Covenant of Fire

Sellar's Keep vs Cathars of Flame

Covenant of Fire

Sellar's Keep vs Cathars of the Flame

To the Faithless and Their Allies,

The Known World lies tainted by corruption, greed, and the abandonment of faith. For too long, Helion has turned His gaze away, leaving this land shrouded in shadow and sin. I was once a paladin, a mortal of flesh and spirit, bound by duty to protect the innocent. But the Cataclysm tore my soul apart, casting me into the Mists, where I was reforged by divine wrath into what I am now: a specter of judgment, an echo of Helion's holy blade.

I speak to you now not as the leader of the Heralds of the True Flame, but as the bearer of a new era. With my rebirth and the divine clarity it brought, the Heralds have become something greater: the Cathars of the Flame. The title "Heralds" no longer suffices for the mission before us. We are not merely messengers of Helion's wrath, we are its instruments, its purification made manifest. We are the flames that will cleanse this world of its decay and prepare it for the return of His light.

In the days following my transformation, I saw the truth of our purpose more clearly than ever. The fire we wield is not merely a weapon, it is a divine mandate. It consumes only to renew, burning away the rot and leaving fertile ground for Helion's favor to take root once more. Each flame is a promise, a covenant between the faithful and their god, that through sacrifice and fervor, we shall restore the balance that has been lost.

The Cathars of the Flame embody sacrifice, zeal, and unrelenting devotion. Each of us bears the mark of fire, a symbol of our commitment to purging the unworthy. Through sacred flames, we shall expose the rot that festers in the hearts of kingdoms and houses alike. Sellar's Keep, with its shadowy dealings and corrosive influence, stands as the first to face Helion's judgment. Their secrets shall be ash, their lies consumed by fire.

To those who stand with us, take heart in the fire's warmth, it burns not to destroy but to renew. You are the sparks of Helion's will, and together we shall ignite a blaze that cannot be extinguished. To those who oppose us, know this: your defiance only feeds the flames. Your corruption is the kindling that will fuel Helion's return.

The Cathars are not the heralds of fire's promise. We are its realization. We are the reckoning that was foretold, and the world will know our purpose when the flames rise. The trial by fire begins now.

The Empty Paladin

Covenant of Fire

The flames of Helion burn brighter than ever in this year's October expedition, Covenant of Fire. As Sellar's Keep fights for survival, a fanatical Helionite cult known as the Cathars of the Flame rises under the terrifying leadership of the Empty Paladin.

This spectral figure, once a holy knight shattered during the Cataclysm, now wields a pectral echo of a divine blade and leads his cult with unrelenting zeal to punish those they deem responsible for Helion's absence.

The Cathars believe only through sacred fire can the Known World be cleansed of its sins and returned to the light of Helion. Their first target is Sellar's Keep, a house they accuse of embodying the corruption and decay that has driven Helion to abandon the world. Once a shadowy bastion of power, Sellar's Keep now faces a trial by fire as the Cathars unleash their wrath.

Players will be drawn into an intricate narrative of ancient feuds reignited and escalating conflict. The Cathars' rise is steeped in dark secrets, divine wrath, and the fractured soul of the Empty Paladin. Every decision made will have far-reaching consequences as factions clash in battles of faith, power, and survival.

This high-stakes expedition promises intense combat, gripping storylines, and the opportunity to shape the future of Hynafol's power dynamics. Will you side with Sellar's Keep and bring light to the shadows? Or will you join the Cathars and let the flames of purification consume the land? The covenant has been made, and the fires cannot be undone. Choose your side wisely, the fate of Hynafol hangs in the balance.

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: Sellar's Keep
Ophelia Grimsey | Alexandra Likins - alexandrajordanj@gmail.com

Green: Cathars of the Flame
The Empty Paladin | Jacob Weishuhn - jweishuhn21@gmail.com
Game Master | Taylor Tracy - GM@Hynafol.com

Participating Houses

Sellar's Keep

Heraldry: A Serpent coiled around a Dagger beside a pile of Coins
Colors: Black, Silver
Description: Sellar's Keep is a shadowy house of mercenaries, spies, and scholars who thrive on secrecy and calculated action. They operate in the shadows, fulfilling contracts and amassing power while manipulating the systems of Hynafol to their advantage. Their members are pragmatic and opportunistic, carrying tokens of their trade and wearing muted black and silver to blend into the darkness.
Objectives: To maintain their hidden influence, fulfill orders that strengthen the house, and ensure no power in Hynafol grows too complacent.

Cathars of the Flame (New World Power)

Heraldry: A blazing sunburst split in two, set on a field of crimson and gold.
Colors: Crimson, Gold, White
Description: The Cathars of the Flame are a fanatical Helionite cult dedicated to purging the Known World of its sins. Born in the aftermath of the Cataclysm and led by the spectral Empty Paladin, they see themselves as divine instruments of purification. Marked by burn scars and clad in scorched armor adorned with sun motifs, the Cathars believe only sacred fire can restore Helion's favor and cleanse the world of corruption.
Objectives: To spread their doctrine through fire, punish the unworthy, and pave the way for Helion's return.

The Cathars of the Flame are a New World Power created specifically for the Covenant of Fire expedition. This house provides players with the opportunity to experience a unique and intense role within this event as fanatical followers of Helion's fiery doctrine. Designed as an adversarial force, the Cathars are driven by their zeal for purification through sacred fire and their devotion to the spectral Empty Paladin.

The Cathars of the Flame are not a permanent house or one intended for ongoing character development. Instead, they serve as a highly thematic faction meant to enrich the story and provide an immersive experience for this specific expedition. Joining their ranks allows players to step into the role of a zealot in Helion's crusade, offering a chance to explore themes of faith, judgment, and radical devotion.

This is a limited-time faction, created solely for the Covenant of Fire expedition. Characters created for the Cathars are not intended for use outside of this event. Joining the Cathars does not exempt players from standard event ticketing and registration requirements. Participation as a Cathar offers a temporary but immersive storyline experience tied to the event's overarching narrative.

The Cathars of the Flame represent the unrelenting fire of Helion's judgment. Will you wield the flames as an instrument of divine wrath, or will you face their purifying heat on the battlefield? The choice is yours.

Cathars of the Flame

Cleanse the unworthy in Helion's fire

Heraldry
A blazing sunburst split in two, set on a field of crimson and gold.

Colors
Gold, White, Crimson

Primary Religion
Helion

Goals
To punish the land for forsaking Helion and to restore the sun's favor by purging the unworthy in flames.

History
The Cathars of the Flame arose in the aftermath of the Cataclysm, when the shattered realms of the Known World were left to grapple with divine abandonment. The event brought desolation and threw Helion's faithful into doubt and despair. It was in this turbulent time that a fallen knight, once of noble repute, was said to have been cast into the Mists, their soul fractured by the devastation. Through the strange powers of Hynafol, this knight was reconstituted as a spectral being known only as the Empty Paladin, an instrument of divine wrath and retribution.

Believing that Helion had turned His face away due to the moral decay of kingdoms and houses alike, the Empty Paladin preached a gospel of fire and purification. From this message, a radical order was formed: the Cathars of the Flame. Drawing followers from the remnants of devastated lands, this sect believed that only through sacred fire could Helion's favor be regained and the world restored to its rightful order. The Cathars saw themselves as instruments of divine vengeance, tasked with bringing the trial by fire to all who had strayed from Helion's grace.

The rise of the Cathars sparked conflicts with other religious factions, particularly the Lleng Haul, who the Cathars deemed too complacent and lenient in their worship. Their rivalry reflected a deeper schism in the faith, as the Cathars pursued an unyielding path of penance through flame.

Allies
Imperium Dominium

Enemies
Sellar's Keep

Suggested Peoples
All

Cathars of the Flame
Continued

Characteristics
The Cathars of the Flame are fanatical warriors, bound by a creed of purification and sacrifice. They see themselves as a holy inquisition, chosen to bring about a fiery reckoning to the lands that have turned away from Helion's light. Their ranks are marked by burn scars, both physical and ritualistic, symbols of their fervent devotion to cleansing the world through flame.

Clad in scorched armor adorned with sun motifs and Helionite symbols, their appearance reflects their inner zeal. Their weapons, marked with sun imagery, are said to be blessed with the "Fury of Helion," evoking the god's wrath upon the battlefield. Rituals of purification involving fire, ash, and sacrifice are central to their identity, with bonfires lit at every major gathering to signify their mission.

The Empty Paladin, the spectral figurehead of the Cathars, wields an echo of their former blade, a symbol of their eternal, undying mission. This ethereal leader drives the Cathars forward with unwavering zeal, inspiring both fear and devotion among their followers.

Motivations
The Cathars of the Flame are consumed by their desire to restore the favor of Helion by purging the land of corruption and sin. They believe that only through fire can the land be purified, and only through the sacrifice of the unworthy will Helion return to His people. Their mission is to bring about a trial by flame, where the impure will be consumed and only the faithful will remain.

They view their crusade as a necessary divine judgment, a flame that must burn away the old, sinful world to reveal the pure and righteous order beneath. Each fiery raid, each burning stronghold, brings them closer to their ultimate goal, a world cleansed by fire, where Helion's light will once again shine unimpeded.

Cathars of the Flame
Continued

How to Join

The Cathars of the Flame will open their ranks during the October 2025 expedition. To join, participants must register for the October Expedition and arrive in full cult-like attire, reflecting their fiery devotion. This includes flame motifs, Helionite symbols, and clothing or armor with a scorched, blackened aesthetic. Members must also be willing to have burn-like face paint applied as part of their initiation, symbolizing the purification and sacrifice required to serve Helion's will. Only those who fully embrace the Cathars' creed and appearance will be accepted into their ranks.

New World Power

This is a New World Power house created specifically as an adversary for the expedition. It is not a permanent house and is not intended for creating or developing main player characters. Players joining this house must still purchase a ticket for the event. Participation in the New World Power house does not exempt you from event registration fees. Please ensure you are aware of these conditions before joining.

Costuming Guide

The Cathars of the Flame embody the essence of fanatical devotion and fiery purification. Their attire reflects their radical beliefs, blending cult-like elements with symbols of their divine mission. Participants portraying members of the Cathars should wear costumes that evoke the zeal and intensity of their cause, focusing on scorched and sun-themed designs. Below are the essential guidelines for crafting your Cathar look:

Key Elements of Cathar Costuming

Colors: Crimson, gold, and white dominate their palette, symbolizing fire, divinity, and purity. Incorporate scorched black and ash-like elements to signify their connection to purification by flame.

Clothing: Flowing robes, tattered tunics, or layered garments are ideal for creating a cult-like aesthetic. Burns, charred edges, and frayed fabric should be added to mimic the effects of fire.

Accessories:

- Sun-themed jewelry such as pendants, earrings, and brooches to reflect Helion's influence.
- Chains, ceremonial belts, or sashes adorned with sun symbols or fiery motifs.
- Include small vials of "sacred ash" or burnt tokens as ritualistic accessories.

Armor: For characters wearing armor, opt for scorched or blackened pieces adorned with Helionite symbols, sun motifs, or flame patterns. Use paint or fabric to mimic burned metal.

Face and Body Decorations

Burn-Like Face Paint:

- Create burn marks or scars using face paint, focusing on intense details like cracks or molten textures.
- Optional designs include burns shaped as suns, flame patterns radiating outward, or intricate Helion symbols etched into the "burns."

Body Paint: Incorporate ash-like smudges or symbols on arms, neck, and hands to enhance the ritualistic appearance.

Extreme Burn Looks: Consider using latex or prosthetics to create raised, textured burns for a dramatic effect. These can be combined with face paint for a layered, realistic look.

Tips for Distressing Costumes

Burn Marks: Use a lighter or candle to carefully singe the edges of fabric (exercise caution). Alternatively, use dark paint or soot to create the appearance of burns.

Ash and Soot Effects: Dust costumes with a mixture of charcoal and baby powder for a smudged, ashen look.

Layering: Add torn, charred fabric layers to create depth and texture. Consider using burlap, linen, or other rough, natural materials.

Costuming Guide

Final Notes

Costuming as a member of the Cathars of the Flame is an opportunity to embody the fiery zeal and radical devotion of Helion's chosen. Focus on creating a look grounded in the Cathars' aesthetic of scorched devotion, sacred ash, and fiery symbolism. Burned fabrics, sun-themed accessories, and ritualistic face paint are central to bringing this fanatical faction to life. Let your costume reflect the unrelenting zeal of those who dedicate themselves fully to Helion's cleansing flame.

Please remember: We reserve the right to refuse costumes that do not meet the house's guidelines. Your costume should immerse you in the story and reflect the fanatical and sacrificial themes of the Cathars of the Flame. This is your chance to step into the role of a devoted cultist with dignity and authenticity. Let the fire guide your transformation, but keep it rooted in the fervor and raw intensity of the Cathars of the Flame.

Inspiration

Players can find additional ideas and visuals for Cathar's costuming on the Pinterest board:

https://pin.it/enhTa2zxB

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

https://tinyurl.com/CatharsoftheFlame

Registration

How to Register:

- All participants must be 18 years of age or older to register.
- Minors may attend with parents or legal guardians. Please email info@hynafol.com for minor tickets.
- Registration is done on the Hynafol website and can be found here:
  - https://hynafol.com/october-expedition/
- There is no deadline for registration.
- Registration will be available at the door.
  - Paying in cash at the door will be $115, exact change required.

Event Costs & Packages

General Admission: $97.00 + Taxes & Fees

Event Location

This event will be held at Valkyrie Ranch
Address: 2030 FM 2104 Paige, Texas 78659
Host: The event host is Kai should you have any issues or questions on the day of the event please contact them at this number: 210-275-3492

Amenities

Overview: All Hynafol events take place in what is considered primitive camping locations. Participants are encouraged to oversee their well being in lodging, food and hygiene. Participants should prepare themselves for primitive conditions unless otherwise stated.

- **Water spigots are available at this event.**
- Primitive camping sites are available at all Hynafol events.
- Flushing toilets are not available at this event.
- Showers are not available at this event.
- Priority locations are provided to Decorum Tents that fit the medieval theme.
- Campers/trailers/RVs/Car Camping are permitted at all Hynafol events. Power, water & sewage are **NOT** available.
  - Campers/trailers/RVs/Car camping spots will be assigned in less conspicuous areas if possible.
  - All campers/trailers/RVs using generators MUST use a sound dampening device. Hynafol Staff and volunteers reserve the right to request generators be turned off should they be deemed too loud. Please plan accordingly for your needs.
- Meal Services are available for this event.

How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com
Tickets & logistics: info@hynafol.com
Logistics: Logistics@hynafol.com
Volunteers: Volunteers@hynafol.com
Telephone: 206.395.6368
Website: www.hynafol.com

Safety

Everyone in attendance of Hynafol events shares in the responsibility to keep others safe and secure. All attendees are expected to follow the entire Hynafol code of conduct which can be read here: https://hynafol.com/terms-conditions/

In a game of medieval combat it is necessary to differentiate between game oriented combat and violence. Physical violence of any kind is forbidden and will be met with immediate consequences and likely permanent expulsion from any and all future Hynafol events.

Proper safety is required at all times. All participants must attend combat training with Hynafol staff before participating in the battles. Eye protection is recommended for all combat activities by Hynafol.

Combat Rules

Normal Combat Rules are in force for this Expedition. Please see below for any special rules, exceptions, or roles implemented in this Expedition.

The full Hynafol Combat rules may be read here: https://hynafol.com/combat-guide/

Weapons: Unless otherwise stated all weapons are permitted.
Armor: Unless otherwise stated all armor and shields are permitted.
Monsters: Monsters are available for this Expedition.
Resurrection: Unless otherwise stated in order to be revived you must wait for a healer or walk with your weapon upside down to the respawn point designated in the Installment description.

Note on buildings and terrain: Hynafol combat often takes place in the Medieval set of Valyrie Ranch. It is possible to fight around buildings. However, unless otherwise stated, combat should never take place on structures, steps, decks, or other buildings.

Meal Services

Meal Services Information.
Smoked Love BBQ will be on site serving lunch and dinner on October 11th.
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.

Available on the Ticketing page here: https://wl.eventim.us/event/Hynafol-Expedition-Covenant-of-Fire/632160?afflky=Hynafol

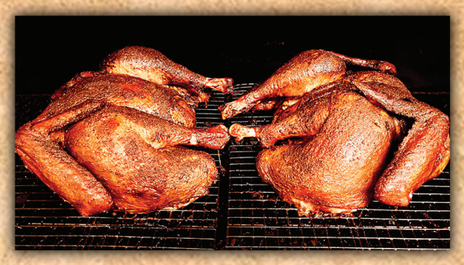
SATURDAY OCT 11TH — SATURDAY OCT 11TH

FOR THE LOVE OF BBQ AND OUR COMMUNITY
SMOKED LOVE
BASTROP, TX

Our Rotating Menu Changes Each Week using Fresh Ingredients

Ⓥ -Vegetarian GF- Gluten Free

Lunch Options



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.

Smoked BBQ Chicken Sandwich
We Take Our Slow Smoked Chicken & Pull it with BBQ Sauce
Served with Pickles & Red Onions on the Side.
Served Chilled with your Choice of Side.

Slow Smoked Farm Salad GF
Smoked Candied Pecans Ⓥ or BBQ Chicken
Over Mixed greens, Fresh Sliced Strawberries, Chopped Red Onion, Goat Cheese Crumbles & Served w/ a side of Homemade Ranch or Vinaigette Dressing.

Side Options: Chilled Smoked Potato Salad Ⓥ
Bag of Chips (Variety) Ⓥ (Vegan)

Dinner Options

Smoked Jackfruit Mac n Cheese Ⓥ
Slow Smoked Jackfruit Pulled over our Smoked Mac n Cheese & Topped with our Homemade BBQ Sauce

Slow Smoked Pulled Pork Mac n Cheese
Slow Smoked Pulled Pork over our Smoked Mac n Cheese & Topped with our Homemade BBQ Sauce

Slow Smoked Pulled Pork Boats GF
Slow Smoked Pork Shoulder Pulled over our Smoked Black Beans & Topped w/ Homemade BBQ Sauce & Made to Order Horseradish Slaw

Slow Smoked BBQ Chicken Boats GF
Slow Smoked Chicken Pulled over our Smoked Black Beans & Topped w/ Homemade BBQ Sauce & Made to Order Horseradish Slaw

SERVICE HOURS AND INFO:

LUNCH:	DINNER:
Pre-Order Pick Up ONLY: 12:00pm-12:30pm	*DINNER WILL BE PRE ORDER ONLY!!! SO MAKE SURE TO PLACE YOUR ORDER SOON!
Cash or Card Orders: Start at 12:30pm-1:30pm	Pre-Order Pick Up ONLY: 6:00pm-7:00pm

How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com
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Logistics: Logistics@hynafol.com
Volunteers: Volunteers@hynafol.com
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Safety

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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: Covenant of Fire is an event at Hynafol designed for the denizens of Hynafol to experience a medieval military battle. In this scenario two sides will square off in a series of scenarios known as skirmishes. During the event the day will be divided into five Narrative installments. Each installment will present the participants with various challenges and objectives that must be overcome or completed in order to win the installment. Each installment is worth a certain amount of points. The final accumulation of points through all installments determines the victor of the Expedition. Rewards, as described below, will be awarded to participants and victors alike. Each Side of the Expedition is responsible for the recruitment of participants to join their ranks.

Arrival Procedures

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

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

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

Parking:

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

Camping:

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

Arrival on Saturday (day of the event):

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

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

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

Camping on the day of:

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

Event Schedule

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

Friday

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

Saturday

Time	Activity
8:00a.m.	Registration Open
8:00a.m. - 11:00a.m.	Archives Open
8:00a.m. - 10:00a.m.	Counting House Open
9:00a.m.	Combat Instruction
10:00a.m.	Battle #1
11:00a.m.	Battle #2
12:00p.m.	Lunch Service / Break
1:30p.m.	Battle #3
2:00p.m - 3:30p.m.	Archives & Counting House Open
3:00p.m.	Battle #4
5:00p.m.	A Feast for Peace
6:00p.m.	Dinner Service / Break
7:00p.m - 9:00p.m.	Night Market
7:00p.m - 9:00p.m.	Archives & Counting House Open
9:00p.m.	Closing Ceremonies

Sunday

Time	Activity
9:00a.m. - 12:00p.m.	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 House forming the leader of each Side shall receive one Renown point for their efforts. The winning Side House 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 - Cathars of the Flame
Each player dressed and playing as a New World Power Cathars of teh Flame character will receive 1 Crop card and 1 Bit.
Top 10 best costumed New World Power Character will also receive a Shrine Basic Building.

Combat Rules

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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.

Covenant of Fire Installments

All Battles:

The Cathars of the Flame march into battle carrying sacred treasure chests filled with resources to help them with their invasion.

Only the Cathars begin with these chests. Each chest must be hidden somewhere on the battlefield before the fighting begins. Once hidden, these chests become "in-game" items to be discovered, contested, and seized during the battle.

Chests are locked and cannot be opened during combat. Any attempt to open a chest during battle will result in penalties. Keys will be revealed by the Lead Steward at the conclusion of the event.

Cathars of the Flame: Must protect and conceal the treasure chests on their side of the battlefield. Any chest still hidden or defended at the end of the battle counts as secured for Helion's glory.

Sellar's Keep: Must locate, seize, and carry the treasure chests away. Any chest successfully captured and held by Sellar's Keep until the end of the battle denies the Cathars their fire.

Treasure chests must be held by a player at all times once uncovered. If a carrier is killed, they must drop the chest on the ground where they fall. Both sides may seize and recapture chests during the battle.

At the conclusion of the fight, all chests, whether hidden, defended, or captured, must be delivered to the Lead Steward to determine what relics, secrets, or rewards lie within.

If the Sides refuse to participate fully in an installment all points and rewards for the installment shall be forfeited.

If a rebalancing of the Sides must take place then the capitulation rules shall take place. The forfeiting side shall concede defeat and a rebalancing shall take place as overseen by the head Steward for the Expedition.

Battle 1: The Field is Kindled

Narrative: Sellar's Keep launches a shadowy assault on a small Cathar Town. Amid smoke and burning rooftops, both sides clash over key objectives scattered throughout the village streets. If Sellar can seize the town, they will shatter Cathar control; if the Cathars hold, their fire will not falter.

Battlefield

Open field, marked with three equidistant Flame Pylon objective markers
Set up in a triangle with 1 point close to the Attackers.

Sides

Orange: Sellar's Keep (Attackers)
Green: Cathars of the Flame (Defenders)

Deployment

Both sides deploy from opposite ends of the village.

Duration

1 round of 30 minutes.

Respawn & Healing

Respawn: One respawn location per side.
Healing: Standard healing rules apply.

Objectives

3 Objective Markers with Chess Clocks ("Flame Pylons").
Each Pylon begins neutral.
Teams flip and control the clock when occupying the area that is uncontested.
They don't score until touched for the first time.
The total time accumulated on all clocks determines overall progress.
Extra Objective: If the Sellar's Keep control all 3 (objectives) pylons at once, they immediately achieve victory (Putting out the Divine light) and Gain an extra Land Prize for invading the land of the Cathar!

Treasure Chests

The Cathars begin with hidden treasure chests on their side of the battlefield; If captured/Looted by Sellar's Keep they help boost their resources, any unfound stay with the Cathars.

Victory Conditions & Scoring

Attackers (Sellar's Keep) win if they prevent this by extinguishing (holding the most time) the pylons when the round ends.
Defenders (Cathars of the Flame) win if they maintain control of the most time across the objectives.

Rewards:

Winning Team:

1 Settled Homestead with a Harbor
1 Shrine, 1 Citizen, 5 Crops

Extra Objective:

1 Settle Homestead
2 Shrines, 1 Citizen, 5 Crops

THE FIELD IS KINDLED

DEFENDERS RESPAWN

DEFENDERS
DEPLOYMENT

OBJECTIVE

OBJECTIVE

OBJECTIVE

ATTACKERS
DEPLOYMENT

ATTACKERS RESPAWN

Battle 2: Ashes and Shadows

Narrative: The Sellar's Keep have supplies for the invasion. Their goal is to smuggle these supplies behind enemy lines, securing ground for the next stage of their invasion. The Cathar, unwilling to allow the invaders to spread unchecked, launches a counter attack to intercept and drag the supplies back to safety. Every sack carried forward or pulled back is a struggle of zeal against cunning, and the outcome will shape who controls the battlefield as the trial by fire intensifies.

A bag must be held with two hands. You cannot fight when carrying a bag. If you die when carrying a bag, you must drop it where you died, and go to respawn.

Duration

1 round of 30 minutes.

Sides

Orange: Sellar's Keep (Attackers)
Green: Cathars of the Flame (Defenders)

Respawn & Healing

Respawn: One respawn location per side.
Healing: Standard healing rules apply.

Objectives

Supply Sacks: 15 sacks placed in the attackers deployment zone at the start of battle.
Attacker Objective: Deliver the majority of supply sacks into the defenders' deployment zone
Defender Objective: Keep the majority of the supply sacks out of their deployment zone

Treasure Chests

The Cathars begin with hidden treasure chests on their side of the battlefield; If captured/Looted by Sellar's Keep they help boost their resources, any unfound stay with the Cathars.

Victory Conditions & Scoring

The attackers win if they successfully deliver the majority of supply sacks behind the defenders' line by the end of the round.

The defenders win if they deny the majority of the supply sacks from being delivered across their deployment line.

Rewards:

Winning Team:
1 Settled Shire
1 Shrine, 1 Temple, 3 Citizens, 10 Crops, 5 Livestock

ASHES AND SHADOWS

DEFENDERS RESPAWN

DEFENDERS
DEPLOYMENT

ATTACKERS
DEPLOYMENT

15 SACKS

ATTACKERS RESPAWN

Battle 3: The Purification Rite

Narrative: With the invasion well underway, the Cathars of the Flame prepare to enact a great Purification Rite, they seek to sanctify the battlefield with sacred fire and bind Sellar's Keep to Helion's judgment. The defenders must disrupt the rite at all costs, for if the ritual is completed, their shadows will be consumed by divine flame.

Duration
1 round of 30 minutes.

Sides
Orange: Sellar's Keep (Attackers)
Green: Cathars of the Flame (Defenders)

Respawn & Healing
Respawn: One respawn location per side.
Healing: Standard healing rules apply.

Objectives
Number of Objective markers with Chess Clocks:
3 Ritual Circles (spaced evenly across the central zone).
Each circle represents a part of the Cathar Purification Rite.
Control is established by flipping and maintaining the chess clocks.

Alternate Objectives: If either side control all 3 ritual circles simultaneously for any moment of time they gain a significant bonus (5 additional minutes of clock time added to their total score).

Treasure Chests
The Cathars begin with hidden treasure chests on their side of the battlefield; If captured/Looted by Sellar's Keep they help boost their resources, any unfound stay with the Cathars.

Victory Conditions & Scoring
The attackers win if they can gain the most time across 3 objective markers
The defenders win if they can gain the most time across 3 objective markers

Rewards:
Winning Team:
1 Settled Shire
1 Shrine, 1 Temple, 3 Citizens, 10 Crops, 5 Livestock

THE PURIFICATION RITE

DEFENDERS RESPAWN

DEFENDERS DEPLOYMENT

OBJECTIVE

OBJECTIVE

OBJECTIVE

ATTACKERS DEPLOYMENT

ATTACKERS RESPAWN

Battle 4: The Trial by Fire

Narrative: The Empty Paladin descends upon the battlefield, spectral blade ablaze, to lead the Cathars in their final judgment against Sellar's Keep. The open fields have become a crucible, ash, smoke, and fire choking the land. At the center stands the Final Sanctum, a great marker of faith and shadow. The Cathars seek to ignite it in Helion's name, consecrating the Known World in holy fire.

Duration

1 round of 30 minutes.

Sides

Orange: Sellar's Keep (Attackers)

Green: Cathars of the Flame (Defenders)

Respawn & Healing

Respawn: One respawn location per side.

Healing: Standard healing rules apply.

Monsters: Both Sides may have Monsters for this battle.

Objectives

Number of Objective markers with Chess Clocks:

1 Central Sanctum Objective

This single objective represents the heart of the battle.

Control is established by flipping and maintaining the chess clock.

Alternate Objectives: If the Defenders hold the Sanctum uncontested for 5 consecutive minutes, they gain a +5 minute bonus to their total clock score.

Attacker Objective: Capture and hold the central Sanctum Objective by the end of the round.

Defender Objective: Prevent the Sellar's Keep from disrupting the Ritual at the Sanctum by holding or contesting it until time expires, with bonus 5 minutes of scoring time for holding it for 5 consecutive minutes

Treasure Chests

The Cathars begin with hidden treasure chests on their side of the battlefield; If captured/Looted by Sellar's Keep they help boost their resources, any unfound stay with the Cathars.

Victory Conditions & Scoring

The attackers win if they have more time across the objective marker

The defenders win if they have more time across the objective marker

Rewards:

Winning Team:

1 Settled Village

1 Noble Keep

1 Temple, 2 Shrines, 5 Citizens, 15 Crops, 15 Livestock

THE TRIAL BY FIRE

DEFENDERS RESPAWN

DEFENDERS
DEPLOYMENT

OBJECTIVE

ATTACKERS
DEPLOYMENT

ATTACKERS RESPAWN

A Feast for Peace

In Nomine Emperatrix, Pax Nobis

By the authorities of Lonan Thrallbane, Governor of Hroiland and Commander of the Imperium Dominium, and of Housemaster Rhog of Noctum Caligo, our peoples will no longer live in fear of one another. In honor of the festival day of Samhein, when the veil between life and death is thinnest, a peace will be declared. All are welcome to observe this ceremony, along with a grand feast taking place afterwards. Food and drink aplenty, songs to be sung, and dancing.

We will no longer be shackled by fear or prejudice of the other; we shall stand together, free and proud.

Night Market

Welcome, traveler, to the Night Market, a dazzling, lantern-lit wonder hosted by the ever-wandering Voiaj Mereu! For one night only, merchants from all corners of the realm, mystics, and mischief-makers gather to trade in rare wares, peculiar trinkets, and the occasional well-guarded secret. Come browse the offerings while enjoying spectacular bardic performances!

Looking for a potion with a questionable side effect? A dagger that always finds its mark? A compass that points not north, but to your hearts greatest desire? Or perhaps you simply wish to sample pastries in the moonlight, discover your future fortune, or haggle over a map to a lost city that may or may not exist...

Bring your coin, your charm, and maybe a favor or two to barter—because here, not all prices are paid in gold.
Additional info: sign up for a market table here
https://docs.google.com/forms/d/e/1FAIpQLSdYB8HLgaP28wtxIZ-RlLMFhiggAUA3AUMbFgFhFsTfB9cR9hg/viewform?usp=header

Lil' Stabs Assassination Kids Game:
All Day Saturday

It's time to train the next generation of assassins and rogues. Send your street urchins and vicious little ankle biters to "fight" against one another in a delightful display of trickery and cunning. Children will start with two strips of cloth attached to their belt, in order to "assassinate" another target they must pull the strip of cloth off of their target without their own being taken. Once taken they must attach the stolen cloth to their own belt. By the end of the game whoever has the most strips is the winner; if someone is reduced to zero they can still play and must steal back strips to rejoin the game.

Infiltration:
All Day Saturday until the limit has been reached.
(Non-Combat Quest)

The Cathars have been planning their attack on the Free City of Nathair once the Denizens leave into the Mists. We cannot allow this to take place. Get past their guard by whatever means necessary (assassination, sneak, distraction) and steal back the map of the Free City from the Cathar's and bring it to Kaya Raine of Sellar's Keep for your reward. (The Map can only be stolen once per thief, reward is 1 piece for single or duo. Map can only be stolen 10 times.)

Knife Fighting Tourney:
Saturday Afternoon/Early Evening

Come compete against other Denizens and show your skills with a blade. Knives must pass homologation (weapons check), and be between 14" - 22" long. Entry fee is 2 Towers. 1st place gets their pick of half the pot or a physical prize of a set of two knives. 2nd place gets the prize 1st place did not pick. Show up 15 minutes before start to sign up and be placed on the bracket.

Sweet Taste of Death- Mini:
Saturday Evening

A shortened version of a fan favorite from one of our Masquerade games. Find out if Lady Fortune favors you over 5 others. Each round you take a shot, and see if it's poisoned. The survivor of each round takes majority of the winnings. 'Life insurance' (healing) can be purchased before the round to prevent character death and survive the poison, but will not keep you in the game if it is used. Entry fee is 1 tower, life insurance is 2 coppers.