



Hynafol

Location Has Changed!

Festival of Champions

May 22nd - 25th, 2026

SHERWOOD FOREST FAIRE

1883 Old Hwy 20, McDade, TX 78650

**Hynafol's 4th Annual Festival of Tournaments, Entertainment, and Live Action
Roleplaying held at the 25 acre purpose built medieval village at
Sherwood Forest Faire**

The Narrative

To the Denizens of Hynafol,

Let every idle boast be brought to witness. Let every sharpened blade, steady hand, quick mind, silver tongue, and unbroken will be measured beneath the banners of the realm.

The Kingdom of Tides opens the way to Trident's Rest, and by decree of the Court of Power, all Hynafol is summoned to the Festival of Champions.

Come not merely to watch. Come to compete.

For this festival is no common revel. It is the proving ground of the realm. Here shall champions rise in contests of strength, skill, courage, cunning, discipline, and command. Here shall warriors test their steel, strategists test their judgment, archers their aim, artisans their craft, performers their grace, and every proud soul their worth before the eyes of Hynafol.

Let Houses arrive in splendor. Let Guilds show mastery. Let Kingdoms send their finest. Let Courts bear witness. Let rivals meet with honor, friends clash with laughter, and the unknown step forward to become renowned.

For Power is not declared. Power is proven.

Yet let no denizen mistake this summons for mere merriment. The shadow of the last gathering still lies across the road behind us. At Arcanum Academy, Morgana wrought a ritual of great wonder, hiding her staff from the realm, from the Mage King, and even from herself. But wonder alone did not suffice. The people did not study deeply enough. The students failed. The Mage King found what had been hidden.

So let the lesson stand clear: the Mage King watches. He reaches still. He hungers for the weapons and wonders of the Courts, and he may yet seek to stain this festival with his presence. Rumor whispers that he may send forth a champion of his own.

Good. Let him send one.

At Trident's Rest, the Mage King shall find no cowering realm. He shall find the Kingdom of Tides in full honor, the Court of Power standing ready, and the denizens of Hynafol gathered in strength. If he believes our joy makes us weak, let the roar of the lists correct him. If he believes our champions are soft, let the tournament field answer.

Come, then, all who would be tested.

Come for glory. Come for honor. Come for victory. Come to have your name shouted beneath the banners and remembered when the tides carry this tale beyond the shore.

Let the Festival of Champions begin.

**Written in faithful service to Lady Viviane, the Lady of the Lake,
Ser Caledon Mire
Scribe of the Court of Power**

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Quick Reference

Item	Information
Event	Festival of Champions
Dates	May 22nd - 25th, 2026
Venue	Sherwood Forest Faire
Age Requirement	All participants must be 18+ or accompanied by a guardian.
Registration	https://bit.ly/FoC-Tickets
Starting Pay	Each player receives 1 Piece and 1 Citizen Card from the Ledger when open.
Tournament Entry	Most tournaments cost 2 Towers. Free events are listed in the Tournament Signups section.
Tournament Registration Link	https://forms.gle/oaHjihpHD3Z6xmhN8
Ledger Reminder	The Ledger closes at 6:00 PM. Sign up for tournaments before it closes.
Court Quests	Pick up Court Quests from 9:00 AM - 12:00 PM. Turn in completed quests from 5:00-7:00 PM.
Awards	Awards Ceremony: Sunday 9:00 PM. Winners should be present if possible.
Contacts	Game: gm@hynafol.com Tickets/logistics: info@hynafol.com Logistics: logistics@hynafol.com Volunteers: volunteers@hynafol.com Phone: 206.395.6368

Pre-Event Checklist

Before You Leave Home

- Purchase your ticket and reserve your Tent Rentals: <https://bit.ly/FoC-Tickets>
- Sign the Release Waiver: <https://tinyurl.com/3fddsckb>
- Sign the Minor Release Waiver (if attending with a minor): <https://tinyurl.com/3p4zbrh9>
- Pack photo ID
- Packing List for the Festival of Champions: <https://bit.ly/FoC-Packing-List>
- Bring any weapon, shield, bow, arrows, armor, or tournament equipment you plan to use. All combat gear must pass weapon-check before use.
- Eye protection is recommended for all combat activities.
- Leave phones/cameras/personal recording devices out of play areas unless you are approved event media.
- If you plan to compete in tournaments that require advance signup, fill out the tournament registration for: <https://forms.gle/oaHjihpHD3Z6xmhN8>
- Review tournament rules before you arrive so you know what gear, team size, and entry fee you need.

Upon Arrival

- Have your ID and ticket ready at check-in.
- Get your wristband and keep it on throughout the event.
- Set up camp if staying on site.
- Visit the Ledger for character registry, starting pay, and your Citizen Card.
- Visit weapons check before entering any combat activity.
- Attend New Player Orientation if this is your first Hynafol event or you want a refresher.

General Information

Festival of Champions is a full festival weekend: tournaments, performances, food and drink competitions, social games, court intrigue, rumors, guild activities, rituals, and live music all share the same event.

Compete hard, cheer loudly, play fairly, and keep rivalries inside sanctioned tournament spaces, court scenes, ritual circles, and approved roleplay.

How This Document Is Organized

- Quick Reference and logistics
- Full Festival schedule
- Tournament and game rules
- Quest, rumor, guild, and evening activity information
- Rewards appendix and link placeholders

Arrival, Camping, Parking, and Facilities

Event Location

Item	Information
Site	Sherwood Forest Faire
Address	1883 Old Hwy 20, McDade, TX 78650
In-world location name	Trident's Rest
Host contact	Jordan - 206-395-6368

Arrival and Registration

- All participants must be 18 years of age or older to register.
- Preregistration is strongly recommended to ensure full participation.
- Day-of registration Thursday begins at 12:00 PM and Friday, Saturday, Sunday, Monday at 9:00 AM. Have photo ID ready.
- Credit/debit cards and cash accepted. No checks.
- Late arrivals must join activities already in progress and find a Steward to check and tag weapons before entering any combat activity.
- Extended-stay participants may arrive Thursday beginning at 12:00 PM. Final setup and vehicle timing should follow staff instructions on site.

Camping and Vehicles

- All Hynafof events take place in primitive camping locations unless otherwise stated. Participants are responsible for their own lodging, food, hygiene, weather readiness, and personal comfort.
- Water spigots, primitive camping sites, chemical toilets, hand-washing facilities, flushing toilets, and showers are available at this event.
- Priority locations are provided to decorum tents that fit the medieval theme.
- Campers, trailers, RVs, and car camping are permitted in assigned areas. Power, water, and sewage are not available.
- Vehicle and Trailer combos navigating the non-decorum campground should be 12ft or less.
- Generators must use a sound-dampening device. Hynafof staff and volunteers may request that loud generators be turned off.
- Parking will be in designated areas. Cars are not allowed in the decorum area from 8:00 PM Friday to 9:00 AM Monday.
- Parking in your non-decorum campsite is allowed. Unload promptly, then move vehicles to the correct parking or camping area.

Food & Drink Service

Heidrun's Run - Providing Breakfast, Lunch, Dinner & Late Night meals throughout the Festival.

Hours: 9:00am - 10:00pm

Menu: Coming soon!

Payments: Cash, Credit, Debit

The Tavern - Adult Libations

Hours: 2:00pm - 10:00pm

Menu: An ice cold selection of beer, wine, mead, seltzers, and mimosas! See the full menu on site for brands, and specialty drinks crafted by The Tavern Crew.

Payments: Cash, Credit, Debit

The Emporium - Hydration & Caffeine

Hours: 9:00am - 7:00pm

Menu: Bottled Water, Gatorade, Iced Coffee, Energy Drinks.

Safety and Conduct

- Everyone in attendance shares responsibility for keeping others safe and secure.
- All attendees are expected to follow the full Hynafol Code of Conduct.
- Game-oriented combat is distinct from physical violence. Physical violence of any kind is forbidden and may result in immediate consequences and permanent expulsion from future Hynafol events.
- Participants must attend combat training and pass weapons-check before participating in battles or combat activities.
- Eye protection is recommended for all combat activities by Hynafol.
- Unless an activity states otherwise, normal Hynafol combat rules apply. Check weapons, armor, shields, bows, and projectiles with stewards before entering combat programming.
- Combat should not take place on structures, steps, decks, or buildings unless a specific activity explicitly allows it.
- Delays do not extend tournament or activity time unless the event lead announces otherwise. Activities should end on time to protect the full festival schedule.
- **Please Read Our Code of Conduct:** <https://bit.ly/hynafol-code-of-conduct>
- **Please Read Our Combat Rules:** <https://bit.ly/4tqCsoQ>

Operations Schedule

Friday Operations

Service	Hours	What You Can Do Here	Notes
Front Gate / Check-In	8:00 am - 10:00 pm	Arrive, check in, receive wristband.	Please have QR code ready on your phone.
The Ledger	4:00 pm- 8:00 pm	Character registry, starting pay, Citizen Card, help/questions, tournament signups.	Players receive 1 Piece + Citizen Card.
The Emporium	2:00 pm - 7:00 pm	Weapons, wardrobe, garb, supplies, shopping.	Cash or Credit Card Necessary
Three Crowns Counting House	6:00 pm- 8:00 pm	Withdrawals Only.	
Weapons Check	4:30 pm-7:00 pm	Weapon inspection before combat/tournament s.	Required before combat participation.
Volunteer / Steward Check-In	Upon Arrival to Grounds	Volunteer questions, shift check-in, staff direction.	Players interested in volunteering may ask here or at The Ledger.
Meal Services	12:00pm - 10:00pm	Food and drink purchases.	Cash or Credit Card Necessary
The Tavern	2:00pm - 10:00pm	Alcohol Sales	Cash or Credit Card Necessary
New Player Orientation	8:00pm - 9:00pm	All are welcome!	Located at the Tavern

Saturday Operations

Service	Hours	What You Can Do Here	Notes / Needs Update
Front Gate / Check-In	8:00 am - 10:00 pm	Arrive, check in, receive wristband, confirm ticket.	Please have QR code ready on your phone.
The Ledger	8:00 AM - 12:00 PM; 2:00 PM - 6:00 PM	Character registry, starting pay, Citizen Card, tournament signups, help/questions.	Players must sign up before 6:00 PM for later tournaments unless the host has spare space.
The Emporium	9:00 am - 7:00 pm	Weapons, wardrobe, garb, supplies, shopping.	Cash or Credit Card Necessary
Archives - Quest Pickup	9:00 AM - 12:00 PM	Pick up Court Quest starters and any other pick ups needed.	Limited handouts; early bird gets the worm.
Archives - Quest Turn-In	5:00 PM - 7:00 PM	Turn in completed Court Quests.	Court Quest turn-ins only during this window.
Three Crowns Counting House	9:00 AM - 12:00 PM; 5:00 PM - 7:00 PM	Withdrawals, deposits, bank/account help, and Carta economy questions.	
Weapons Check	8:00 am - 8:45 am	Weapon inspection before combat/tournament s.	Required before combat participation.
Volunteer / Steward Check-In	Upon Arrival to Grounds	Volunteer questions, shift check-in, staff direction.	Players interested in volunteering may ask here or at The Ledger.
Heidrun's Run	9:00 am - 10 pm	Food and drink purchases.	Cash or Credit Card Necessary
The Tavern	2:00 pm - 10 pm	Beer, Wine, Mead, Seltzer, Mimosas	Cash or Credit Card Necessary

Sunday Operations

Service	Hours	What You Can Do Here	Notes / Needs Update
Front Gate / Check-In	8:00 am - 10:00 pm	Arrive, check in, receive wristband, confirm ticket.	Please have QR code ready on your phone.
The Ledger	8:00 AM - 12:00 PM; 2:00 PM - 6:00 PM	Character registry, starting pay, Citizen Card, tournament signups, help/questions.	Players must sign up before 6:00 PM for later tournaments unless the host has spare space.
The Emporium	9:00 am - 7:00 pm	Weapons, wardrobe, garb, supplies, shopping.	Cash or Credit Card Necessary
Archives - Quest Pickup	9:00 AM - 12:00 PM	Pick up Court Quest starters.	Limited handouts; early bird gets the worm.
Archives - Quest Turn-In	5:00 PM - 7:00 PM	Turn in completed Court Quests.	Court Quest turn-ins only during this window.
Three Crowns Counting House	9:00 AM - 12:00 PM; 5:00 PM - 7:00 PM	Withdrawals, deposits, bank/account help, and Carta economy questions.	
Heidrun's Run	9:00 AM - 10:00 PM	Food and drink purchases.	Cash or Credit Card Necessary
The Tavern	2:00 pm - 10 pm	Beer, Wine, Mead, Seltzer, Mimosas	Cash or Credit Card Necessary

Monday Operations / Pack-Out

Service	Hours	What You Can Do Here	Notes / Needs Update
Front Gate / Site Exit	8:00 am-6:00 pm	Departure / final site exit.	See you at Reverdie Ball!
Three Crowns Counting House	9:00 am - 12:00 pm	Deposits and Bank Slip Drop-offs Only	
The Emporium	9:00 am - 12:00 pm	Final purchases / pack-out shopping.	Cash or Credit Card Necessary
Heidrun's Run	9:00 am - 10:00 pm	Food and drink purchases.	Cash or Credit Card Necessary
The Tavern	2:00 pm - 10 pm	Beer, Wine, Mead, Seltzer, Mimosas	Cash or Credit Card Necessary

Schedule of the Festival

Friday

Time	Event Name	Notes
8:00 PM	New Player Orientation	First Time? Join us for a welcome and directions
9:00 PM	Opening Ceremony	Festival welcome and narrative introduction.
10:00 PM	Parlay with the Great Khan	Evening roleplay / social anchor.
10:00 PM	Live Music!	

Saturday

Time	Event Name	Event Name	Event Name
9:00 AM	Marksman	Ludum Belli	
10:00 AM	Cutlass Cup		
11:00 AM	Gambler's Run	Maceball	Kids Games
11:30 AM		Maceball	
12:00 PM	Fight of Finery	Food Competition	
1:00 PM	Pit Fights		
2:00 PM	Siren Song		
4:00 PM	Circle of Treachery		
5:00 PM	Fencing	Duos	
6:00 PM	Viking Games		
6:30 PM		The Gauntlet	
7:30 PM	Lock Picking	Liar's Dice	
10:00 PM	Live Music!		

Sunday

Time	Event Name	Event Name
9:00 AM	Combat Archery	Champions
11:00 AM	Dagger Fighting	Maceball
11:30 AM		Maceball
12:00 PM	Drink Competition	Art Posing Slot
1:00 PM	The Joust	
2:00 PM	Talent Show	
2:30 PM	Shanty Division	
5:00 PM		Ludum Belli
5:30 PM		Duos
6:00 PM	End of all-day activities	Champions
6:30 PM		Fencing
7:00 PM		Maceball

7:30 PM		Marksman
9:00 PM	Awards & Closing Ceremony	
10:00 PM	Live Music!	

All-Day / Floating Activities

Activity	When	Notes
Biggest Fish	All day Saturday and Sunday	Find Soraa or Corvus immediately for measurements. Fairy box photos may be accepted if needed.
Cut Purse	All day Saturday	Site-wide stealth/social game.
Mancala	All day Saturday / scheduled play as posted	Check schedule board and host instructions.
Scavenger Hunt	All day Sunday	Teams of five or fewer. Physical items due to Abby at the Ledger by 6:00 PM Sunday.
Chess	All day Sunday	Check tables / host location.
Art Contest	All weekend; showcase Sunday noon	Art must be made on site. No premade submissions.

The Ledger, Starting Pay, and Tournament Entry

- All players must visit the Ledger for character registry and to receive their starting pay.
- Festival starting pay is 1 Piece and 1 Citizen Card.
- Most tournaments cost 2 Towers to enter.
- The Ledger closes at 6:00 PM. If you want to sign up for a tournament after 6:00 PM, do so before the Ledger closes.
- If you miss the Ledger signup window for an evening tournament, you may ask the tournament host for a spare spot, but space is not guaranteed.
- First-event players who do not have enough coin are encouraged to sell their Citizen Card to House leadership to afford tournament entries.
- If that is not possible, join a Court, attend your Court meeting, and speak with your Court leaders. Court leaders may have limited funds to sponsor new players only.
- Rumor play can also earn tournament entry money: 1 solved rumor = 1 Copper, and 6 solved rumors = 2 Towers.

Tournament Signups and Division Rules

How to Sign Up

- Preregister for **most tournaments** here: <https://forms.gle/oaHjihpHD3Z6xmhN8>
- Registration on site is available at The Ledger during operating hours.
- Some Tournament Registration is done only on site at the designated time for that particular tournament. Please arrive **15 minutes prior to the start time** for registration.
- Always arrive 15 minutes before your tournament to check in, pay the 2 Towers if required, and check your bracket status.
- Tournament stewards may close signups once brackets begin.

Free Events

The following events currently have no entry fee:

- Scavenger Hunt
- Kids Games
- Liar's Dice
- Biggest Fish
- Gambler's Run
- Pit Fights

Division Advancement

- Champions, Fencing, and Duos have divisions: Advanced, Intermediate or Beginner where listed, and Women's where listed.
- Please note: All divisions are subject to participation. Not enough participants; then the division doesn't happen.
- If a player places in the top three of a Beginner division, they may not compete in that Beginner division again and must move to Intermediate for that tournament type.
- If a player places in the top three of an Intermediate division, they may not compete in Intermediate again and must move to Advanced for that tournament type.
- Once a player qualifies for Advanced, they remain Advanced for that tournament type.

Court Quests

Court Quests will be available at the Archives. There will be five Court Quests, one tied to each Court, and players may choose which quests they wish to pursue throughout the Festival.

- Quest starter handouts may be picked up from the Archives
- Players are encouraged to gather the quest starters they are interested in, then spend the day enjoying tournaments, games, social events, rumor play, and festival activities.
- Quest completions may only be turned in at the Archives from 5:00 PM - 7:00 PM.
- Plan ahead. If you complete a quest early, hold onto your materials and return during the evening turn-in window.
- The goal is to let players enjoy the full Festival without feeling like they need to constantly run back to Archives throughout the day.

Rumor Game

The winds of Hynafol carry whispers, and Festival of Champions is the perfect place to follow them.

Before the Event: Submit Rumors

- Rumor submissions are due **May 10th at midnight**.
- If you hold significant in-game items such as dragon eggs, serialized items, relics, or other major items, you are required to submit at least one rumor about them.
- You may submit rumors about items you hold, quests or rituals you are planning, public or interruptible events, your House, Kingdom, Religion, Guild, or your own character.
- Do not submit a rumor about something you want to remain private and uninterrupted.
- Rumor Submission Form: <https://forms.gle/F19mcy5aUVxmv8Um7>

Rumor Submission Rewards

Category	Reward
Most rumors submitted	5 Spy Cards + 3 Send-a-Letter actions
Best / highest-impact rumors	3 Spy Cards + 2 Send-a-Letter actions
Funniest character rumors	1 Spy Card + 1 Send-a-Letter action

During the Event: Solve Rumors

- Rumor Mongers will be announced on Discord and through Court meetings. Each Court will have one or two Rumor Mongers.
- You can find Rumor Mongers at Court meetings and throughout the event. You may need to seek them out.
- Solved rumors must be turned in to the Rumor Monger who gave you the rumor.
- Each solved rumor earns 1 Copper.
- Six solved rumors earns the 2 Towers needed for one standard tournament entry.

Tournament Quick Index

Tournament / Activity	Host / POC	Schedule	Entry
Maceball	Marchwardens / Venra	Sat 11:00am & 11:30am; Sun 11:00am, 11:30am, 7:00pm	1 Piece
Champions	Marchwardens / Miriam	Sun 9:00am and 6:00pm	2 Towers
Duos	Valravn / Astrid	Sat 5:00pm; Sun 5:30pm	2 Towers
Ludum Belli - 6v6	Marchwardens / Venra + Aelfengrad	Sat 9:00am; Sun 5:00pm	2 Towers
The Gauntlet - 4v4	HOST / POC TBD	Sat 6:30pm	2 Towers
Fencing	Sellar's Keep / Caius	Sat 5:00pm; Sun 6:30pm	2 Towers
Marksman	Noctum Caligo / Kelevra + Mel	Sat 9:00am; Sun 7:30pm	2 Towers
Combat Archery	Noctum Caligo / Mel + Kelevra	Sun 9:00am	2 Towers
Circle of Treachery	MorLadrona / Leorick	Sat 4:00pm	2 Towers
Pit Fights	Kingdom of Tides / T'Orna	Sat 1:00pm	Free
Dagger Fighting	Sellar's Keep / Kaylan	Sun 11:00am	2 Towers
The Joust	Sellar's Keep / Ophelia	Sun 1:00pm	2 Towers
Cutlass Cup	MorLadrona / Voulta	Sat 10:00am	2 Towers
Viking Games	Valravn / Halgord	Sat 6:00pm	2 Towers
Lock Picking	Sellar's Keep / Tori	Sat 7:30pm	2 Towers
Liar's Dice	MorLadrona / Graymane	Sat 7:30pm	Free
Gambler's Run	Waylon Vex	Sat 11:00am	Free
Chess	Fulcrum Acolyte / Demetrius	All day Sunday	2 Towers
Mancala	Valravn / Brynn	All day Saturday / as posted	2 Towers
Scavenger Hunt	MorLadrona / Abby	All day Sunday; due 6:00 PM	Free
Biggest Fish	MorLadrona / Soraa + Corvus	All day Saturday and Sunday	Free
Siren Song	Bard Guild / Dunric	Sat 2:00pm	2 Towers
Talent Show	Karnifal / Kingfisher	Sun 2:00pm	2 Towers
Shanty Division	Karnifal / Kingfisher	Sun 2:30pm	2 Towers
Art Contest	Valravn / Bimbaddeus	All weekend; judged Sun noon	2 Towers
Fight of Finery / Fashion Show	Golden Blades / Horst	Sat noon	2 Towers
Food Competition	Kingdom of Tides	Sat noon	2 Towers per dish
Drink Competition	Kingdom of Tides	Sun noon	2 Towers per entry
Kids Games	Valravn / Aerie	Sat 11:00am	Free

Tournament and Game Rules

Unless stated otherwise, all combat tournaments use standard Hynafol combat rules. All weapons and armor used in combat must pass a check before use.

Tournament Registration

Most tournaments have pre-registration available and pre-registration is encouraged for organizers and you! All tournaments are registered on the same form for ease of access.

Tournament Registration link: <https://forms.gle/oaHjihpHD3Z6xmhN8>

Combat and Physical Tournaments

Maceball

- Team sport using foam swords, healers, a ball, barrels/goals, reserves, and a defined combat zone.
- A team should have at least nine players and two healers. Only five sword-carrying players from one team may enter the combat zone at a time.
- A touch with a Maceball sword eliminates the player. Head and face shots are not allowed. Use the lightest touch possible.
- Eliminated players kneel and raise their weapon upside down. A healer may retrieve the weapon to bring a reserve player into play.
- The Maceball may be handed off but not thrown, kicked, intentionally struck, rolled, or used as a shield.
- Scoring and match timing will be announced by the Maceball steward.

See full in depth rules here: <http://bit.ly/4tmlCHH>

Champions Tournament

- Armored 1v1 combat for individual champions.
- All melee weapons and shields are allowed unless the steward limits the field. Bows, arrows, and projectiles are forbidden.
- All allowable armor may be used. No healing. Combatants must stay inside the play area.
- Stepping outside the play area eliminates the player for the round. Bracket style will be announced by the steward.
- See full rules here: [📖 Champions Tournament Rules](#)

Duos / 2v2

- 2v2 combat tournament.
- All allowable armor may be used. Normal Hynafol combat rules apply.
- All weaponry is permitted save archery, as there will not be enough safe distance.
- No healing. Teams win by eliminating both opposing combatants.
- Both team members must be present to register.
- See full rules here: [📖 Duos Tournament Rules](#)

Ludum Belli - 6v6

- A 6-on-6 team game of strategy and war.
- Teams must be made up of at least 4 members from the same Court grouping, based on Kingdom, then House, then individual if needed.
- Rosters may have 6-8 fighters; 6 fighters may compete in any single scenario.
- If injury forces a fighter to stop, one combat-ready roster reserve may reinforce and enter.
- Any legal battlefield weapon combination may be used, including shields, one-handed weapons, halberds, spears, and bows.
- Maximum 3 polearms per team. All battlefield armor is permitted. Cleats are not allowed.
- Round-robin format. Teams fight two randomly selected scenarios versus each opponent. Each scenario lasts 8 minutes with a 2-minute rest.
- Scenarios include Annihilate, Control, Surge, and Capture the Flag.
- Penalties include excessive force, shield charge, physical contact, ignoring hits, unsportsmanlike conduct, jumping, and ignoring Ludum Belli or Hynafol combat rules.
- The two teams with the highest victories compete in the finale. First to two victories is overall winner.

See more in depth rules here: [Ludum Belli Rules](#)

The Gauntlet - 4v4

- A 4-on-4 small team game of strategy, coordination, and battlefield awareness.
- Teams may be made of any grouping of fighters. Rosters may have 4-6 fighters; 4 fighters may compete in any single scenario.
- If injury forces a fighter to stop, one combat-ready reserve may reinforce and enter.
- All battlefield armor is permitted. Cleats are not allowed.
- Each active team must field two fighters with one-handed weapon and shield, one fighter with a polearm/halberd/spear, and one fighter with any legal battlefield weapon loadout approved by the steward.
- Round-robin format. Teams fight two randomly selected scenarios versus each opponent. Each scenario lasts 5 minutes with a 1-minute rest.
- Scenarios include Annihilate, Control, Surge, and Capture the Flag.
- The two teams with the highest victories compete in the finale. First to two victories is overall winner.

See more in depth rules here: [The Gauntlet Rules](#)

Fencing

- 1v1 light-weapon combat emphasizing precision and control.
- Weapon: one one-handed sword with a maximum length of 44 inches.
- First to three legal hits wins the match.

Full rules can be found here: [Hynafol Fencing Rules | 2026](#)

Marksman / Archer's Arena

- Archery tournament using controlled arena movement and elimination shots.
- One bow and two arrows.
- Combatants run the archer's circle once, then eliminate the opponent by scoring a legal arrow hit. One hit eliminates.
- Unsafe or close-range bow shots eliminate the player from the round.
- Players may pick up the opponent's arrows unless the steward announces otherwise.
- **Full rules can be found here:** [The Archer's Arena](#)

Combat Archery

- **Combat Archery is a 6v6 team game** using approved low-poundage bows, foam-tipped arrows, safety glasses, and hay bale cover.
- **Players are eliminated by clean legal hits** to the body below the neck; head, neck, groin, and direct safety-glasses shots do not count.
- **A clean catch eliminates the shooter** and allows one eliminated teammate to re-enter from the team's back line.
- **Hay bales are cover only** and may not be moved, climbed, broken apart, or used to hide arrows.
- **Stewards have final authority** over hits, catches, safety calls, penalties, and match outcomes; safety, honor calls, and fair play are required at all times.
- Full rules here: <https://bit.ly/4eD.JliQ>

Circle of Treachery

- Ten participants enter a large circle; one leaves victorious.
- Weapons: all weapons. Armor and shields: all allowed unless the steward restricts equipment.
- Participants must remain inside the circle. Last participant alive wins.
- If more than ten participants enter, qualifying rounds may be used to form a final round.
- No healing. Excessive force, unsafe shots, or refusing valid strikes may disqualify a player.
- **Full rules here:** [Circle of Treachery Rules](#)

Pit Fights

- Medieval WWE-style performance combat hosted by the Kingdom of Tides and judged by Khan T'Orna Sunderr.
- This event focuses on the entertainment side of fighting rather than simply winning. Think **WWE-style spectacle** rather than a standard combat bracket.
- Fights may include battles, tag team matches, dramatic turns, rivalries, and stylized fighting, but the goal is to put on a show.
- Safety, fun, and entertainment are the priorities, in that order.
- All fights must be submitted to T'Orna before acceptance to make sure they follow Hynafol rules, safety standards, and event expectations.
- Fighters must use weapons that have passed weapons check / homologation. No exceptions.
- All garb must follow Hynafol's Code of Conduct and remain secure throughout the fight. This is an all-ages event, so plan costuming and choreography accordingly.
- This event requires advance planning and will not allow day-of entry.
- A 50/50 in-game currency raffle may be run alongside the Pit Fights.

Dagger Fighting

- Short-weapon fighting tournament hosted by Sellar's Keep.
- Daggers must pass weapons check / homologation before use.
- Approved dagger length: 14" – 22".
- No armor counts for this tournament.
- Limbs and torso each have 1 HP.
- If you are hit in the arm holding your dagger, you must drop the dagger to the ground. You may pick it up with your non-injured hand and continue fighting.
- Any hit to the torso is death.
- No hits to the neck, head, or face.
- Bracket format and final steward calls will be announced at the tournament location.

- **See full rules here:** [Dagger Fighting Rules](#)

The Joust

- Hobby-horse joust competition hosted by Sellar's Keep.
- The primary goal is to score points by striking your opponent's shield while mounted on a hobby horse.
- Participants will "gallop" or jog toward each other and attempt to strike the target placed on the opponent's shield for **three passes**.
- Hobby horses and shields will be provided, but participants may bring their own hobby horse.
- Players are encouraged to individualize and decorate their hobby horse; presentation is part of the competition.
- Helmets will **not** be provided. Participants must bring their own helmet and have eye protection.
- Weapons must be thrust-safe and cleared by weapons check.
- This is a **thrust-only** event. No slashing.
- Scoring: hitting the opponent's shield is worth **1 point**.
- Scoring: hitting the target placed on the opponent's shield is worth **2 points**.
- One extra point can be earned per run for **glorious theatrics**.
- Striking an opponent's horse, slashing your opponent, or using excessive force is prohibited and may result in disqualification.
- Final lane setup, bracket format, and steward calls will be announced at the tournament location.

Cutlass Cup

- Swashbuckling bracket tournament.
- Bring a standard-sized or larger drinking vessel (10+ fluid ounces), a one-handed sword that has passed weapons check, and a drink of your choice. Alcoholic or non-alcoholic drinks are allowed.
- No armor. No shields. Bracket is single elimination.
- Each contestant holds a sword in one hand and a full cup in the other.
- One touch = one point. First to three points wins.
- If drink drips and touches the ground, the opponent gets a point.
- If a participant finishes their drink before the opponent reaches three points, they automatically win.
- Drinking while not in an active sword fight is automatic disqualification. Yes, even a sip.

Viking Games

- Hammer Throw: stand behind the line and throw the hammer as far as possible. Stepping over the line disqualifies the throw. Farthest toss wins.
- Viking Tug of War: two teams of two. One player crawls as the pony while the rider grips a spear. First team to let go or fall loses.
- Shield Toss: stand behind the line and toss the wooden shield like a discus/frisbee. Stepping over disqualifies the throw. Farthest toss wins.

Mind, Table, and Skill Games

Primitive Fishing

- Fish offshore from the dock using only primitive methods.
- No modern rods, reels, nets, or lures. Absolutely no spearfishing.
- Modern fishing line and single barbed hooks are allowed.
- All fish are catch and release.
- You must have an active Texas State Fishing License to participate.
- Find Soraa or Corvus immediately for measurement. Fairy box photos may be accepted as proof if needed.
- Handmade rod bonus exists.
- **See full rules here:** [☰ Primitive Fishing Rules](#)

Lock Picking

- locks must be single-pin picked, and raking, bypassing, forcing, damaging the locks or tools, etc will all result in disqualification.
- You may bring your own lockpicking tools. If you do not have any, tools may be provided first come first served.
- Do not destroy the locks.
- Four slots per block. Each block is 10 minutes: 5 minutes to pick, 5 minutes for instructions/reset.
- Locks are picked simultaneously; all players must be on time for their block.
- All times are recorded. Top three times overall win.
- If there is a tie, tied players pick an additional lock. Fastest time wins.
- All locks are the same difficulty. One attempt per player.
- **See full rules here:** [☰ Lock Picking Rules](#)

Liar's Dice

- Rounds of up to eight players maximum.
- Players roll dice secretly. The first player bids a face and quantity believed to be present among all hidden dice.
- Each next player raises the bid or challenges. On challenge, all dice are revealed.
- If the bid is matched or exceeded, the bidder wins. Otherwise the challenger wins.
- The losing player removes one die from the game. The loser of the previous round starts the next round.
- Best of each round goes head-to-head in a final game with Black Captain Graymane.
- Last one left besides Graymane wins the treasure. Beat Graymane to earn an even bigger prize.
- **See full rules here:** [☰ Liar's Dice Rules](#)

Gambler's Run

- Official no-entry-fee tournament hosted by Waylon Vex.
- Players: 3+. Materials: one d20 and one d100. Objective: be the last gambler standing.
- No bets are placed and there is no pot to win in tournament play.
- The first player rolls the active die. That roll becomes the current mark.
- On each turn, a player rolls and compares to the current mark: higher succeeds, equal succeeds, lower fails and eliminates the player.
- When a player is eliminated, the mark clears and the next player sets a new mark.
- The final three gamblers are podium winners. The first eliminated from the final three takes 3rd; final survivor takes 1st.

- Each player begins with one of each token: Second Chance, Skip Turn, Invert the Odds, Upgrade Die, and Extra Life.
- Tokens are single-use and may be used at any time, including outside your own turn.
- **See full rules here:** [☰ Gambler's Run Rules](#)

Chess

- Use standard chess rules.
- Time limit: 60 minutes total.
- In case of stalemate or draw, winner is decided by rock-paper-scissors, best two out of three.
- See full rules here: [☰ Hynafol Chess Tournament Rules](#)

Mancala

- Use standard Mancala rules as announced by the steward.
- Time limit: 30 minutes.
- If stalemate or draw must be broken, winner is decided by rock-paper-scissors, best two out of three.

Scavenger Hunt

- Teams of five or fewer.
- First place only.
- Find as many items on the posted MorLadrona Scavenger Hunt list as cleverly as possible.
- You cannot take or borrow anything you do not own without permission. You must get permission to borrow, own, barter, or buy items on the list.
- Physical items must be turned in to Abby at the Ledger by 6:00 PM Sunday.
- Borrowed items should be returned immediately after judging.

Cut Purse

- Tie the red coin purse with six clothespins onto the side of your person.
- The pouch cannot be hidden and cannot be placed directly in front/behind the crotch or in front of the chest.
- To steal, use stealth or trickery to take one clothespin without the other player noticing, then place it onto your own bag.
- Only one pin may be stolen at a time.
- To catch a thief, yell THIEF loudly. The thief must return the pin. If you fully slap the back of their hand, they return the stolen pin and give you one of theirs.
- **See full rules here:** [☰ Cutpurse Rules](#)

Kids Games

- Any and all children can participate in Kids Games.
- Parent or legal guardian must remain with children at all times. Children cannot be left unattended.
- Games will be age-appropriate field-day style activities such as potato sack races.
- No entry fee. All participants receive a small reward/trinket.

Artistic, Performance, and Social Competitions

Siren Song

- Singing-specific talent competition hosted by the Bard Guild.
- Performances should fit into a **five-minute time slot**.
- Performers should describe their act, any space or equipment needs, and whether they will need sound support.
- A small sound system is planned, but this is subject to change. Performers should be prepared to adapt if needed.
- Non-Bards may use this event as an audition opportunity to join the Bard vocation.
- Judging criteria: creativity, originality, effort, quality, organization, presentation, and overall appeal.

Talent Show and Shanty Division

- General performance showcase hosted by Karnifal.
- Shanty Division is scheduled separately from the main Talent Show.
- Performances should fit into a **five-minute time slot**.
- Performers should describe their talent, any space or equipment needs, and whether they will need sound support.
- A small sound system is planned, but this is subject to change. Performers should be prepared to adapt if needed.
- Judging criteria: creativity, originality, effort, quality, organization, presentation, and overall appeal.

Art Contest

- Participants must bring their own media and tools. None will be provided.
- Art must be created on site. Premade art submissions are not allowed.
- Artists may submit **one piece per category**.
- Entries will be judged on **Composition**, **Use of Media**, and **Representation**, each scored from 0–5.
- **Composition:** Does the piece flow? Does it feel balanced? Does it make the viewer feel something?
- **Use of Media:** Did the artist showcase skill with their chosen media? Did they use the media effectively and creatively?
- **Representation:** Can the subject be understood? Does the piece represent the emotional feel or visual aspects of the subject matter?
- Categories are **Landscape**, **Posed Subject**, and **Still Life**.
- **Landscape:** Create an artistic representation of any natural landscape.
- **Posed Subject:** A model will be available for artists to draw at the Great Khan's tent at noon Sunday.
- **Still Life:** Create an artistic representation of a live object.
- Landscape and Still Life entries must be submitted to the Great Khan's tent by **1:00 PM Sunday**.
- Submissions must include: art name, artist name, House, Court, and category.

Fight of Finery / Fashion Show

- Fight of Finery and Fashion Show are the same event.
- This competition is hosted and judged by the Golden Blades / Fight of Finery committee.
- Registration will happen on site through the committee.
- Competitors will receive a judging sheet when they register. These sheets will be used for both registration and judging.
- The main competition category is Runway Icon, which judges the overall best-dressed and best-presented model.
- Contestants may compete in Runway Icon even if they did not personally make their full wardrobe.
- The competition will also include handmade item categories: Headgear, Upper Body Wear, Lower Body Wear, and Accessories.
- Handmade category judging is intended to reward craftsmanship, presentation, and effort in specific pieces of the outfit.
- Judging will happen at the same time so the competition can flow smoothly.
- Runway presentation may include confidence, poise, thematic cohesion, and overall ensemble impact.
- Main stage, Saturday at noon.
- Final judging details and category instructions will be announced by the Fight of Finery committee.

Food and Drink Competitions

Food and Drink Competitions are part of the Festival tournament structure and use Kingdom of Tides house themes. Food is Saturday at noon. Drink is Sunday at noon.

Food Competition

- Food Competition is Saturday at noon.
- Participants must plate three portions of their dish for three judges.
- Each entry is judged 0-5 in Culture, Taste, and Presentation, for a maximum of 15 points.
- The best score across all food categories is compared for Kingdom of Tides Best Overall Chef.
- Each participant must have an ingredient card printed out for allergies.
- Players may enter multiple categories if space allows.
- Entry fee: 2 Towers per dish.

Food Category	House Theme
Appetizer	Valravn
Entree	MorLadrona
Dessert	Noctum Caligo
Side Dish	The Marchwardens
Best Overall Chef	Highest food score across categories

Drink Competition

- Drink Competition is Sunday at noon.
- Participants must plate/pour three portions for three judges.
- Each entry is judged 0-5 in Culture, Taste, and Presentation, for a maximum of 15 points.
- The best score across all drink categories is compared for Kingdom of Tides Best Overall Brewer.
- Each participant must have an ingredient card printed out for allergies.
- Players may enter multiple categories if space allows.
- Entry fee: 2 Towers per drink entry.

Drink Category	House Theme
Traditional Mead	Valravn

Cocktail	Sellar's Keep
Non-Traditional Mead	MorLadrona
Non-Alcoholic	The Marchwardens
Best Overall Brewer	Highest drink score across categories

Guild Activities and Mini-Games

Guilds are active at Expeditions, bringing on-site rituals, performances, crafting, protection shifts, investigations, and initiation activities that put guild play at the heart of the weekend.

All Guild Leaders and/or representatives will be at Guild Introductions after the Court Meeting on Friday evening. All players are encouraged to attend this meeting to learn about Guild activities.

- **Priests:** Run scheduled rituals, provide healing, manage religious artifacts, and support Cleric to Priest progression.
- **Mages:** Lead arcane rituals, run Mage College activities, and cast spells during scheduled ritual slots.
- **Alchemists:** Operate the Alchemy mini-game; players forage, trade tokens for ingredient cards, and brew potions at the Apothecary.
- **Guardians:** Staff protection shifts, guard sanctioned rituals and important items, and investigate crimes and deaths.
- **Assassins:** Offer contracts and stealth operations; acquire black coins, pay a Bit to the Assassin GM, take contracts from the board, and complete jobs to advance.
- **Bards:** Run performances and auditions at the Bard Stage to award stage time, roles, and in-play rewards.
- **Thieves / The Golden Rose:** Recruit via HQ pledges and run theft and heist play, including free first jobs, pickpocket contests, and Cut Purse events.

Read the full description of Guilds here: <https://bit.ly/4dcL8ZM>

Evening Activities and Ritual Programming

Every Hynafol Expedition has House, Kingdom and Religion hosted events open to all attendees. These events are a great way to socialize and roleplay. Activities range from ceremonies, to social hours, to combat. These activities will be released as an addendum to this document and posted on the event page.

Volunteering and Archives Training

Hynafol needs you. Volunteering is one of the easiest ways to make friends, meet veteran players, and learn how the event works while helping create the experiences that make the world feel alive.

- Before the event, new volunteers should fill out the volunteer form: <https://forms.gle/t6671hnd8fRBsCd77>
- Volunteer Coordinators will reach out with next steps.
- During the event, visit the Ledger for more information about volunteering.
- Anyone can volunteer during an event, and many Hynafol players also serve as volunteers.

Archives Training

Archives Training is an orientation for both new and returning volunteers interested in serving as Archives Clerks during the Festival. This session walks through Archives Standard Operating Procedures, volunteer responsibilities, escalation paths, and how Archives interfaces with the Ledger, Counting House, and Guild representatives.

- Answer common player questions and direct inquiries properly.
- Manage item check-ins and check-outs.

- Log and process quest check-outs, turn-ins, and rewards.
- Support Expedition mini-games from the Archives side, including intake, logging, custody, and payouts.
- Understand the specific quests and Archives-run content unique to this Festival.

Accessibility, Pets, Media, and Weather

Accessibility and Special Needs

Hynafol believes in equal treatment and opportunity for all attendees. Outdoor event sites may include uneven terrain, natural surfaces, heat, weather, and difficult paths. Questions or accommodations should be sent to info@hynafol.com.

Pet Policy

- No pets allowed in Decorum Play Areas / Village. Only ADA-defined service animals are permitted in play areas.
- Pets may stay in non-decorum campgrounds but may not enter Decorum Play Areas.
- All pets must be leashed unless kenneled.
- Bring potty bags and clean up after pets.
- Have shot/medical records with you.
- Aggressive animals or owners may be removed from site.

Media, Photography, and Technology

- Phones, cameras, and personal tech are forbidden in play/interactive areas unless approved for event use.
- Hynafol will provide event photography and distribute imagery.
- Anyone interested in the Event Photography team should email volunteers@hynafol.com.

Weather and Safety

- Rain or shine event. Bring weather-appropriate gear for May heat, rain, and evenings.
- This event takes place at a primitive camping and outdoor event location. You may experience rough terrain, wildlife, insects, sun, wind, and outdoor conditions.
- Do not approach or attempt to make contact with wildlife.

Awards Ceremony

- Awards Ceremony is Sunday at 9:00 PM.
- Tournament winners should be present to receive rewards if possible.
- If a winner is not present, rewards will be placed into that character's bank account.
- Tournament rewards are listed in Appendix A.
- Stewards will report winners through staff channels; players do not need to handle the internal winner sheets.

Appendix A: Rewards List

Rewards are listed for planning and player reference. Final substitutions may occur if the bank must adjust card fulfillment, but the intent is to keep prize value aligned with the listed tier.

Champions Tournament - Advanced League

Place	Reward
1st place	Paragon card + 3 Armor + 3 Weaponworks + 4 Victuals + 6 random basic resources
2nd place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
3rd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources

Champions Tournament - Intermediate League

Place	Reward
1st place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
2nd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
3rd place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources

Champions Tournament - Beginner League

Place	Reward
1st place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
2nd place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources
3rd place	Ward card + 1 Victual + 2 random basic resources

Champions Tournament - Women's League

Place	Reward
1st place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
2nd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
3rd place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources

Fencing - Advanced

Place	Reward
1st place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
2nd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
3rd place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources

Fencing - Intermediate

Place	Reward
1st place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
2nd place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources
3rd place	Ward card + 1 Victual + 2 random basic resources

Fencing - Beginner

Place	Reward
1st place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources
2nd place	Ward card + 1 Victual + 2 random basic resources
3rd place	Mercenary card + 2 random basic resources

Fencing - Women's

Place	Reward
1st place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
2nd place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources
3rd place	Ward card + 1 Victual + 2 random basic resources

Duos / 2v2 - Advanced

Place	Reward
1st place	Each player: Knight card + 1 Armor + 1 Weaponworks + 2 Victuals; Team: 1 Cataphract card + 4 random basic resources
2nd place	Each player: Man-At-Arms card + 1 Armor + 1 Victual; Team: 1 Knight card + 3 random basic resources
3rd place	Each player: Ward card + 1 Victual; Team: 1 Thegn card + 2 random basic resources

Duos / 2v2 - Beginner

Place	Reward
1st place	Each player: Ward card + 1 Victual; Team: 1 Knight card + 4 random basic resources
2nd place	Each player: Mercenary card; Team: 1 Man-At-Arms card + 3 random basic resources
3rd place	Each player: Mariner card + 1 random basic resource

Duos / 2v2 - Women's

Place	Reward
1st place	Each player: Man-At-Arms card + 1 Armor + 1 Victual; Team: 1 Knight card + 4 random basic resources
2nd place	Each player: Ward card + 1 Victual; Team: 1 Man-At-Arms card + 3 random basic resources
3rd place	Each player: Mercenary card + 1 random basic resource

Ludum Belli - 6v6

Place	Reward
1st place	Team: 1 Paragon card + 6 Armor + 6 Weaponworks + 12 Victuals; Each player: 1 Knight card
2nd place	Team: 1 Cataphract card + 4 Armor + 4 Weaponworks + 8 Victuals; Each player: 1 Man-At-Arms card
3rd place	Team: 1 Knight card + 3 Armor + 3 Weaponworks + 6 Victuals; Each player: 1 Ward card

The Gauntlet - 4v4

Place	Reward
1st place	Team: 1 Cataphract card + 4 Armor + 4 Weaponworks + 8 Victuals; Each player: 1 Man-At-Arms card
2nd place	Team: 1 Knight card + 3 Armor + 3 Weaponworks + 6 Victuals; Each player: 1 Ward card
3rd place	Team: 1 Thegn card + 2 Armor + 2 Weaponworks + 4 Victuals; Each player: 1 Mercenary card

Maceball

Place	Reward
1st place	Team: 1 Ship Master card + 10 Mariner cards + 10 Fish + 6 Victuals + 6 random basic resources
2nd place	Team: 1 Knight card + 10 Mercenary cards + 4 Armor + 4 Weaponworks + 6 Victuals
3rd place	Team: 10 Mariner cards + 6 Fish + 4 Victuals + 6 random basic resources

Combat Archery

Place	Reward
1st place	Team: 1 Archer card + 4 Weaponworks + 3 Armor + 6 Victuals + 6 random basic resources
2nd place	Team: 1 Scout card + 3 Weaponworks + 2 Armor + 4 Victuals + 5 random basic resources
3rd place	Team: 1 Scout card + 2 Weaponworks + 3 Victuals + 4 random basic resources

Marksman

Place	Reward
1st place	Archer card + 2 Weaponworks + 1 Armor + 3 Victuals + 4 random basic resources
2nd place	Scout card + 1 Weaponworks + 2 Victuals + 3 random basic resources
3rd place	Scout card + 1 Victual + 2 random basic resources

Circle of Treachery

Place	Reward
1st place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
2nd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
3rd place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources

Pit Fights

Place	Reward
1st place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
2nd place	Man-At-Arms card + 1 Armor + 1 Victual + 3 random basic resources
3rd place	Ward card + 1 Victual + 2 random basic resources

Dagger Fighting

Place	Reward
1st place	Ward card + 1 Armor + 2 Victuals + 3 random basic resources
2nd place	Mercenary card + 1 Victual + 2 random basic resources
3rd place	2 random basic resources

The Joust

Place	Reward
1st place	Cataphract card + 2 Armor + 2 Weaponworks + 3 Victuals + 5 random basic resources
2nd place	Knight card + 1 Armor + 1 Weaponworks + 2 Victuals + 4 random basic resources
3rd place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources

Cutlass Cup

Place	Reward
1st place	Pirate card + 2 Fish + 2 Victuals + 1 Weaponworks + 4 random basic resources
2nd place	Mariner card + 1 Fish + 1 Victual + 3 random basic resources
3rd place	Mariner card + 1 Victual + 2 random basic resources

Lockpicking

Place	Reward
1st place	Spy card + Malefactor card + 3 Rarity cards + 3 random basic resources
2nd place	Spy card + 2 Rarity cards + 2 random basic resources
3rd place	Malefactor card + 2 random basic resources

Cut Purse

Place	Reward
1st place	Obscuring Mists Carta action this event + 2 Spy cards + 3 Rarity cards + 3 random basic resources
2nd place	1 Spy card + 2 Rarity cards + 2 random basic resources
3rd place	1 Spy card + 1 Rarity card + 1 random basic resource

Liar's Dice

Place	Reward
1st place	Pirate card + 2 Rarity cards + 2 Fish + 3 random basic resources; if Graymane is beaten: + Ship Master card
2nd place	Mariner card + 2 Fish + 3 random basic resources
3rd place	2 random basic resources

Gambler's Run

Place	Reward
1st place	2 Rarity cards + 3 random basic resources
2nd place	1 Rarity card + 2 random basic resources
3rd place	2 random basic resources

Chess

Place	Reward
1st place	Scholar card + 3 Rarity cards + 3 random basic resources
2nd place	Auctor card + 2 Rarity cards + 2 random basic resources
3rd place	1 Rarity card + 2 random basic resources

Mancala

Place	Reward
1st place	Master Merchant card + 3 Rarity cards + 3 random basic resources
2nd place	Burgess card + 2 Rarity cards + 2 random basic resources
3rd place	1 Rarity card + 2 random basic resources

Scavenger Hunt

Place	Reward
1st place only	Team of 5: 1 Treasure Map action + 5 Victuals + 10 random basic resources total to split among the team

Biggest Fish / Primitive Fishing

Place	Reward
1st place	Largest fish: Hulk ship deed + Ship Master card + 8 Fish + 4 Victuals; handmade rod bonus: Knull ship deed
2nd place	Mariner card + 5 Fish + 2 Victuals + 3 random basic resources
3rd place	5 Fish cards + 1 Victual + 2 random basic resources

Viking Games - Hammer Throw

Place	Reward
1st place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources
2nd place	Ward card + 1 Victual + 3 random basic resources
3rd place	2 random basic resources

Viking Games - Shield Toss

Place	Reward
1st place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources
2nd place	Ward card + 1 Victual + 3 random basic resources
3rd place	2 random basic resources

Viking Games - Viking Tug of War

Place	Reward
1st place	Thegn card + 1 Armor + 2 Victuals + 3 random basic resources
2nd place	Ward card + 1 Victual + 3 random basic resources
3rd place	2 random basic resources

Kids Games

Place	Reward
Participation	All participants: small trinket/prize for each participating child

Siren Song

Place	Reward
1st place	Auctor card + 5 Rarity cards + 3 random basic resources
2nd place	3 Rarity cards + 3 random basic resources
3rd place	1 Rarity card + 2 random basic resources

Talent Show

Place	Reward
1st place	Auctor card + 5 Rarity cards + 3 random basic resources
2nd place	3 Rarity cards + 3 random basic resources
3rd place	1 Rarity card + 2 random basic resources

Shanty Division

Place	Reward
1st place	Auctor card + Mariner card + 3 Fish + 3 Rarity cards
2nd place	Mariner card + 2 Fish + 3 random basic resources
3rd place	2 random basic resources

Art Contest

Place	Reward
Best Overall Artist	Auctor card + 5 Rarity cards + 3 random basic resources
Landscape Winner	3 Rarity cards + 3 random basic resources
Posed Subject Winner	3 Rarity cards + 3 random basic resources
Still Life Winner	3 Rarity cards + 3 random basic resources

Fight of Finery / Fashion Show - Runway Icon – Overall Winner

Place	Reward
1st place	Auctor card + 5 Rarity cards + 3 random basic resources
2nd place	3 Rarity cards + 3 random basic resources
3rd place	1 Rarity card + 2 random basic resources

Fight of Finery / Fashion Show - Handmade Category Awards

Place	Reward
Headgear Winner	3 Rarity cards + 2 random basic resources
Upper Body Wear Winner	3 Rarity cards + 2 random basic resources
Lower Body Wear Winner	3 Rarity cards + 2 random basic resources
Accessories Winner	3 Rarity cards + 2 random basic resources

Culinary Arts - Best Overall Chef

Place	Reward
1st place	Herberist card + Auctor card + 5 Rarity cards + 5 Crops + 5 Livestock + Best Overall Chef title
2nd place	3 Rarity cards + 3 Crops + 3 Livestock
3rd place	1 Rarity card + 2 Crops + 2 Livestock

Culinary Arts - Appetizer / Dessert / Entree / Side Dish

Place	Reward
1st place	Garden deed or Shop deed + Herberist card + 3 Crops + 3 Livestock + 3 Rarity cards
2nd place	Remaining Garden/Shop deed + 2 Crops + 2 Livestock + 2 Rarity cards
3rd place	3 matching basic resources + 2 random basic resources

Drink Competition - Best Overall Brewer

Place	Reward
1st place	Master Merchant card + Auctor card + 5 Rarity cards + 5 Crops + 5 Fish + Best Overall Brewer title
2nd place	3 Rarity cards + 3 Crops + 3 Fish
3rd place	1 Rarity card + 2 Crops + 2 Fish

Drink Competition - Cocktail / Non-Alcoholic / Non-Traditional Mead / Traditional Mead

Place	Reward
1st place	Garden deed or Shop deed + Herberist card + 3 Crops + 3 Fish + 3 Rarity cards
2nd place	Remaining Garden/Shop deed + 2 Crops + 2 Fish + 2 Rarity cards
3rd place	3 matching basic resources + 2 random basic resources

Rumor Submission Rewards

Category	Reward
Most rumors submitted	5 Spy Cards + 3 Send-a-Letter actions
Best / highest-impact rumors	3 Spy Cards + 2 Send-a-Letter actions
Funniest character rumors	1 Spy Card + 1 Send-a-Letter action

Appendix B: Links and Maps

- Tournament Registration: <https://forms.gle/oaHjihpHD3Z6xmhN8>.
- **FOOD VENDOR MENU: Forthcoming!**
- **BAND INFO: Forthcoming!**
- Rumor Submission Form: <https://forms.gle/F19mcy5aUVxmv8Um7>
- Volunteer Form: <https://forms.gle/t6671hnd8fRBsCd77>
- Game questions: gm@hynafol.com
- Tickets/logistics: info@hynafol.com
- Volunteers: volunteers@hynafol.com

