

Hynafol Chapter 18: Rise of the Courts

THE CALL BENEATH THE STORM

For three years the skies have known no dawn.

Thunder has become the heartbeat of the world, and rain, the breath that keeps it alive. The fields are drowned, the mountains whisper, and the seas roar with a hunger older than time itself. Beneath it all, chained in the heart of the storm, something vast and terrible dreams of freedom.

The **Devourer**, once bound by the great Mage King of the age before Arthur, stirs again. Its chains groan with the weight of centuries, and the world trembles as each one begins to strain. The Scholars of the Archives say the storm has lasted too long, that its pulse has begun to echo with the same rhythm as a living heart.

From this endless tempest, through the mists, comes a single sound, the call to the Grand Gathering.

Once more the mists part over The Known World to allow denizens to cross to Hynafol, the sacred meeting place of kingdoms and faiths. The horns of the **Five Courts** ring out through the darkness, each answering the call in its own way. The banners of **The Court of Valor, led by King Arthur**, rise first, bright as the breaking sun, their knights swearing to strike the Devourer down once and for all. Behind them comes **The Court of Ambition, led by Prince Mordred**, believes no power is beyond mortal hands. **The Court of Knowledge, led by Merlin**, returns quietly, their archivists carrying the last teachings of Merlin, determined to study the storm before passing judgment upon it. **The Court of Power, led by The Lady of the Lake**, emerges from the waters of the Lake, its Lady Viviane seeking to ascend fully into her divine mantle by cleansing the corruption at its heart. And from beyond the mists, in the shifting wilds of fae and shadow, **The Court of Chaos, led by Morgana La Fae** stirs, its followers whispering that all things bound must one day be set free.

The Grand Gathering is called once again. The denizens of the Known World march toward the storm, drawn by prophecy, loyalty, or simple curiosity. All know that the end of this Gathering will shape the ages to come. The Devourer's chains are weakening, and with them, the balance of all realms. Those who answer the call will decide not only the creature's fate, but the fate of every world its shadow touches.

So the horns sound through the rain.

The camps rise in the valleys.

And the storm, patient and watching, begins to breathe faster.

The **Rise of the Courts** has begun.

Will you answer the call?

THE OPENING CEREMONY

As the mists part and the banners of the Five Courts rise, all denizens are called to gather for the **Opening Ceremony**.

Here, the tale of the Known World will be retold, the story so far, the years beneath the storm, and the rise of the Courts who now stand to shape its end. The heads of each Court will be revealed, their virtues and ambitions laid bare before the people.

It is a night of remembrance, of oaths renewed and destinies set in motion. When the final horn sounds, the paths ahead will open, and your journey into Hynafol will truly begin.

WALKING THROUGH THE MISTS

When the Opening Ceremony concludes, the denizens will divide and gather beneath the banners of their chosen Court, **Valor, Ambition, Knowledge, Power, or Chaos**.

Led by their Court's head and Liaison, they will take their first steps together through the mists. Eyes closed, voices guided by their leaders, they will cross the veil between the Known World and Hynafol itself.

This passage marks the true beginning of the Grand Gathering. When the mists part once more, you will stand not as travelers, but as Denizens of Hynafol, ready to serve your Court, Kingdom, House, and shape the events to come.

THE FIVE COURTS OF HYNFOL

The Court of Valor

“When all else falters, courage must carry the world.”

Led by **King Arthur Pendragon**, the **Court of Valor** stands as the shield of the Known World. Where others debate philosophy, Arthur acts. To Valor, the Devourer is a monster born of cowardice and corruption, a wound that can never heal while it still draws breath or its essence is kept in this world.

They march beneath banners of gold and crimson, vowing to bring final peace by destroying the creature once and for all. Their soldiers believe that only through sacrifice and unity can the storm be silenced.

Court Quest: *The Runes of the Scabbard:* Seek the lost runes once etched upon Excalibur’s scabbard and restore its full power. Only with the scabbard reforged can the blade strike true on the battlefield once more.

The Court of Ambition

“Power belongs to those who dare to claim it.”

Under the golden eagle of **Prince Mordred**, the **Court of Ambition** refuses to bow to the laws of gods or kings. They see the Devourer not as a curse, but as a test, a force that proves mortals are capable of mastering creation itself.

To them, destruction is waste. Why end a power that could be controlled, refined, and wielded? The storm is not something to fear, but to command. Yet even within Ambition’s ranks, pride and purpose often blur, and many whisper whether Mordred’s reach will outgrow even his reason.

Court Quest: *The Mask of the Wolf:* Collect and reforge the broken pieces of the Wolf Mask, a symbol of Mordred’s reign and dominance. With it complete, Mordred may finally step onto the field with his full power.

The Court of Knowledge

“Only through understanding may judgment be just.”

The **Court of Knowledge** waits as the mists stir: **Merlin** returns as his younger self, veiled in mystery. His apprentices and scholars strive to preserve his work: the balance between power and restraint.

They believe the Devourer must first be contained and studied before any final act can be taken. To destroy it blindly or to free it recklessly would risk repeating the cataclysms of old. The scholars of Knowledge are the keepers of caution in an age ruled by impulse.

Court Quest: *The Return of the Archmage's Magic:* Gather the ancient runes and items needed to restore Merlin to his magic. Only through his guidance can his magic come back and may he enter the battlefield once more.

The Court of Power

"From ruin, rebirth. From corruption, creation."

The **Court of Power**, led by the rising **Lady of the Lake**, believes the Devourer's energy should not be feared, but purified. To her followers, it is a deep reservoir of unclaimed magic, a divine spark twisted by the Mage King's touch.

Through ritual and renewal, The Lady Viviane seeks to transform the Devourer's essence into a source of healing and strength. Yet to ascend fully into her divine mantle, she must first reclaim what was lost to the storm.

Court Quest: *The Jewel of Ascension:* Recover the sacred jewel tied to the Lady's old form, scattered across Hynafol's lands. Only with them can she rise in full power and step onto the battlefield.

The Court of Chaos

"All that is bound must one day be set free."

The Fae Wyld shivers as Morgana la Fae calls again. She breaks the mists and returns, her will sweeping like wind through the storm.

To the **Court of Chaos**, the Devourer is not an enemy, it is a creature enslaved. Morgana believes that freedom, even for the monstrous, is sacred. Only when the chains of the Mage King are shattered can magic flow freely again between the realms.

Court Quest: *The Shards of Talisir's Song:* Recover the lost shards of an ancient fae melody, said to open the way between worlds, and the harp to play it. When the song is whole once more, Morgana will stand in Hynafol at the height of her power, her might available on the battlefield again.

THE THREE BATTLES OF HYNFOL

Battle 1 is for the Lands marked in Blue, a Large Gold Deposit has been found within one of the territories of this area.



Battle Scenario 1: The Gate of Golden Ash

Description:

A massive golden vein has been uncovered in the borderlands between the Aureate and the Imperium. The gates of an ancient mining fortress once belonging to the Cathar of Flame mark the edge of this contested territory. The Imperium claims the gold as its rightful claim; the Aureate declares it reparations for the dragon egg once stolen from their vaults. As war banners rise, both sides converge upon the fortified gate that guards the mine's heart.

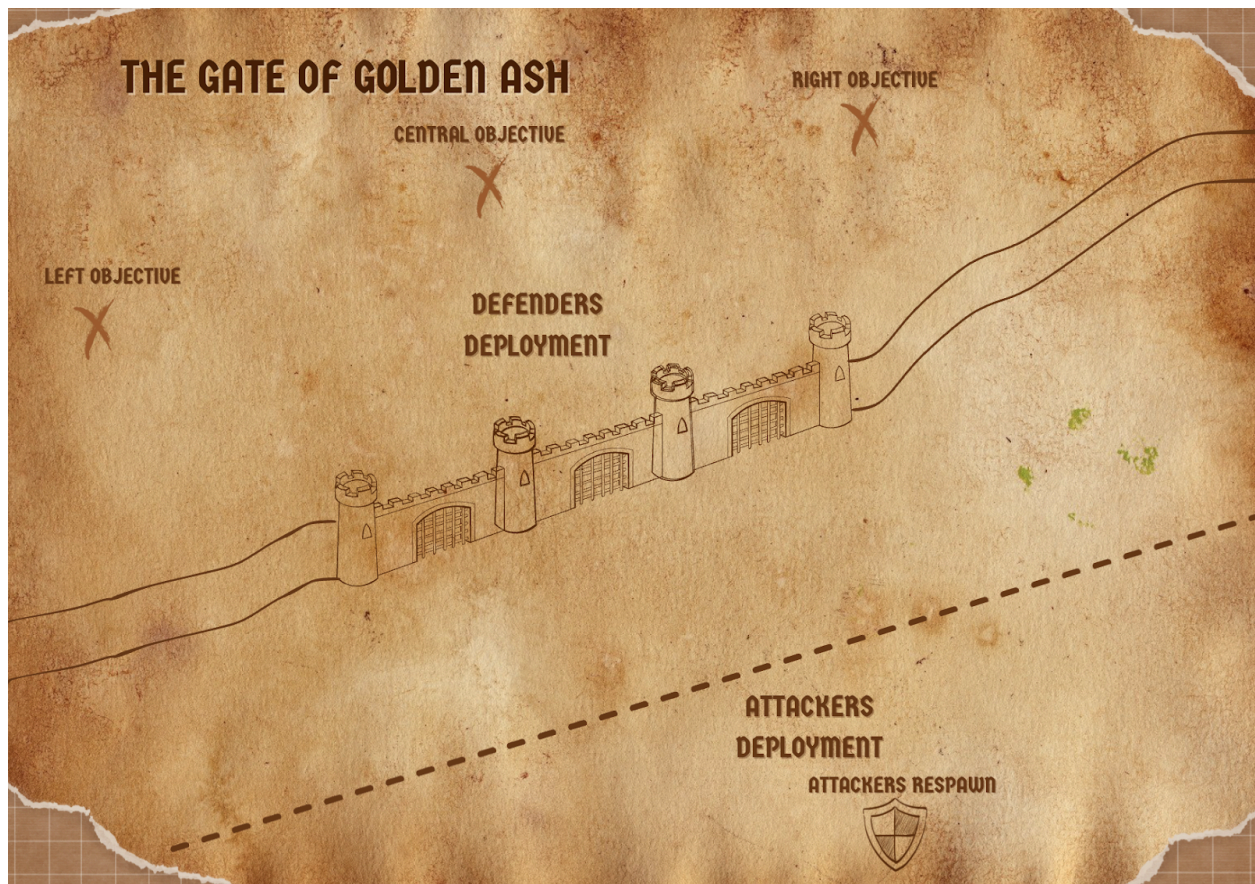
Game Rules

- **Teams:**
 - Orange:** The Kingdom of the Aureate
 - Green:** The Imperium
- **Time Limit:** Two Rounds of 20 minutes each.
- **Winning Conditions:**
 - **Attackers Win:** If they can trigger and accumulate the most total time on the objective clocks inside the gate.
 - **Defenders Win:** If they can delay or prevent attackers from triggering the inner objectives and hold the gate until time expires.
- **Respawn:**

- **Attackers Respawn Point:** [YES] —
- **Defenders Respawn Point:** [NO] —

Setup

- **Location:**
Attackers Deployment Area: Outside the Front Gate
Defenders Deployment Area: Inside the Gate Courtyard.



- **Objectives:**
 - **Number of Objective Markers with Chess Clocks:** 3
 - All three clocks are placed within the gate interior.
 - Clocks begin inactive.
 - When a clock is activated time begins for the **Attackers**.
 - When the **center clock** is triggered, all clocks **STOP** counting.
 - Only the **Attackers** gain scoring time.

After both rounds (each side swapping attacker/defender roles), the team with the **highest accumulated clock time** is declared the victor.

- Rewards:
 1. Points on the clocks count towards overall victory
 2. The Winning side claims all hexes marked in Blue above
 3. The Winning side claims a Homestead with Shrine
 4. The Winning side also claims the following General Resources
 - a. 20 Peasants
 - b. 20 Crops
 - c. 5 Gold
 - d. 2 Crowns
 - e. 1 Gold Bar
 5. The Winning side also claims the following Magic Resources
 - a. 10 piety

Renown Points - The Winning team gains: 10
 - The Losing team gains: 5

General's Pay - Standard to both Sides

Battle 2 is for the Lands marked in Orange, a Large Gold Deposit and Magic Circle has been found within the territories of this area.



Battle Scenario 2: The Shattered Circle of Embers

Description:

Across the windswept orange plains between the Aureate and the Imperium lies a field of cracked stone and flickering runes the remnants of an ancient **Magic Circle** once used to harness ley-line energy. When the miners struck deep veins of gold beneath its foundation, the ritual wards fractured, leaving unstable magical power pulsing across the land.

Both factions converge, seeking to seize the gold — or the circle's lingering arcane might.

The danger: every moment of control over the circle drains energy from the very land beneath their feet.

Game Rules**Teams:**

- **Orange:** The Kingdom of the Aureate
- **Green:** The Imperium

Time Limit:

- Two Rounds of 20 minutes each.

Winning Conditions

- **Primary Victory (Magic Control):**
 - Control the Arcane Circle in the center of the field by maintaining uninterrupted dominance of its boundary for a full minute to “Stabilize” it.
 - Each 1 full minute of control adds 5 Minutes of time to your team's score.
 - A full minute is counted by the clock. So from the top of the minute on a clock to the next.

Holding it from 1min:35secs to 2min.35secs. Would NOT score.

Holding it from 0min:53secs to 1min:01secs. Would NOT score.

Holding it from 0min:53secs to 2min:01secs. WILL score, but it will become lethal from 3min:00secs until 4min:00secs

- **WARNING — “Surge Overload”**
 - After a team stabilizes the circle for a minute, at the top of the next minute the **circle surges for 1 full minute**, killing all players within a 10-foot radius due to the pulse of magical energy).
- **Secondary Victory (Field Control):**
 - 2 additional time objectives. These are placed to the left and right of the center objective, and score time for the controlling team.

Respawn Rules

- **Attackers Respawn Point:** YES
- **Defenders Respawn Point:** YES

Location:

- **Battlefield Type:** Open field



Rewards

- Points on the clocks count towards overall victory

- The Winning side claims all hexes marked in Orange above
- The Winning side claims a Homestead with an Arcane Circle
- The Winning side also claims the following General Resources
 - 20 Peasants
 - 20 Crops
 - 5 Gold
 - 2 Crowns
 - 1 Gold Bar
- The Winning side also claims the following Magic Resources
- 10 Arcana

Renown Points - The Winning team gains: 10
 - The Losing team gains: 5

General's Pay - Standard to both Sides

Battle 3 is for the Lands marked in Yellow, a Large Gold Deposit and abandoned Mages Tower have been found within one of the territories in this area.



Battle Scenario 3: The Tower of Gilded Veins

Description:

In the lands marked in yellow stands the crumbling silhouette of an abandoned Mage Tower, The ground beneath it glitters with raw veins of gold, and within its shattered halls, ancient arcane machinery still hums with unpredictable power.

Both the **Aureate** and the **Imperium** march to claim it, one for its wealth, the other for its lost

knowledge.

While the tower's magic is inert, the gold veins are very much active and it wouldn't take much to awaken the magic power within.

Game Rules

Teams:

- **Orange:** The Kingdom of the Aureate
- **Green:** The Imperium

Time Limit:

- Two Rounds of 20 minutes each.

Winning Conditions

- **Primary Objective:**
 - Control the **Arcane Extraction Points** (3 objective clocks)
 - Each clock provides time toward the controlling team's total time score.
 - The Objective clock closest to your opponents zone scores double. The Objective clock closest to you score half.
- **Secondary Objective — Grab the Gold**
 - Around each objective, there are **gold sacks**
 - Players may carry **one sack at a time** from the central objective area to the **Deposit Zone** around the objective clock closest to their deployment zone.
 - Each sack at your deposit zone at the end of the game adds **bonus time** equal to **1 minute** to the team's total clock score.
 - Dropped sacks can be picked up by either team. You cannot carry a sack while holding any other items, weapons or carrying a shield.
- **Victory Determination:**

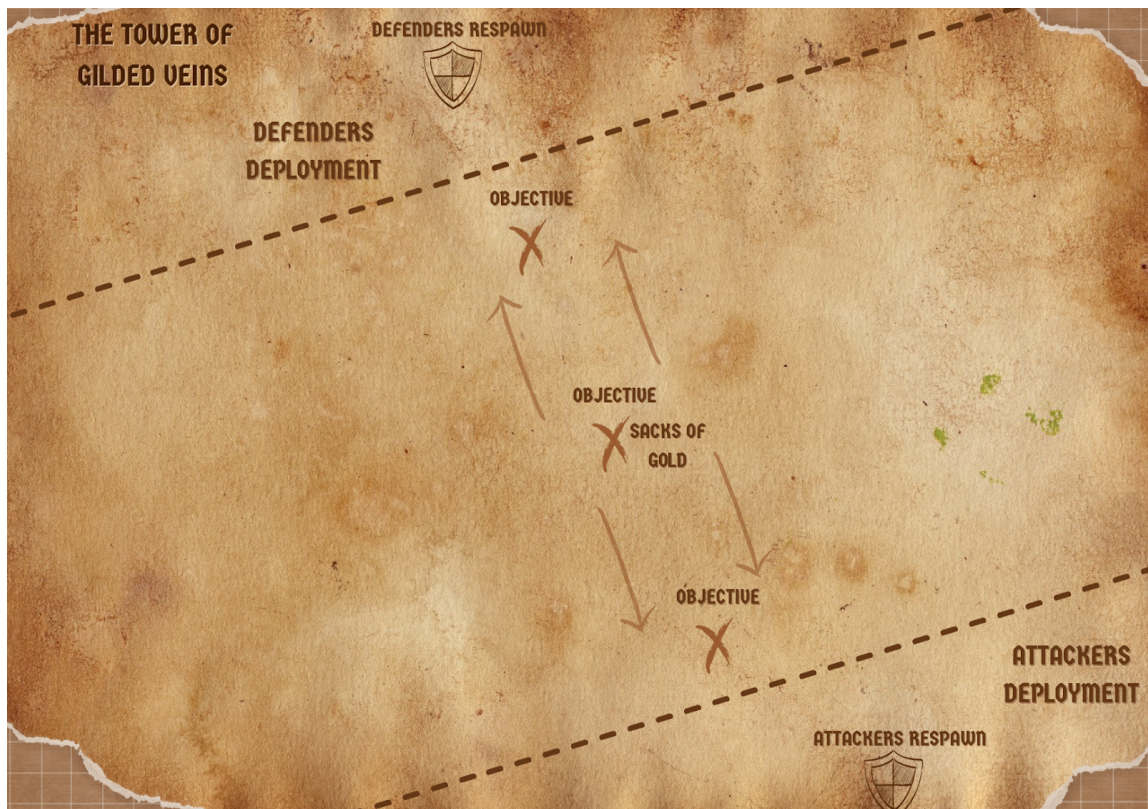
- After both rounds (with sides swapping attack/defense roles), total accumulated **clock time + sack bonuses** decides the winner.

Respawn Rules

- **Attackers Respawn Point:** YES
- **Defenders Respawn Point:** YES

Location:

Battlefield Type: Open field



Objectives:

- **3 Objective Clocks** placed within the tower and at each deployment zone.
- The centre objective has a **Gold Sack Pile**.
- **Deposit Zone** at the objective clock closest to the deployment zone of a side.

Rewards

Points on the clocks count towards overall victory

The Winning side claims all hexes marked in Orange above

The Winning side claims a Homestead with a Mage Tower

The Winning side also claims the following General Resources

- 20 Peasants
- 20 Crops
- 5 Gold
- 2 Crowns
- 1 Gold Bar

The Winning side also claims the following Magic Resources

- 15 Arcana

Renown Points - The Winning team gains: 10

- The Losing team gains: 5

General's Pay - Standard to both Sides

Overall Event Rewards — *The Rise of the Courts*

When the dust settles and the banners are lowered, the realm stands changed. The territories of gold, flame, and arcana have been claimed, their wealth and power now consolidated beneath one banner. The victors of *The Rise of the Courts* are declared and will obtain the following bonus Rewards.

Overall Winner Rewards

General Resources:

- 20 Rarities
- 20 Livestock
- 20 Fur
- 20 Stone
- 25 Peasants
- 20 Victuals
- 10 Armor
- 10 Fish
- 10 Arcana
- 10 Piety
- 4 Fidelis
- 2 Pontifex
- 4 Arcanists
- 2 Artifex
- 2 Bars

These resources will be added to the victorious faction's holdings at the conclusion of the event.

THE ROUND TABLE QUEST

The Thirteen Paths of the Round Table

All who seek to aid in the struggle against the Devourer must begin their journey the same way, by stepping before the **Archives** and accepting their first trial. From that single choice, the paths diverge. Each decision, each ally, each act of courage or deceit will guide you toward one of the many **Knightly Paths** once walked by the heroes of the Round Table.

There are **thirteen paths in all**, but only nine can be reached through quests. Four more are sealed within the tournaments of the Grand Gathering, won through victory.

Those who walk the quest paths will begin at the Archives and upon finishing their quest will receive a **ribbon** marking the name of the path they have ventured down. That ribbon is both your proof and your compass, return with it to the Archives to receive the next clue, puzzle, or challenge that lies ahead on your path. Your choices will determine where your story branches and which Knight's steps you follow.

Each path leads toward an ending, some bright, some tragic, all worthy. You may walk the roads again to uncover new endings and stories, but you may only **claim a Knighting Scroll from a path once**. And remember: a soul may carry but **one Knighting Scroll of the Round Table**. Should you win another, you may not take it, simply take the reward from the quest and continue on.

The Nine Knightly Paths

The Path of the Oathbound – *Sir Bedivere*

A path of wit, patience, and loyalty. Those who walk it are seekers of truth, weaving reason through the chaos of the storm as Bedivere once did in service to Merlin.

The Path of the Starbound – *Sir Percival*

A journey of discovery and restless heart. Percival's path tempts with riddles of worth and the promise of finding what others call impossible.

The Path of the Fox – *Sir Kay*

A dance of cunning, laughter, and risk. Kay's followers know that wisdom often wears the mask of folly, and that mockery can wound as deeply as any sword.

The Path of the Rose – *Sir Gawain*

A test of devotion, honor, and passion. To walk Gawain's road is to bind your word with iron and prove that love and duty can stand hand in hand.

The Path of the Crown – *Sir Lancelot*

A trial of pride and redemption. The Duelist's way demands perfection, but the higher one climbs, the further the fall. Lancelot's name is both a blessing and warning.

The Path of the Justicar – *Sir Galahad*

A pilgrimage through endurance and faith. The Pure walks uncorrupted through temptation, seeking a light that even the storm cannot smother.

The Path of the Heart – *Sir Tristan*

A road of sorrow and devotion. The Lover's heart is both weapon and wound, and those who follow him learn that grief can forge the strongest steel.

The Path of the Rogueblade – *Sir Bors*

A stand of steadfast will. The Defender does not rush into glory, but holds the line when all others fall. Patience and resolve are his armor.

The Path of the Wild – *Sir Gareth*

A chase into the wild places of the world. The Hunter sees the reflection of the Devourer in all things monstrous, and in the hearts of men.

The Tournament Paths

Four final seats at the **Round Table** await the champions of the great tournaments of the Gathering. These contests of strength, wit, and unity will decide who among the denizens shall rise to complete the Thirteen.

The Path of the Banner – *Earned in the Maceball Games (9v9)*

Where teamwork and swift minds triumph, a new champion of camaraderie will rise. Those who move as one, reading the field, protecting their allies, and striking with precision, the winning team's champion will claim their place among the Knights of the Round.

The Path of the Gladiator – *Earned in the Gladiator Tournament (1v1 armoured Combat)*

In the circle of combat, there is no Court, no banner, only will. The victor of the Gladiator's path will be one who faces their foes with courage unshaken, whose strength and resolve prove that even alone, a true Knight stands unbroken.

The Path of the Fangs – *Earned in the Arrow Tag Tournament*

Speed, instinct, and precision rule this contest. The archers who read the wind and strike from afar embodies patience and deadly focus, earning their seat at the Table through mastery of the unseen strike.

The Path of the Bulwark – *Earned in the 6v6 Armored Battle*

When the clash of steel fills the air and shields thunder like drums, only those who stand together endure.

The champions of the Bulwark Path prove that unity under pressure is the greatest armor of all.

The Round Table Vote

When the Thirteen Knights are found and the Knights' seats reclaimed, the Table shall be whole once again.

Those who bear the **Knighting Scrolls** will gather before the storm to cast their votes and decide the Devourer's fate, should it be brought to heel.

Each Knight carries a voice.

Each voice carries the weight of legend.

Which Knight's path will you take?

THE KNIGHTING CEREMONIES & THE ROUND TABLE VOTE

The Thirteen Shall Rise

When the trials of the **Round Table Quest** have ended and the champions of both quest and tournament have proven their worth, the chosen will receive a **Knighting Scroll** bearing the seal of the Archives.

These scrolls mark the highest honor of the Gathering, a summons to take one's place among the Thirteen. Whether earned through wit, courage, strategy, or triumph in the arena, each recipient is called to represent their peers and their Court in the most sacred of councils.

The **Knighting Ceremony** will take place just before the Round Table Vote. Before gathered Courts, the newly risen Knights will be sworn in beneath the land's watchful eye.

When the final name is spoken and the Thirteen stand united, the **Round Table** will once again be whole, and the fate of the world will hang in balance.

The Round Table Vote

At the close of the Gathering, the **Thirteen Knights** will be called to the Table to cast their votes.

Each chair around the table amplifies its bearer's voice, carrying their choice through the storm itself.

This vote decides not merely opinion, but destiny.

Whichever Court receives the greatest number of votes will see its **vision for the world made manifest**, for their **Court's sacred weapon** will be the one to awaken with the Round Table's true power.

When the vote concludes, the air will still. The storm will listen.

The decision made by the Knights of the Round Table will resound through Hynafol and the fate of the Devourer will be decided.

THE EVENING BATTLE

The Will of the People

As darkness falls upon Hynafol, the storm gathers its final strength. The air hums with the echoes of the Round Table's decision, and the ground itself seems to hold its breath. The votes have been cast, the course chosen, by the will of the people and their representative Knights.

From the thirteen Knights rises a blinding surge of energy. It travels the ley-lines of the world, flowing through every banner, every heart, and into the hands of the chosen Court. Their weapon ignites in radiant power, **now carrying the fate of the realm.**

The other four weapons fall dim, their light fading to silence. The Table has made its choice. No other weapon will cause harm or their will upon the Devourer, only the chosen court's.

The Final Battle

The air itself carries tell-tale signs... tracks where none should be, watchfires guttering without cause, the low hum of wards answering a distant tread. The Devourer and his host are set upon Hynafol, and their blow is meant to end all doubt. Every Denizen must stand to their own defense: rally to banners, shield hearth and hall, and turn back the surge. Only after the onslaught is quelled shall the Roundtable Decision be brought to fruition.

In the heat of battle, the chosen weapon of the prevailing Court must reach the Devourer. It must strike it a single time to enact the will of the people, to weaken the creature and bring it crashing to its knees. **No other weapon can harm it.**

It will fall only when the chosen weapon touches its form, its strength broken and its body subdued.

From there, the Devourer will be **brought before all of Hynafol**, its weakened form revealed for the final judgment. Before the gathered Courts, its fate will be shown, the result of the Round Table's will and the people's choice.

It is up to the Denizens of Hynafol to protect the weapon and its bearer, to carve a path through the horde and ensure that single, fateful strike lands true.

That moment will decide not only the Devourer's destiny, but the future of Hynafol itself.

All may fight, all may bleed, but only the weapon of the victorious Court carries the authority of the Round Table's vote.

A **champion** may be chosen to bear this weapon if the Court Leader so commands a trusted hand to carry the will of their people into the storm. But once the battle begins, there are no certainties, no scripts, and no rails to follow. Only chaos, courage, and conviction.

The Challenge of the Storm

The Devourer will not fall easily. The storm's corruption seeps into every heart it touches, twisting the will of even the purest soul. There are whispers that its last defense is not its claws, but its voice, that it can tempt the brave and turn them against their own.

Those who enter this battle do so knowing the storm is watching. Whether the people of Hynafol will uphold their decision or crumble beneath the weight of doubt will determine not only the Devourer's fate, but their own.

The ground shakes.
The mists ignite.
The final battle begins.

Safety & Participation

The Evening Battle is a high-intensity, full-field encounter and must be treated with care and respect for all participants. Only **sure-footed fighters** who are alert, sober, and capable of safe combat should enter the battlefield. Those who have surrendered too deeply to their cup should enjoy the spectacle from the sidelines.

Prior to the battle, all combatants, fighters and monsters alike, will meet **30 minutes before the scheduled start** for a safety briefing and field review. This meeting is mandatory for anyone participating in the battle. The balance between sides may be adjusted at that time to ensure a fair and engaging encounter.

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.

THE CLOSING CEREMONY

The Fate of the Devourer

As the storm subsides and the final echoes of battle fade, all denizens are called once more to The Jousting Arena.

The **Closing Ceremony** reveals the outcome of the Round Table Vote, the will of the people, and the vision chosen for the future of Hynafol. Before the gathered Courts, after the victorious weapon has struck its mark, the final fate of the **Devourer** will unfold before your eyes.

Will the creature be destroyed, contained, purified, freed, or claimed?

The answer belongs to the people of Hynafol, and their choice will shape the next age.

Stand witness as the mists rise one last time, and the storm gives way to whatever dawn you have made.

THE MAGE KING

Compiled by the Archives of Hynafol, Year 809 — Restricted Entry

The Tyrant of the Known World

There once was a ruler of unmatched power, a man the world called **the Mage King**. He was not born to darkness, but shaped it, and in turn was shaped by it. In an age when magic was young and wild, he rose above all others, claiming dominion over every spellwright, scholar, and mystic who dared wield the arcane.

His brothers, lesser kings of magic, once stood beside him. Together they sought balance between creation and order. But the eldest hungered for more. His thirst for conquest devoured his reason, and he turned against his kin, stripping them of their power and title. With his brothers cast down, he declared himself the sole sovereign of magic and crown alike, the ruler of all the Known World.

To enforce his reign, he summoned and bound a creature born from his own ambition: the **Devourer**. It was a living engine of hunger, a monster that fed upon will, magic, and soul alike. Under his control, the Devourer swept across kingdoms, consuming armies and twisting mortals against their own kind. Where the Mage King walked, lands burned and crowns turned to ash.

His empire might have lasted forever had not **King Arthur Pendragon** risen to oppose him. Arthur's knights struck first at the Devourer, breaking the creature's tie to the Mage King long enough for Arthur to drive **Excalibur** through its heart. With one final blow, Arthur struck down the Mage King as well, imprisoning both tyrant and beast within the blade's radiant steel.

Peace followed. For centuries, the storm slept.

Now, the storm rises again, and with it, the **Mage King's will**. The Devourer still carries his mark, and through it, his influence endures. As long as the creature endures, his spirit cannot die. The Devourer is his tether to existence, his eternal chain and shield. So long as it feeds, so does he.

The Devout of the Broken Crown

In this age, there are those who still serve him. They call themselves the **Devout of the Broken Crown**, and they conduct **unsanctioned rituals** beneath the cover of the storm. These rites are not acts of faith, they are acts of restoration. Each one is meant to awaken the remnants of the Mage King's dominion and strengthen the Devourer, ensuring that his power remains unbroken.

Where these rituals are performed, the storm deepens. Lightning takes on unnatural color. From the earth rise his servants, the **King's Remnants**, once-mages, now hollow constructs of spell

and bone. They defend the circles without question, bound to their last command: *Protect the ritual.*

Every ritual that stands unbroken feeds the Devourer and sustains the Mage King's reach.

The Archivist's Warning

Denizens are advised: if you encounter signs of ritual, ash arranged in circles, light of strange otherworldly colors, chanting that carries against the wind, **do not approach alone.**

Report the finding to the Guardians, or to the nearest Mage or High Priest of your Court.

Breaking these circles is vital. Each that stands unbroken will empower the Devourer and give him greater influence in the final battle.

His tyranny once consumed kingdoms.

If left unchecked, it will consume the world again.

Break the circles.

End the chant.

Silence the storm.

SKIRMISHES ACROSS THE KNOWN WORLD

The Storm Spreads

The Devourer's reach does not end at the edge of the battlefield. Its corruption seeps into the soil, the rivers, and the hearts of men. Across the Known World, reports have poured into the Archives of creatures twisted by the storm, **Devourer spawn**, manifestations of the beast's will given crude, terrible form.

They are drawn to magic, blood, and sound. They multiply where fear lingers too long. Each one is a fragment of the Devourer's hunger, a living echo of its desire to consume all that still resists it.

If left unchecked, these spawn gather in nests and swarms, devouring resources, choking trade routes, and spreading sickness through both magic and flesh. Their presence strengthens the Devourer itself, feeding its bond to the storm and making the final battle ever more perilous.

The Call to Arms

The Courts have issued an open summons to all Denizens:
Join the skirmish calls.

Each day, banners will be raised across the realm calling for volunteers to take up arms against the Devourer spawn. Some will fight in wild forests, others in ruined keeps or burned-out fields. Wherever the storm's influence festers, there the Courts will send their soldiers.

Every victory weakens the Devourer's hold.
Every defeat makes it stronger.

The results of these smaller wars will ripple outward, determining how powerful the creature will be when it rises for the final confrontation during **The Binding of the Five**. Fight bravely, fight wisely, and know that every swing of your blade may decide the fate of the world.

How to Join

For those wishing to experience the other side of the storm, serving briefly as **the Devourer's forces**, you are welcome to step into the fray as part of the **environmental cast**.

Report directly to the **battlefield** of the scheduled skirmish **before the encounter begins** to be outfitted and briefed. The balance of sides will be determined on site to ensure an exciting fight for all participants.

Those who lend their blades or claws to the Devourer's cause will be **paid in coin and resource** at the field after the battle concludes as thanks for their contribution to the narrative.

These roles require no signup, simply appear when the skirmish begins and announce your intent to play for the environment.

The Devourer's shadow lies across every land.

Whether you fight for glory, for gold, or for the thrill of battle, your choices in these skirmishes will shape the storm's final breath.

THE DEVOURER'S CHALLENGE: THE SIEGE OF THE BLACK CASTLE

Setting:

Before dawn, a chill mist rolls over the ruined stronghold known as *The Black Castle*. Its walls twist and pulse as if alive, veins of sickly purple light crawling through the stone. Atop the battlements, a silhouette moves, the unmistakable, mind-warping presence of The Devourer.

The Devourer's Proclamation

"Behold, little dreamers. You come to me again your blades dull, your courage loud.

Within these walls waits my Champion, the finest of those who once called themselves heroes.

I have taken his will, his memories, his soul and made him perfect.

You think yourselves strong enough to storm my keep?

Then come. Bleed for your hope.

I do not fear your kings. I do not heed your courts.

I feast upon the minds of the brave, and you... smell delicious."

Warning: Intense Combat! This scenario requires all players to have either Safety Goggles or a helmet/mask with eye protection. Do NOT take part in this battle scenario unless you are willing to take part in more intense combat.

Warning: NPC's and Monsters! This scenario has a defending force of Monsters, NPC's and Special Characters. These characters may have more Hit Points than you would

expect, may be able to self heal or other Special abilities and Powers. The Monsters and NPC's know their own unique abilities. Do not interrupt the game play to discuss or argue with the opposing team about their abilities or hit points.

Warning: The Attackers are at a HUGE disadvantage in this game, the chance of the Attackers winning is LOW. The game is designed this way. Only take part in this scenario if you're comfortable with intense combat and a high likelihood of failure. If the attackers win this scenario it is a feat worthy of celebrating!

Game Rules:

- **Time Limit:** 4x 30 minute games.
- With a Max player base of 50 players per battle. (Not Including NPC's)
- **Winning:** The Attacking team must kill the enemy general who will deploy and stay at the X on the Map until he is attacked by the defending team at which point they can move freely.
- **Respawn:** There are **No respawn points.**

Setup:

- **Team Attackers:** Deploy outside the Castle.
- **Team Defenders:** Deploy inside and upon the Castle right up to the entrance.

Objective Rules and Scoring:

1. **Attackers Objective:** The goal is to eliminate the opposing team's General. If they are killed before the time limit the Attackers win.
2. **Defenders Objective:** The goal is to keep their General alive for the entire 30 minutes.
3. **No Respawns:** Once a player is eliminated, they cannot re-enter the game unless they are healed by another means.
4. **Furniture:** Do NOT Stand on or climb on any furniture.

STORM THE CASTLE



YOUR FIRST STEPS IN HYNAFOL

A guide for new Denizens of the Known World

Welcome to Hynafol

The mists have opened, and your journey begins. Whether you come as a scholar, knight, merchant, wanderer, or trickster, all who step through the veil become part of the story. Every banner you pass, every friend you meet, and every choice you make will echo through the realm.

Your first moments in Hynafol will shape your adventure, and the Courts are waiting for you.

Step One: Choose Your Court

Before you enter the gates, you must choose which of the **Five Courts** you will stand with. Each has its own virtues, goals, and methods:

- **Court of Valor** – Champions of honor and justice.
- **Court of Ambition** – Realists who believe the world is too harsh for Camelot's illusions.
- **Court of Knowledge** – Scholars who safeguard the realm through knowledge and magic.
- **Court of Power** – Seekers of hidden knowledge who dare to grasp what others fear to touch.
- **Court of Chaos** – Harbingers of change who follow ancient, untamed laws beyond mortal rule.

Your Court will be your home, your allies, and your cause. You may find your place among them immediately, or discover it as the week unfolds.

Step Two: Visit the Archives

Once inside the grounds, make your way to **the Archives**.

There, you will receive your **Passport Quest**, a self-guided adventure that will take you across the heart of Hynafol. It is the perfect way to learn the grounds, meet the houses, guilds, kingdoms, and earn your first rewards. Complete it at your own pace and return to the Archives when finished to collect your prize.

Step Three: Begin Your Quests

When your passport is stamped and your feet are steady, begin your greater journey:

- The **Round Table Quest**, open to all, where you will walk the paths of the ancient Knights and uncover the Knights that can shape the fate of the world.

- Your **Court's Quest**, a collaborative narrative that connects you with others who share your allegiance. Together, you will advance your Court's goals, earn its trust, and write your place in the storm.

Some quests will test your mind, others your courage, but all will lead you deeper into the world of Hynafol.

Explore. Ask. Join.

If you ever feel lost, the members of the Archives, Player Liaisons, or your Court's attendants are there to guide you. Follow the sounds of laughter, the glint of banners, and the rhythm of drums, wherever you go, you'll find adventure waiting for you.

Your time here is not about perfection, but participation. Every moment spent in character, every trade made, and every tale shared helps breathe life into this world.

The first steps into the Mists are never easy, and you will not walk alone.

CAST CHARACTER OPPORTUNITIES

For those who wish to play the other side of the storm

Becoming the Narrative

Not every hero stands in the light, and not every victory comes from a shining blade. Throughout the Grand Gathering, players are invited to step into the roles that shape Hynafol's unfolding narrative, the mages, monsters, and manifestations of the storm that challenge the Courts, and the travelers, scholars, and spirits who guide them.

These casted characters bring depth and balance to the event, giving others moments of fear, wonder, and triumph. Whether you appear for a single encounter or command the storm's fury for a night, your presence helps the realm feel alive.

Available Cast Roles

Mages of the Unsanctioned Rituals (5 total)

The Devout of the Broken Crown serve the Mage King in secret, performing dangerous rituals beneath the cover of darkness. Each mage leads a ritual circle for fifteen minutes, chanting quietly as summoned guardians defend them. The longer their ritual endures, the stronger the Devourer becomes within the Narrative of the Grand Gathering.

Monsters in the Night

When darkness falls, the storm births its horrors. These casted creatures roam the camps and forests, bringing the nocturnal chapters of the Narrative to life. Some may drop tokens or carry fragments of greater quests, while others exist simply to spread unease and tension. Each appearance enriches the world and heightens immersion.

Devourer Spawn

These creatures form the backbone of the Devourer's armies during **skirmishes** across the Known World. They embody the Mage King's corruption in every strike and shadow. Playing as Devourer Spawn offers quick, thrilling combat moments that shape the evolving Narrative, each outcome shifting the strength of the final battle.

Evening Battle Monsters

During **The Binding of the Five**, the Devourer's legions surge for the last time. Cast fighters will take to the field as the monsters of the storm, clashing against the united Courts in one of the event's most cinematic Narrative moments. All participants will meet **30 minutes before battle** for safety, costuming, and coordination of powers and boons.

Quest Givers & Narrative Characters

Not all who shape the world do so through battle. These roles bring quests, clues, and conversation to life across Hynafol, scholars, spirits, fae, or wandering souls who guide players through mysteries and moments of meaning. Perfect for those who enjoy immersive roleplay, performance, or helping players progress through their Court or Round Table quests. Some will be scripted, others spontaneous, all vital to the living Narrative of the Gathering.

How to Join

If you would like to take on a casted role, you can either:

- **Report to the Archives at 9 AM or 7 PM** to be assigned to that day's Narrative encounters, or
- **Sign up using the Cast Character Interest Form** provided here:
 - <https://forms.gle/aHzrnjZ4puotkWtTA>

If a specific quest or role is selected for you, a member of the **Cast Coordination Team** will reach out with details and any special instructions before the event.

Costuming, props, and role details will be provided on site. Having attended battle training is required for all combat roles. Above all, a willingness to collaborate, adapt, and help bring the world of Hynafol to life through immersive play is what truly matters.

SAFETY NOTICE

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.