

Start Here

# 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.

---

## **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.

---

# 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.
- 
- 

## 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.
- Schedule a Ritual here: <https://forms.gle/L7Z7rNuhRwYLZiUx7>

## 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.

# The Golden Rose

# Thieves at Expeditions - *The Golden Rose*

## *The Six Relics*

### Overview

- **6 Important Relics** are designated for the Expedition.
- These items:
  - Are placed in public or semi-public locations
  - May be guarded by Guardians
  - May be stolen by Thieves under normal theft rules

### Rules & Limits

- Each Important Item:
  - May be successfully stolen **up to 6 times** during the Expedition
  - Has its own **reward pool**
- A Thief may:
  - Turn in **each item only once**
- Rewards are issued **per turn-in**, not per participant:
  - If multiple Thieves work together, they receive **one reward total** and must split it among themselves

### Relic Locations & Placement Rules

- The **6 Important Items** each have a **dedicated, fixed location** for the duration of the Expedition.
- These items are placed only in **high-traffic, populated areas** to ensure visibility, social pressure, and meaningful Guardian interaction.
- Important Items **may not be relocated** for any reason except during a successful theft attempt.

### Designated Locations

Each Expedition, the Important Items will be placed at the following locations:

1. **Heart of the Mountain**
2. **The Long House**
3. **The Menatu Vandor Library (inside)**
4. **The Lodge Bar (outside stage)**
5. **Outside the Archives and Bank**
6. **Outside The Emporium**

### Location Enforcement

- Important Items:
  - Must remain at their assigned location at all times
  - May not be moved, hidden, or repositioned by anyone **except during an active theft**
- Guardians may:
  - Guard items at their assigned locations
  - Establish watch rotations or protective presence
  - Return items to their location if the thief is caught and drops the item and runs
- Thieves may:
  - Only remove an item from its location as part of a **successful theft**
  - Must return the item to the location after turn-in or if caught, per theft rules

## Rewards

For each successful turn-in the thief may choose:

- **1 Silver Piece OR 1 Basic Resource**

Completion Bonus:

- A Thief who successfully turns in **all 6 unique items** over the course of the Expedition receives:
  - **1 gold card**

## Guardian Interaction

- Guardians may:
  - Be hired to protect items
  - Patrol item locations
  - Interfere with theft attempts per normal rules
- Guardians may not:
  - Pick up, hold, or move the items while wearing their magical tabard as a means of 'protecting' the item.
- The success of Thieves directly depends on Guardian effectiveness and player coordination.

# RELIGIOUS ARTIFACT THEFT

If Religious Artifacts are in play at an Expedition:

- Religious Artifacts:
  - May be stolen under normal theft rules
  - May be turned in to **Archives** for a reward
- Reward:
  - **1 Bit per artifact**
- Recovery:
  - A Clergy member must **pay the same amount of 1 Bit** to buy the artifact back from Archives and back into the game.

## *Cutpurse Tournament*

### Overview

A skill-based competition run entirely by the Thieves Guild.

### Entry & Funding

- **Entry fee:** 1 Tower per participant
- The prize pool is funded by entry fees and past Flower Market income

### Prizes

- **1st Place:** 1 Crown
- **2nd Place:** 3 Bits
- **3rd Place:** 1 Bit

# Assassins

# Assassins at Expeditions

## CONTRACT TYPE: Denizen Assassination Contracts

### Overview

Denizen-made contracts follow the **existing Assassins Guild rules** as outlined in the Guild Document.

- These contracts are:
  - Initiated by players
  - Negotiated, accepted, and issued **only** through an **Assassination Guild Representative**.

### Contract Rules

- All player-made contracts:
  - Follow standard Assassins Guild procedures
  - Must be approved and posted by the Assassination Guild Representative
- Contract conditions may include:
  - Directional requirements (e.g., from behind)
  - Required method (e.g., poison crafted through Alchemy)
  - Time windows
  - Other conditions permitted by Guild rules

### Resolution

- Assassins must:
  - Successfully kill the target under normal assassination rules
  - Collect the **red ribbon**
- The ribbon is turned in to the Assassination Guild Representative
- Rewards are issued as defined by the contract

Each player-made contract:

- Is resolved once
- Has a fixed reward
- Is not repeatable

## CONTRACT TYPE: Bounty Board

### Overview

The Bounty Board operates as a **pin-and-pouch stealth game**, acting as a lethal assassination.

### The Bounty Board

- The Bounty Board lists:
  - Names of marked individuals
  - Posted bounty values

Each listed individual:

- Is a **pre-approved volunteer**
- Wears a **small pouch on their hip**
- The pouch contains **numbered pins**, each representing a bounty opportunity

### Target Rules

- Marked targets must:
  - Report to Archives at the start of the event
  - Receive their official pouch and pins
  - Wear the pouch **clearly visible and unobstructed** at all times
- The pouch may **not** be hidden by:
  - Cloaks
  - Belts
  - Bags
  - Decorative layers

Targets are encouraged to:

- Stay alert
- Hire Guardians
- Engage socially to protect themselves

## Assassin Rules

If you are an assassin:

- You may:
  - Steal **one pin per target**
- You may not:
  - Target anyone from your own house or religion
  - Attempt a second attempt if caught
- An assassination fails if:
  - You are noticed during the attempt
  - You disrupt play (bumping tables, knocking drinks, inappropriate contact)

After a successful assassination:

- Bring the stolen pin to the **Archives** during operation hours
- Receive the posted bounty reward

## Target Incentive

- During the final **30 minutes before Archives closes**:
  - Marked targets may return their pouch
  - They are rewarded based on the **number of pins remaining**

# Guardians

# Guardians at Expeditions

## *The Six Relics — Protection Duty*

### Overview

This game directly mirrors the Thieves' *Six Important Items* mini-game.

- The same **6 Relics** are placed at fixed, high-traffic locations.
- Guardians are tasked with:
  - Protecting these items from theft
  - Maintaining a visible presence at item locations
  - Responding to theft attempts

### Guardian Objective

- By **Closing Ceremony** (immediately before Archives closes):
  - Guardians must bring **all 6 Important Items** to the Archives.
- Items may be delivered:
  - All at once, or
  - Gradually, as long as all are present by the deadline.

### Rewards

- Guardians receive **all unclaimed rewards** remaining in the prize pools for the Six Important Items game.
- This means:
  - The better Guardians perform, the fewer rewards Thieves claim

### Interaction Rules

- Guardians may:
  - Guard items in pairs or alone
  - Rotate duties
  - Actively scare away (but not pursue) thieves under normal rules
- Guardians may not:
  - Relocate or hide items
  - Remove items from their designated locations except for final delivery to Archives

## *Murder Mystery Investigation*

### Overview

A narrative-driven investigation designed specifically for Guardians.

- A **Cast NPC** has been “murdered” and returned with **30 minutes of lost memory**.
- Guardians are tasked with uncovering:
  - **Who** committed the crime
  - **What** happened
  - **When** it occurred
  - **Where** it took place
  - **Why** it happened

### Investigation Completion & Rewards

- Guardians who believe they have correctly identified **who, what, when, where, and why** may turn in their conclusion to the **original NPC** who began the investigation.
- The conclusion must be presented:
  - In-character

- As a full explanation, not just a name
- If the NPC determines the conclusion is correct:
  - The NPC will issue the **investigation reward** to those Guardians.
- This reward is granted **regardless of whether a public trial is later held**.

## **Trial & Resolution as decided by Guardians**

- **If a trial is to be held, it is the responsibility of the Guardian Guild Representative to call, organize, and conduct the trial.**
- The decision to hold a trial is **entirely optional** and at the discretion of the Guardian Representative.
- If no trial is called, the investigation may simply conclude as an unresolved or privately resolved matter.

## **GUARDIAN TABARD LIMITS**

- A maximum of **15 Guardian tabards** will be available at the event.

# The Crows

# The Crows at Expeditions

The Crows are collectors of small, strange, forgotten things.

Each Expedition, The Crows Representative hides **Crow Eggs** throughout approved areas of the site. Children may search for these eggs and bring them back to the Crow Vocation Representative to claim a reward.

This activity is:

- Non-competitive
- Non-combat
- Self-paced
- Safe for all ages

## Safety Rules

- Eggs are only placed in **clearly approved, public, non-combat areas**
- No eggs are hidden:
  - In combat zones
  - Inside personal tents
  - In secluded or unsafe areas
- Children must:
  - Remain in public spaces
  - Not enter restricted areas
- Parents/guardians **MUST** accompany children at all times

## How It Works

1. A child receives instructions from the **Crow Vocation Lead**.
2. If desired, the child may also receive a small basket from the Crow Vocation Lead to help collect eggs.
3. The child searches for Crow Eggs in approved areas.
4. Eggs are:
  - Picked up (no stealing from people)
  - Returned directly to the Crow Vocation Lead
5. The child receives a reward of a copper.
6. Eggs are removed from circulation once turned in.
  - Eggs may be occasionally redistributed during the event depending on demand.

**Each child may:**

- Collect as many eggs as they can find
- Each egg turned in earns:
  - A copper
- Coppers may be exchanged at the Crow table, located at the Archives, for:
  - Stickers
  - Trinkets
  - Small toys
  - Crow-themed items