

# Trials, Quests & Sigils | The Trials

## Hynafol March, 2026 Expedition

Below you will find The Trials, Quests & Sigil's for Hynafol's March Expedition.

### **Court Quests — (All Day)**

#### **Court of Valor — The Measure of Strength**

Valor demands growth through challenge. Adventurers are tasked with seeking out worthy opponents and testing themselves in friendly competition. Through sparring, contests, and rivalry, participants sharpen both skill and spirit, proving that strength is forged through trial and respect.

#### **Court of Ambition — The Hidden Passphrase**

Following their failure at the Grand Gathering, the Court of Ambition now seeks to prove their worth through cunning and discovery. Adventurers will follow a chain of riddles scattered throughout the lands, uncovering hidden messages and piecing together a concealed passphrase. Only those who can interpret clues, navigate the unknown, and assemble the final truth will earn the favor of Ambition.

#### **Court of Knowledge — Those Who Seek**

The Court of Knowledge calls upon the curious to gather truths from across the realm. Adventurers must engage with members of the other courts, recording their thoughts, beliefs, and allegiances regarding the Mage King. Through diplomacy and careful documentation, these records will shape the understanding of Hynafol's future.

#### **Court of Power — Reliquary Acquisition**

Power is not claimed through strength alone, but through the careful pursuit and understanding of that which shapes the world. The Court of Power calls upon its members to seek out knowledge of relics, artifacts, and objects of significance. By documenting their origins, abilities, and potential use against the Mage King, adventurers contribute to a growing archive of power—one that may determine the fate of Hynafol itself.

#### **Court of Chaos — The Beasts Unleashed**

Chaos left unchecked has taken form. Strange, half-formed creatures now roam the wilds, drawn from failed rituals and broken designs. Adventurers must embrace disorder itself—performing unpredictable and erratic acts to lure these beings back. Only by speaking the language of chaos can balance be restored.

# Friday Night

## Shadow Games

The Shadow Games are a stealth-focused assassination trial hosted by the Assassins' Guild. Marked by red ribbons, participants are released into the night to hunt one another using dagger-only combat. There are no respawns, and each elimination brings the field closer to its final three. When only three remain, they are summoned to a final confrontation where one assassin will outlast the rest and claim victory.

## Trial Block I — Morning Trials (10:00 AM - 12:00 PM)

### Whim's Lost Ingredients

A mischievous theft has scattered rare alchemical ingredients across the market. Adventurers must negotiate, investigate, and experiment their way through merchants and incomplete recipes to restore what was lost. Success requires wit, charm, and a willingness to embrace unstable magic.

### Nathairi Rito dell'Audacio

A trial of risk, wit, and nerve. Adventurers face a cunning game runner in a high-stakes contest of dice and combat, wagering limbs, time, and advantage for a chance at victory. Each success reveals a fragment of a hidden phrase—but only those bold enough to gamble everything may uncover the truth.

### Maze Runners

Within a shifting labyrinth lies a dragon's prize. Teams must navigate hidden clues, unlock an arcane mechanism, and escape through an enemy gate while facing both rival squads and the maze itself. Only one group will emerge victorious with the prize in hand.

### The Trial Chamber

A test of wit and strategy, you will be infiltrating a famous general's tent and have only minutes to complete your mission and escape. Our spies were caught trying to pass off our false information. Their fake correspondence now lies waiting for the general to read. Worse still, the real information from the front lines arrived shortly after. The general is extremely untrusting, only his most trusted know their way around his quarters. You must break in, quickly find both scrolls, swap them, and escape leaving no trace. It is said the general is never content with just one lock so you will have to be of quick wit and nimble fingers.

## **Trial Block II — Midday Trials (1:00 PM – 3:00 PM)**

### **The Olive Pit**

A brutal test of endurance and combat skill. Squads face escalating waves of enemies, from monstrous hordes to a final Titan. Victory is measured by survival, speed, and strength, as only the most capable will endure through all rounds.

### **Caravan Escort**

Precious cargo is on the road! Will your squad choose to guard the caravan on its journey to a safe delivery? Or will your squad choose to steal it for the thieves? The choice is your's! Guards will focus on defensive and mobilization strategies to consistently gain ground as they escort the caravan to its destination. Thieves will use their stealth and trickery to snatch sacks in creative ways and deposit them into the thieves' stronghold. The group with the most sacks at the end will be the victor.

### **Archives Bounty Hunter**

A dangerous fugitive roams free. Multiple squads hunt a single target, competing to track, defeat, and return proof of their kill. Alliances may form—or shatter—as only the fastest and most ruthless will claim the highest reward.

### **The Trial Chamber**

A test of wit and strategy, you will be infiltrating a famous general's tent and have only minutes to complete your mission and escape. Our spies were caught trying to pass off our false information. Their fake correspondence now lies waiting for the general to read. Worse still, the real information from the front lines arrived shortly after. The general is extremely untrusting, only his most trusted know their way around his quarters. You must break in, quickly find both scrolls, swap them, and escape leaving no trace. It is said the general is never content with just one lock so you will have to be of quick wit and nimble fingers.

## **All-Trial Block — Afternoon (3:00 PM – 4:00 PM)**

### **The All Trial**

A test of unity over strength. Squads must work together through a series of non-combat challenges—blind navigation, construction tasks, coordinated movement, and communication trials. Success depends not on individual skill, but on trust, clarity, and teamwork.

## **Trial Block III — Night Trials (6:00 PM – 8:00 PM)**

### **The Night Hunt**

Darkness falls, and lost knowledge must be reclaimed. Squads race to recover scattered scrolls while evading an unstoppable Titan and competing teams. Victory belongs to those who gather the most before time runs out.

### **Scavenger Hunt**

The Feast Eternal is hosting a scavenger hunt, where each squad must find the stolen items, and see them returned to the Priestesses of the Hunger. Brains, Brawn, and Negotiation skills are going to be important for this hunt, and a reward is to be had for the fastest squad.

### **The Weight of Ambition**

A reflective trial of mind and purpose guided by the Veiled Path. Squads will face riddles, symbolic tasks, and ritual actions that test how well they understand ambition; both its strength and its dangers. Success comes not from speed alone, but from insight.

### **The Trial Chamber**

A test of wit and strategy, you will be infiltrating a famous general's tent and have only minutes to complete your mission and escape. Our spies were caught trying to pass off our false information. Their fake correspondence now lies waiting for the general to read. Worse still, the real information from the front lines arrived shortly after. The general is extremely untrusting, only his most trusted know their way around his quarters. You must break in, quickly find both scrolls, swap them, and escape leaving no trace. It is said the general is never content with just one lock so you will have to be of quick wit and nimble fingers.

## **Archives Quest — (All Day)**

### **The Lost Cipher**

A message from the past has resurfaced, written in an ancient leaf-script long forgotten. Adventurers must seek out the scattered knowledge of Caernos' devoted followers, gathering fragments of a lost cipher through conversation and roleplay. Only by reconstructing this sacred language can the hidden message be revealed, one that may hold insight into the growing shadow of the Mage King.

## **Sigils**

At Registration at **The Ledger**, each participant will select and receive one **physical Sigil Card** for the weekend. You may only choose **one Sigil**.

- Even if you belong to multiple Guilds, you may only carry and use one Sigil for The Trials.
- Your Sigil will be represented by a physical card. You must keep this card with you.
- Details and rules for how to use your Sigil will be printed directly on the card.

## Sigil Categories

Sigils fall into three types:

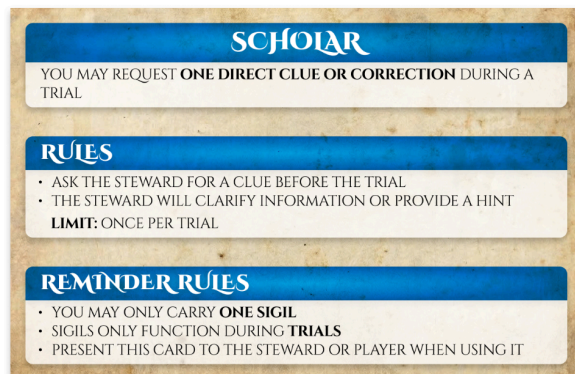
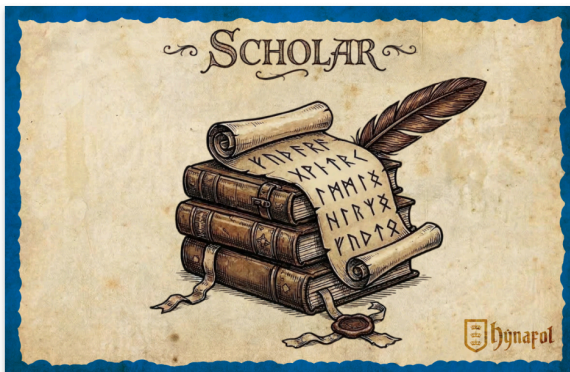
### Starter Sigils (Open to All)

These may be selected by **any** participant.

- **Warrior**– Gain +1 armor during Trials, allowing you to withstand one additional hit.



- **Scholar** – Request one direct clue or correction during a Trial to clarify information.



- **Politician** – Attempt to negotiate one hostile interaction into neutrality or secure an improved reward outcome.



- **Merchant** – Purchase potions from the Archives at half price before Trial periods.



**MERCHANT**

YOU MAY PURCHASE POTIONS FROM THE ARCHIVES ALCHEMICAL STORE AT HALF PRICE  
 POTIONS PURCHASED WITH THIS SIGIL MAY ONLY BE USED BY YOU OR MEMBERS OF YOUR SQUAD

**RULES**

- POTIONS MAY **NOT** BE PURCHASED FOR OTHER SQUADS
- POTIONS MAY **NOT** BE RESOLD OR TRADED
- ONLY USABLE BY **YOUR REGISTERED SQUAD**

**LIMIT:** UP TO 5 POTIONS PER TRIAL BLOCK

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

**MERCHANT  
 POTION PURCHASE  
 CARD**

**TO USE**

- THIS CARD **MUST** BE PRESENTED WITH YOUR MERCHANT SIGIL CARD
- THE ARCHIVES ALCHEMIST TELLER **MUST** SIGN ON THE BACK OF THIS CARD TO CONFIRM POTION PURCHASES FOR EACH TRIAL BLOCK

Hynapol

**TRIAL #1**

SIGN HERE

**TRIAL #2**

SIGN HERE

**ALL TRIAL**

SIGN HERE

**TRIAL #3**

SIGN HERE

- **Malefactor** – Once per activation, reduce another squad’s score during a Trial.



**MALEFACTOR**

SABOTAGE ANOTHER SQUAD

**RULES**

- CHOOSE ANOTHER SQUAD DURING A TRIAL
- THEIR SCORE IS REDUCED
- THE STEWARD DETERMINES THE AMOUNT

**LIMIT:** ONCE PER TRIAL BLOCK (4 MAX)

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

**MALEFACTOR SIGNATURE CARD**

**TO USE**

- THIS CARD **MUST** BE PRESENTED WITH YOUR MALEFACTOR SIGIL CARD
- A STEWARD **MUST** SIGN THE BACK OF THIS CARD TO CONFIRM THE USE OF THIS ABILITY

Hynapal

**STEWARD #1**

SIGN HERE

**STEWARD #2**

SIGN HERE

**STEWARD #3**

SIGN HERE

**STEWARD #4**

SIGN HERE

## Guild Sigils (Must Be a Guild Member)

You must be an active Guild member to select one of these Sigils. Guilds may be joined Friday night during Guild Introductions.

- **Alchemist** – Automatically succeed when crafting a potion during a Trial.



**ALCHEMIST**

YOU MAY REQUEST **ONE CLUE OR GUIDANCE** FOR PUZZLES INVOLVING:

- POTIONS
- RECIPES
- CRAFTING
- LOGICAL COMBINATIONS

THE STEWARD WILL PROVIDE A HINT RELATED TO THE SOLUTION

**RULES**

- ONLY VALID FOR **ALCHEMICAL OR LOGIC-STYLE CHALLENGES**
- PRESENT THIS CARD TO THE STEWARD WHEN USED

**LIMIT:** ONCE PER TRIAL

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

- **Thief** – Instantly bypass one lock, trap, or code, or uncover a hidden clue.



**THIEF**

- USE THIS SIGIL TO BYPASS ONE OBSTACLE DURING A TRIAL

**IF THE OBSTACLE IS:**

- **A PHYSICAL LOCK:** YOU RECEIVE THE **PASSCODE TO ONE LOCK**
- **A PUZZLE:** YOU RECEIVE **ONE HINT** TOWARD THE SOLUTION
- **A TRAP:** YOU LEARN THE **LOCATION AND TRIGGER** OF THE TRAP (NOT HOW TO DISARM IT)

**RULES**

- PRESENT THIS CARD TO THE STEWARD **BEFORE TRIAL START**
- LIMIT:** ONCE PER TRIAL

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

- **Guardian** – If wearing your Guild tabard, you may respawn at the starting point of a Trial after 10 seconds.



**GUARDIAN**

IF WEARING YOUR GUARDIAN'S TABARD, RESPAWN FASTER DURING TRIALS

**RULES**

- WHEN DEAD, **WALK SLOWLY** TO THE STARTING POINT
- COUNT **10 SECONDS**
- YOU MAY REENTER THE TRIAL

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

- **Bard** – Grant your squad one additional attempt at a challenge or receive a bonus hint.



**BARD**

YOUR TALENT INSPIRES A SECOND CHANCE. YOU MAY EITHER:

<p><b>ATTEMPT THE TRIAL AGAIN.</b> IF THERE IS AN <b>OPEN SLOT</b>, YOUR SQUAD MAY TAKE IT TO RETRY THE TRIAL.</p>	OR	<p><b>RECEIVE A BONUS HINT</b> IF THE TRIAL IS <b>FULL</b>. THE STEWARD WILL PROVIDE <b>ONE HINT</b> TO HELP YOUR SQUAD.</p>
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**RULES**

SHOW THIS CARD:

- **BEFORE THE TRIAL** TO RECEIVE A HINT
- **AFTER THE TRIAL** TO REQUEST A RETRY IF A SLOT IS AVAILABLE
- LIMIT:** ONCE PER TRIAL

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

- **Assassin** – Before an activation begins, remove one player from an opposing squad for that Trial. (One player, one squad, once per activation.)



**ASSASSIN**

BEFORE A TRIAL BEGINS, YOU MAY ASSASSINATE ONE PLAYER FROM ANY SQUAD THAT PLAYER CANNOT PARTICIPATE IN THAT TRIAL

**RULES**

TO PERFORM AN ASSASSINATION:

1. APPROACH THE TARGET **USING STEALTH**
2. TOUCH THEM WITH A **SAFE DAGGER PROP**
3. SAY CLEARLY: **"ASSASSINATED"**

GIVE THEM THE **ASSASSINATED SLIP**

**LIMIT:** ONCE PER TRIAL BLOCK (4 MAX)

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT



**ASSASSIN'S TEAR SLIPS CARD**

**TO USE**

- THIS CARD **MUST** BE PRESENTED WITH YOUR ASSASSIN'S SIGIL CARD. TEAR SLIPS ARE ON THE BACK OF THIS CARD.

YOU HAVE BEEN ASSASSINATED! REPORT TO THE ARCHIVES IMMEDIATELY. YOU WILL RECEIVE A DEATH TRIAL QUEST.	YOU HAVE BEEN ASSASSINATED! REPORT TO THE ARCHIVES IMMEDIATELY. YOU WILL RECEIVE A DEATH TRIAL QUEST.	YOU HAVE BEEN ASSASSINATED! REPORT TO THE ARCHIVES IMMEDIATELY. YOU WILL RECEIVE A DEATH TRIAL QUEST.	YOU HAVE BEEN ASSASSINATED! REPORT TO THE ARCHIVES IMMEDIATELY. YOU WILL RECEIVE A DEATH TRIAL QUEST.
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### Restricted Guild Sigils (Pre-Existing Members Only)

These may only be selected by officially registered members. They cannot be joined during the event.

- **Priest** – Use healing abilities during Trials.



**PRIEST**

YOU MAY PERFORM **HEALING ABILITIES DURING TRIALS**

**RULES**

- RULES FOLLOW THE **STANDARD HYNAFOL PRIEST HEALING RULES**
- SHOW THE TRIAL STEWARD BEFORE THE TRIAL THIS CARD AND YOUR HEALING SCROLL OR ARTIFACT

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

- **Mage** – Add a magical bonus to a Trial's outcome (such as reducing time in a timed Trial or adding points in a scored Trial).



**MAGE**

ADD MAGICAL POWER TO THE TRIAL OUTCOME

EXAMPLES:

- **REDUCE TIME** IN A TIMED TRIAL
- **GAIN ADDITIONAL POINTS**

**RULES**

- SHOW THIS CARD TO THE STEWARD
- THE STEWARD DETERMINES THE MAGICAL EFFECT

**LIMIT:** ONCE PER TRIAL

**REMINDER RULES**

- YOU MAY ONLY CARRY **ONE SIGIL**
- SIGILS ONLY FUNCTION DURING **TRIALS**
- PRESENT THIS CARD TO THE STEWARD OR PLAYER WHEN USING IT

Choose carefully.