

To the Iron Duke's Challengers – Maccus and Grim!

You will have heard rumours by now of the Forest of Affray! Know that you are called there this Equinox.

You may bring with you **5 friends each** to aid your fight. You may also bring with you **no more than 3 witnesses** to watch from a safe place within the Forest and see what tale they can tell.

You must still seek out story and song to find out where in the Empire the Forest lies. You are expected via your Sentinel Gate – it will open 3 times to the Forest, and you should use the Gate the first time – at quarter past two in the afternoon on the Saturday of the Equinox. If you do not know the location, you will not be able to open the Portal.

Use the stories, the songs and the other challenges set there to find out which region and territory it lies within.

Do not listen too closely to what those who compete in the Forest for other reasons are told – the Forest may not have exactly the same rules for you – and yet, it is likely similar creatures will be there.

How many of them will you attempt to take down?

Styx

Aide to the Iron Duke

**OOO Accessibility Note:**

The quest is rated Combat Possible – roleplay can be used to avoid fights if you choose/are careful - but given the nature of your Iron Duke challenge we expect most participants you bring with you to be comfortable with a combat focused quest, and with moving at speed (the movement rating is free-ranging). The witnesses will be experiencing the quest differently to you – for them the rating is Combat Unlikely or Contained (same risk as Anvil) provided they stay in the safe place that they are taken to. There is some distance to walk to the start of the quest (Location rating - mid-way – starting around 350 metres from the Sentinel Gate) and that distance will include some forest ground.

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