

Knights and Squires vs. The World

The Three Trials



Teams:

One team will consist of the Knights of the Rising Winds and visiting Knights along with their squires. The other team will be all the other players.

(if a very large discrepancy is present, pages and persons at arms may be included for the knights)

Gametype: Full Class

Lives: Unlimited Lives

Respawn: 120 seconds timer. 10 seconds minimum at base. Must report to Reeve at "main" base upon respawn.

Refresh: Refresh will be at the 20 Minute mark and every 10 minutes the game lasts after that.

Objectives:

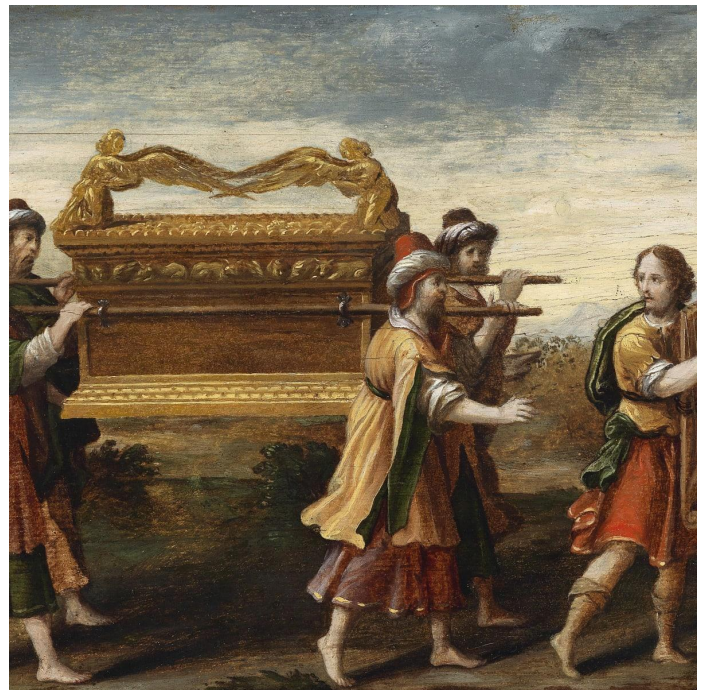


The Test of Wisdom

Teams will find themselves needing to solve puzzles, riddles, or doing a task to appease a fae creature or grimm character to unlock the pieces of Wisdom (9 in total)

The Test of Strength

Teams will discover they need to move a large chest to their “main” base where it will need to be unlocked in order to be opened for its pieces of strength (9 in total)





The Test of Courage

Teams will find that it takes courage to wage against their former friends and allies. Eventually, fear and hesitation is met with courage and pride. After a team has recorded 100 kills on the enemy team they will unlock the pieces of courage. (9 pieces)

(If no team has hit this threshold at 30 minutes both teams will unlock their pieces of courage)

Scenario Rules: Only non combatant players may interact with game objects when they are being carried, interacted with, or solved. Non-combatant players meaning individuals without class identifiers and not active reeves, npcs, or other logistics for the game.

Non-Combatants will be given a special colored signifier at the beginning of the game. Non-combatants cannot carry equipment for their team. They can only interact with game items.

THE FIRST TEAM TO SOLVE THEIR THREE TESTS WILL BE THE VICTOR

