsmanship, and community, Cliona's Art Festival is an interactive evening dedicated to the artists, crafters, and storytellers of Hynafol. Guests are invited to explore seven hands-on booths, ranging from weaving and brewing to fighting and music, and engage directly with the artisans who bring these skills to life.

At the heart of the event stands the Museum of Hynafol, featuring relics and artifacts on loan from guilds and religions across the realm. Guided by the ever-curious Bartlebee, visitors will enjoy a live walkthrough of Hynafol's rich, strange, and storied past.

## Why This Is Happening:

This festival is a gift to the community from the faithful of Cliona, Goddess of Beauty, Story, and Song. It's a space to share your skills, learn something new, or simply wander in wonder. Whether you're a fighter, a finger-looper, or someone just looking for inspiration, Cliona's light welcomes you.

**OOO:** This event is a relaxed, non-combat evening activity focused on player-run engagement. All supplies are provided by booth volunteers. Players may bring their own items to showcase or sell. In-game currency and tip jars welcome.

## How It Works:

From 7:30–8:45 p.m., guests may freely explore these interactive booths:

- ♦ Music: Try drums, flutes, and strings
- ♦ Weaving: Loom and yarn demo by Vallah
- ♦ Crochet & Knitting: Make your first stitches
- ♦ Calligraphy: Practice lettering with guidance
- ♦ Brewing: Learn and taste (non-alcoholic) samples
- ♦ Fighting: Join a beginner-friendly class
- ♦ The Museum: Bartlebee's artifact tour and history talk

At 8:45 p.m., all booths will close and guests will be ushered to the main stage for the Dance Demonstration, a graceful performance led by Cliona's faithful, featuring live bard music and the option to join in





# The Soirée

Hosted by: CroKuta

Starts: Saturday As the art festival closes

Duration: ?

Location: Festival grounds (announced in-game)



## What It Is:

When the sun dips low and the heat gives way to shadow, CroKuta gathers, not to mourn, not to boast, but to revel.

Whether victory was ours or merely survival, the night belongs to the living. Cloak yourself in flowing robes, shed the weight of the day, and step into something older than war: music, movement, and wild delight beneath the stars.

This is no formal ball. This is desert-born, dust-slick, and tooth-sharp. The drums will call. The fire will answer. And we? We will laugh loud enough to wake the gods.

Join us. Or don't. We'll dance either way.

## Why This Is Happening:

The Soiree is not held for glory, nor pity, nor even tradition. It is a ritual older than conquest, a vow made by the CroKuta to remember who we are when the fighting ends. We dance because the world is cruel and we are crueler. We laugh because it confuses the enemy. We gather in the dust and the dark because even the wildest things need a place to breathe.

Win or lose, our spirits remain unbroken. This is how we honor the fallen, the foolish, and the feral in all of us.

This is not a celebration.

It's a survival instinct.

## How It Works:

Wear flowing, draping, comfortable clothes and arrive ready to revel.





# BBQ Cookoff

**Hosted by:** The Hynafol Community

**Starts:** Thursday 5:00p.m.

**Duration:** 2 hours

**Location:** Campsite Gathering Area

## What It Is:

Kick off your expedition weekend with smoky flavor, chill vibes, and real community connection at the Hynafol BBQ Cookoff!

This is a completely Out-of-Character (OOC) event, a time for everyone to step out of their armor, drop the titles, and just be themselves. Share a meal, laugh together, and remember that behind every warlord, alchemist, or ratfolk pirate is a person who just wants a plate of good food and a cold drink.

Whether you're here to compete, taste-test, or just vibe in the summer heat, all are welcome. It's our version of a backyard bash, no lore, no character sheets, just friends.

## Why This Is Happening:

Hynafol is built on community, and this event is a reminder of what holds it all together: the people. Whether you're new to the game or a long-time Guildmaster, the BBQ Cookoff is a chance to connect without swords, secrets, or storylines.

This is the space to make new friends, swap stories, and maybe pick up a new grill tip or two.

## How It Works:

This is a potluck-style, fully BYOB (Bring Your Own BBQ, Beverages, and Basics) event!

- ◆ Bring your own dish to enter into the cookoff, or just bring something to share
- ◆ You are responsible for your own plates, utensils, and drinks
- ◆ No food or supplies will be provided by Hynafol team, just the space, the vibe, and the prizes!
- ◆ If you're bringing food for the group or judges, please include a clear ingredient list (especially note any common allergens, peanuts in particular)
- ◆ Judging begins around 7:00 p.m.:
  - If you wish to enter the competition, bring a small sample of your dish to the judging table around that time
  - Judges will score each entry based on set criteria
  - Points will be tallied, and winners announced once all entries have been tasted and graded

## Prizes:

### Best BBQ Dish:

- ◆ **1st Place:** A FREE ticket to an upcoming Expedition
- ◆ **2nd Place:** A vintage beer brewing kit
- ◆ **3rd Place:** A bottle of Thorin's Viking Mead

**Bonus Prize:** Best sauce wins a bottle of Thorin's Viking Mead





# Castle Clash & Beach Bash

**Hosted by:** The Hynafol Community

**Starts:** Sunday 2:00p.m.

**Duration:** 1.5 hours

**Location:** Campsite Gathering Area

## What It Is:

After the heat, the water, and the battles of the Expedition, it's time to return to something simple, and silly. Join us for an Out-of-Character (OOC) castle-building competition, where creativity is your only weapon and mud is your best friend.

Using only natural materials found around the campgrounds, mud from under the waters, pebbles from the beach, tall grass, sticks, and wildflowers, you must build the most glorious woodland fortress imaginable.

There are no kingdoms here. No guild colors. Just hands in the dirt and laughter in the air.

## Why This Is Happening:

Because we all need to breathe, laugh, and touch grass, literally.

Because you deserve a beach party before you head home.

And because there is nothing more satisfying than crafting a muddy tower and yelling "Behold!"

Also, we always have too much alcohol left over after events, so... we're turning that into a feature.

## How It Works:

### Castle Competition

- ♦ Find a castle spot using materials around the grounds
- ♦ Build with mud, rocks, grass, sticks, flowers, anything natural and non-destructive
- ♦ Teams or solo builders welcome!
  - However the prize quantity stays the same
- ♦ Decorations, nameplates, and flags encouraged
- ♦ Judging will begin shortly after 3:15, make sure your masterpiece is finished and named!
- ♦ This is a BYO tools and clean-up your own space activity
- ♦ Be kind to the land, no uprooting live plants, no litter, no digging holes that might be unsafe

## Prizes:

- ♦ **1st Place:** A FREE ticket to an upcoming Expedition
- ♦ **2nd Place:** A set of 4 LED flame tiki torches (for stylish camping flair)
- ♦ **3rd Place:** A bottle of Thorin's Viking Mead

### Hydration Bonus Round

- ♦ Bring your own drinks (alcoholic or not—mocktails, electrolytes, whatever fuels your soul)
- ♦ Prizes awarded for the Best Hydration Creation
- ♦ Use up your own leftovers OR help us finish off ours!
  - Leftover drinks after the event? Don't dump them, submit them to our "alchemical recycling."

## Prize:

**New bartender bar set with cocktail shaker**

