

# Guilds at Expeditions

Guilds are the "jobs" of Hynafol, the day-to-day roles that drive magic, faith, craft, investigation, and intrigue. Join a guild for instant purpose, things to do, and people to play with.

## JOINING AT AN EXPEDITION: QUICK STEPS

1. **Pick a playstyle.** Find the kind of play that sounds fun.
2. **Go to the Guild Meeting on Friday evening.** Each of the five Guilds will be represented and will inform you of how you can directly get involved in Guild activities for the weekend. If you can't find someone, or are unable to make the meeting, check **Archives**, who can point you in the right direction.

### Alchemy

- **The Role:** Alchemists forage for rare ingredients and refine them into potions. You will locate lock boxes, solve puzzles, and secure ingredients before their magic fades.
- **How to Join:** Attend the Guild Introductions meeting at 10:00 PM on Friday, or visit the Apothecary during operating hours to meet the Alchemist Guild Representative.
- **The Loop:** Locate a Foraging Lock Box and solve its puzzle. Collect Flower tokens (herbs) or Glass tokens (crystals). Trade tokens for Ingredient Cards at the Apothecary. Use these cards to craft permanent Potion Cards.
- **Key Rules:** You must personally turn in tokens. There is a limit of one token per box per event. Apprentices may craft a maximum of two potions per day. Please do not move any boxes you find. Leave them in place so others may discover them as well.

### Guardians

- **The Role:** Guardians protect the town and the Six Relics of Hynafol.
- **How to Join:** Attend the Guild Introductions meeting at 10:00 PM on Friday, or visit Guardians HQ to volunteer for a protection shift.
- **Activities:** Safeguard the Six Relics at high-traffic locations. Investigate the weekend's murder mystery by interviewing witnesses and finding clues.
- **Key Rules:** There is a limit of 15 Guardian tabards. Guardians may not move or hide the relics.

### Assassins

- **The Role:** Assassins specialize in stealth and the fulfillment of lethal contracts.
- **How to Join:** Attend the Guild Introductions meeting at 10:00 PM on Friday, or find a hidden black coin and present it to the Assassin Guild representative.
- **Activities:** Accept contracts on specific players or hunt targets from the Bounty Board by stealthily stealing pins from their pouches.
- **Key Rules:** Attempts fail if you are detected. You cannot accept contracts on members of your own House or Religion.

### Thieves of The Golden Rose

- **The Role:** Thieves focus on high-stakes heists and the acquisition of the Six Relics.
- **How to Join:** Attend the Guild Introductions meeting at 10:00 PM on Friday, or seek out the leader of The Golden Rose.
- **Activities:** Steal the Six Relics from locations like the Archives or the Emporium. Pickpocket other thief participants. Sell stolen Religious Artifacts to the Archives.
- **Key Rules:** You must not be caught while committing theft of any kind.

## Priests and Mages

- **The Role:** These roles drive the narrative through rituals, spells, and the management of Religious Artifacts.
- **How to Join:** Attend the Guild Introductions meeting at 10:00 PM on Friday, or visit a Shrine or Mage College meeting.
- **Activities:** Perform 15-minute scheduled rituals to generate Power Cards. Use spells and artifacts to provide healing.
- **Key Rules:** Artifacts can be stolen by Thieves. If stolen, you must pay one Bit at the Archives to retrieve them.

## The Crows (Youth Only Guild)

- **The Role:** This is a non-combat vocation for children focused on exploration.
- **How to Join:** Visit the Archives for starting directions and/or speak with the Crow Representative.
- **Activities:** Search for hidden Crow Eggs throughout the public areas of the town.
- **Key Rules:** Parents must accompany children at all times. Eggs may not be stolen from other players.

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NEED HELP ON THE DAY?

Ask at **Archives**, where sign-up sheets, ritual slots, and a Steward can point you to the right Guild Rep.

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# Alchemy

# Alchemy at Expeditions

## How It Works

1. Players find a **Foraging Lock Box** in the play area.
2. They solve the puzzle on the box (or attached clue sheet).
3. They open the box and retrieve a single **Foraging Token**.
  - a. **Flower token** = Herb
  - b. **Glass token** = Crystal
4. They bring the token to the **Alchemist Rep**.
5. The Rep trades the token for the matching **Ingredient Card**.
6. Once a player has collected the required Ingredient Cards for a potion, they may turn in **all required cards** to the Alchemist Rep in exchange for the corresponding Potion Card.

## Limits to Alchemy

- **10 lock boxes per Expedition** (total of **10 Ingredient Cards** entering play)
- Novices may craft a maximum of **2 potions** per day

## Approved Commons-Only Ingredient Pool

These are the **only** ingredients used in this mini-game:

### Healing Ingredients

- **Dandelion** — Herb — *Healing*
- **Peppermint** — Plant — *Healing*
- **Rose Quartz** — Crystal — *Healing*

### Poison Ingredients

- **Hemlock** — Poisonous Plant — *Poison: Paralysis*
- **Rosary Pea** — Poisonous Plant — *Poison: Delirium*

### Protection Ingredients

- **Clove** — Plant — *Protection*
- **St. John's Wort** — Plant — *Protection*
- **Clear Quartz** — Crystal — *Amplifying*

## Foraging Lock Box Rules

- Each Expedition contains **10 Foraging Lock Boxes**.
- **Each player may redeem a foraging token from each lock box only once per Expedition.**
- Lock boxes **remain in place** after being foraged so other players may attempt the puzzle, but a player may not claim from the same box more than once.
- Foraging is tracked at turn-in; **players may not turn in ingredients from the same lock box multiple times.**

### Tokens & Turn-In

- **Flower head tokens** represent herbs.
- **Glass bead tokens** represent crystals.
- Tokens **may not be sold, traded, or given to another player.**
- The player who forages a token **must personally turn it in** to the Alchemist Rep to receive the Ingredient Card.
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## Ephemeral Ingredients Rule

The herbs and crystals recovered through Foraging Lock Boxes carry **unstable, fleeting magic**.

- **Foraged ingredients only retain their magical properties for the Expedition in which they are found.**
- If not used to create a potion during that Expedition, the ingredients become **mundane** and may no longer be used for alchemy.

**Potions**, once successfully crafted, **retain their magic indefinitely** and may be used at future events.

# Priests and Mages

# Priests & Mages at Expeditions

At Expeditions, **Priests and Mages** may:

1. **Perform rituals** during a scheduled ritual window (8 total 15-minute slots) using the *same rules as outlined in the Guild Book* and earn Power Cards as normal.
2. **Use Carta actions** normally, including Religious Wonders, Avatar actions, and Mage spells.
3. **Bring Religious Artifacts into play**, use their instant healing effects, risk them being stolen and turned into Archives for reward, and buy them back through new Clergy processes. Clerics carrying their artifact may also use their 30-second healing scroll at Expeditions, even outside a Sacred Site.

## Rituals at Expeditions

- Up to **8 ritual time slots** will be available during Expeditions.
- Rituals occur on **Saturday from 5:00-7:00 PM**, after dinner and before the Closing Ceremony.
- Each ritual slot is **15 minutes**, following all standard ritual rules as outlined in the Guild Book.
- Rituals must:
  - Be scheduled in advance
  - Take place at the assigned location
  - Start exactly on time
  - Include all named participants
  - Include at least one valid religious artifact
  - Be steward-judged as normal
- **Power Cards are awarded normally** based on ritual quality.
- Ritual slots are **first-come, first-served**, using a sign-up sheet available at Archives.
- An **Observational Steward** will be stationed at the ritual area for the duration of the window.

## Carta Actions at Expeditions

The following actions are explicitly allowed at Expeditions, using normal costs, requirements, and oversight:

- **Religious Wonders**
- **Avatar Actions**
- **Mage Spells**

All actions:

- Must be resolved through the appropriate process
  - Carta Action form
  - Religious Avatar Action form
  - Mage Spell use form
- Follow all existing rules
- Require the appropriate Power Cards, resources, and role qualifications

## Religious Artifacts in Play

- **Religious Artifacts may be brought into Expeditions and used normally.**
- While in possession of their Religious Artifact:
  - A High Priest may use the **instant healing effect** as described in the Guild Book.
  - A Cleric carrying their Religious Artifact may use their **30-second healing scroll**, even outside of a Sacred Site at an Expedition.

- Artifacts:
  - **May be stolen**, per normal theft rules
  - If stolen, may be **turned in to Archives for a reward**
  - Must be **bought back from Archives by a Clergy member** to return to play at the cost of 1 Bit.