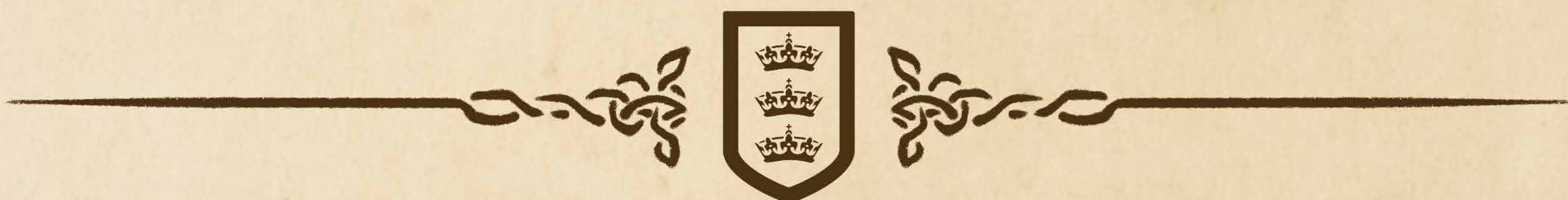




Hosted by The Aureate
in Laureatus



A Welcome to Laureatus

Denizens, friends, and honored guests,

You are invited to walk the marble avenues of Laureatus, the radiant capital of Auri Laurenta, jewel of Castellum Island. From her shining domes and gilded halls, the Aureate calls forth guilds, nobles, and travelers alike to witness a moment that will shape the Known World.

On this night, not only shall the first Courtly Night be held, but a new Monarch shall be crowned within the halls of our newly raised Palace. With solemn oath and ceremony. A new chapter for Auri Laurenta shall begin. The streets will stir with trade, laughter, and song. Within the Palace, voices shall rise in debate, artistry shall win the favor of nobles, and the titles of the Carta shall be revealed for all to hear. Yet beyond splendor and politics lies the deeper purpose: to stand together as witnesses at the birth of a kingdom.

So come, not only to watch, but to take part. Let your presence mark the day, let your voice shape the night, and let your memory hold fast to the dawn of a reign that begins here, in Laureatus.

On this night the roads of the Known World converge within our walls. Guild leaders, treasurers, high priests, and denizens shall gather to speak their wills, settle their disputes, and prepare for the trials and triumphs of this year's Grand Gathering.

The Forum Mercatorum, our grand marketplace, shall open its arcades to merchants from every corner of the realms. Let nobles haggle, artisans boast, and coin pass hand to hand as the square brims with voices and color.

Within the hall itself, the voices of art shall rise. The Bard Showcase welcomes singers, poets, and storytellers who dare to outshine their fellows. Let your words carry to noble ears, for it is here that reputations are forged and patronage secured.

At the great map, war itself is given form. Battle Lords stand ready to record skirmishes concluded and new ones kindled. Some battles are better waged with ink and seal than with blood and steel, and so councils shall meet to bind their agreements.

Judges will walk among you, cloaked in neutrality. When disputes run hot and words will not yield, they shall hold open court, grant each voice its measure of time, and deliver final judgment before all.

Tonight the Carta's new feudal titles shall also be revealed. With the aid of our Title Stewards, lands and holdings will be properly allotted, and among you shall rise new Lords, Ladies, Barons, Baronesses, Counts, Countesses, Princes, and Princesses.

The Guards of the Mist will watch the gates. No blade greater may cross the threshold, and those caught in defiance shall pay their fine in Towers. However, a well concealed dagger may just pass their gazes unnoticed, attempt if you dare. Yet a whispered word: rumors are the coin these guards most cherish, and many copper pieces await those bold enough to bring them truths...or lies. Beware also the thieves and cutpurses who stalk the crowd, for treasures of kingdoms are on display and light fingers move quickly in the press of court.

For those newly come to our world, or simply in need of a guiding hand, Concierges stand ready to guide you. They will place you before guild, religious, and vocation Heralds so you may learn, join, and thrive. But take heed: new denizens are often the first tested by danger, keep a dagger close, though well-hidden.

The night begins with the Opening of the Archives, where the great and powerful will be announced before the assembled court, and it shall close with proclamations of newly claimed titles and the words of your highest nobles. Thus shall the first Courtly Night set its seal upon history.

So come, not only to watch, but to take part. Let your presence mark the day, let your voice shape the night, and let your memory hold fast to the dawn of a reign that begins here, in Laureatus.

Raise your banners, ready your toasts, and step boldly through the gates, for history awaits within the Palace of Auri Laurenta

— By Decree of the Aureate, in the Capital of Laureatus



Registration

How to Register:

- All participants must be 18 years of age or older to register.
- Registration is done on the Hynafol website and can be found here:
◊ <https://hynafol.com/courtly-night-september/#>
- The deadline for registration is September 13th 2025.

Event Costs & Packages

- ◊ General Admission: \$127 + Taxes & Fees

Event Location

This event will be held at Dunvegan Keep

Address: 12504 Black Mesa Cove, Austin, TX 78739

Host: This event is hosted by Taylor Ann Tracy, should you have any issues or questions on the day of the event please contact them at this number: 907-947-0066

Amenities

Overview: This event takes place in central Austin, at an event rental facility. Bathrooms, A/C, and some seating and tables will be provided.

Smoking is only permitted outdoors. **Please, do not smoke inside.**

Swimming in the pool is at your own risk, there will be no lifeguard or medic on duty.

Meal & Beverage Services Information

- ◊ Hors D'oeuvres & Charcuterie
- ◊ A cash bar will be on site serving alcoholic and non-alcoholic beverages for purchase.

Joining a Side

This event is unlike a normal Expedition at Hynafol. There will not be battles or combat scenarios. Though, you may still want to stay close with your allies.... The political and social landscape is the battlefield of this expedition. Attendees are encouraged to attend with their guild, or join one if they have not yet!



How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com

Tickets & logistics: info@hynafol.com

Logistics: Logistics@hynafol.com

Volunteers: Volunteers@hynafol.com

Telephone: 206.395.6368

Website: www.hynafol.com

Safety

Everyone in attendance of Hynafol events shares in the responsibility to keep others safe and secure. All attendees are expected to follow the entire Hynafol code of conduct which can be read here: <https://hynafol.com/terms-conditions/>

Physical violence of any kind is forbidden and will be met with immediate consequences and likely permanent expulsion from any and all future Hynafol events.

Scope of the Event

Scope: Courtly Night is a roleplay-focused event at Hynafol designed for the denizens of the Known World to engage in politics, intrigue, and Carta Arcanum actions. Unlike the battlefield expeditions, this gathering centers on titles, negotiations, alliances, and the weaving of stories that will shape the Grand Gathering to come.

Throughout the evening, participants will take part in activities such as:

Political Resolutions – reorganizing lands and buildings, settling uneven skirmishes, and establishing new titles.

War Councils – declaring and scheduling future skirmishes to be fought at the Grand Gathering.

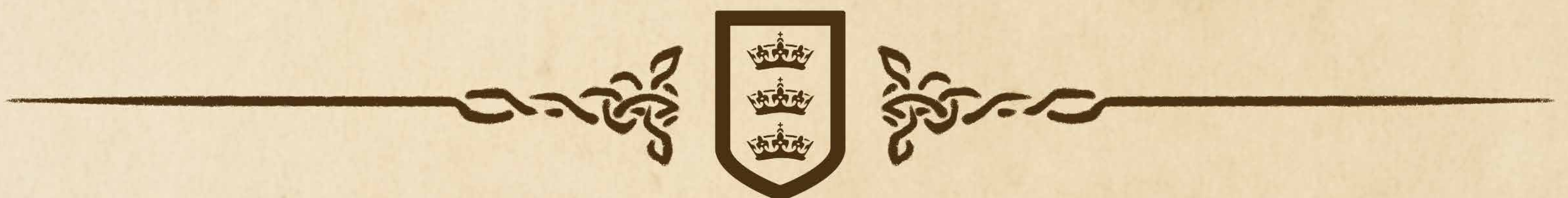
Guild & Religion Panels – kingdoms and faiths holding open courts for questions, grievances, and recruitment.

Vocation Tables – opportunities for new players to learn vocations and begin their paths.

The Bard Showcase & Merchant Bazaar – spaces for performance, trade, and in-character immersion.

Courtly Games – rumor mongering, cut purse challenges, and thieves targeting artifacts of the kingdoms.

This Courtly Night is designed for all denizens of Hynafol, whether veteran or new. The focus is on roleplay engagement, political maneuvering, and community-building, with rewards given for participation in Carta progression, showcases, games, and the claiming of titles.



Schedule:

Feast of the Nobles - 7PM

- ♦ Enjoy light appetizers and snacks throughout the evening.

Grand Welcome Procession - 7:30PM

- ♦ Join us as we kick off the evening with a majestic procession of Nobles and Important Figures, setting the tone for a night of medieval splendor.

The Coronation - 8:15PM

- ♦ The Coronation in Laureatus will see the Monarch crowned, the throne claimed, and all denizens invited to witness the founding of Auri Laurenta.

Political Resolution & Carta Progression - 8:00PM - 12AM

- ♦ The Carta is changing... and so must your tactics, strategy and land holders. Secure your votes and make history.

Bard Showcase - 8:30PM - 11:30PM

- ♦ Calling all Bards and performers! This is your chance to shine for all Hynafol Courtesans! Perform for coin, win favor and maybe find a patron!

Conflict Adjudication & Disputes - 8PM - 12AM

- ♦ Settle minor disputes, spark new rivalries, and plan skirmishes for the Grand Gathering.

Courtly Games & Social Play - 8PM - 12AM

- ♦ Rumor trading, stealthy cutpurses, assassin games, bard performances, and a bustling bazaar.

Closing Ceremony and Farewell - 1AM

- ♦ Gather for a heartfelt farewell as we conclude our courtly adventure, leaving with memories to cherish.

Arrival Procedures

Arrival on the day of the event:

All participants should be preregistered for the event to ensure full participation of the event.

Day of registration will begin at 7:00p.m. Please have your photo ID ready. Preregistered participants will be given a priority line to verify their identity and receive their wristband and receive Citizen cards and payment for the event. The event will begin promptly at 7:30 p.m.

Registration on the day of will be processed at the normal price. Credit/debit cards and cash will be accepted. No checks.

Parking:

All parking is street parking. The event location is located in a residential neighborhood in an urban area that is used to events being held at the location that have much higher attendance than this Courtly Night will have. Please carpool or use rideshare services if possible.

Dress Code & Decorum

This is a medieval event! Medieval attire is required to enter the Courtly Night. Dress your best attire for a political evening. Unless you don't have anything fancy, then just come as your medieval self.

Leave your modern conveniences behind: no phones, cameras or modern implements. Live in the medieval world for an evening and live in the moment.



Rewards

Welcome Pay

❖ All participants at The Courtly Night shall receive one Piece and one Citizen card for their efforts.

Skirmish Settlements

If an uneven skirmish is resolved politically through roleplay and both sides come to an agreement:

- ❖ Each side will receive 1 Renown Point.
- ❖ The winning side will receive a total of 2 Renown Points.
- ❖ Both sides will also be awarded a new Carta Arcanum Unit Card.

Guild leaders will receive an email from GM@hynafol.com if they have uneven skirmishes that can be settled in this way along with more details.

Hosting Rewards

The hosting guild of Courtly Night will be awarded Renown Points for their service in hosting the event, as well as new Carta Arcanum Unit Cards.

Public Trials & Judges

When disputes are brought before a Judge in a public trial, both sides who participate in the spectacle may receive a new Carta Arcanum Unit Card in recognition of their roleplay and political engagement.

Bard Showcase

Participants in the Bard Showcase shall receive coin based on their Bard vocation level (Player, Performer, Idol).

If you are not in the Bard vocation yet you will be compensated as well at an amount equal to your act.

Titles

Any titled players who secure recognition during Courtly Night will receive immediate recognition in the Archives books and systems, cementing their position in the feudal hierarchy of Hynafol.

Thieves

- ❖ The top three Cut Purse thieves (by pins stolen) will receive rewards.
- ❖ Any thief who successfully steals one of the four important kingdom items will receive payment in coin for their efforts.

Merchants

Merchants are responsible for tracking their own sales and earnings during the Bazaar and turning in a receipt to the Archives.

- ❖ The top three merchants (by value of items sold) will each receive a special new Carta Arcanum Unit Card in recognition of their success.



The Coronation

The Coronation will take place within the great hall of the new Palace in Laureatus, seat of Auri Laurenta. During the ceremony, the Monarch will swear their oaths before all gathered, the throne will be formally claimed, and the crown of Auri Laurenta will be set upon its bearer.

This marks the founding moment of the kingdom. Denizens, nobles, and guilds alike are invited to witness the rite and stand as part of history in the making.

After the ceremony, denizens and guests are welcome to approach the newly crowned sovereign for matters of kingdom inquiry.

Figures of Influence

Courtly Night would not be complete without those who keep the court moving, the voices who guide, record, and enforce the will of the Denizens upon the Carta. These Figures of Influence hold no throne of their own, yet their presence shapes the entire night.

Concierges

The living guides of the evening. They know who is who in Hynafol and where to find them. A Concierge may lead you to a guild, religion, or vocation Herald. They are the first stop for new denizens, and the best friends of anyone who wishes to make quick connections.

Guards of the Mist / Rumor Mongers

They stand watch at the gates of the Grand Hall, searching for concealed steel. Any weapon larger than a dagger will not pass, and even daggers, if spied, may cost you a Tower in fines. Yet these guards are not just enforcers, they are the whisperers of Courtly Night. They spread rumors, reward those who return with answers, and trade in copper as much as they do in law.

Title Stewards

The scribes and record-keepers of the night. With the Carta's new feudal titles unveiled, these Stewards move among the guilds and kingdoms to oversee the reallocation of lands and buildings, and to confirm all recognition forms for those claiming noble ranks.

High Judges

The arbiters of last resort. When politics grow too hot and no compromise can be found, the Judges are called. Before the gathered court, they hear both sides, then they deliver a ruling that is final and binding. Their court is always public, their word absolute.

The Battle Lord

Keeper of the map of the Known World and overseer of war councils. With ink, parchment, and witness, the Battle Lord helps kingdoms and guilds set new skirmishes to be fought at the Grand Gathering. They also record the settlements of imbalanced conflicts, ensuring that war in Hynafol remains both fair and storied.

OOO Note:

These are cast roles, filled by players who volunteer to step into them for the evening. If you are interested in being considered for one of these Figures of Influence, please sign up here:

♦ <https://forms.gle/GHByTsQTHBdkPELv5>



The Archives Opening Ceremony

The night begins with the Opening of the Archives. All denizens are welcomed back after the summer respite, gathered together beneath the golden dome of Laureatus.

An Emcee of the Court will frame the evening, declaring Courtly Night to be a time of politics, titles, and intrigue in preparation for the coming Grand Gathering.

What You Will See

Introduction of the Influential:

- ♦ The names of attending guild leaders, kingdom representatives, and high priests will be read aloud so that all may know who stands among them.

Introduction of the Figures of Influence:

- ♦ **Concierges** – Seek them if you need guidance or introductions.
- ♦ **Guards / Rumor Mongers** – The court's whispers never rest; they keep order at the hall's doors and pay for truths (or clever lies).
- ♦ **Title Stewards** – They will aid with lands, buildings, and the claiming of feudal titles.
- ♦ **High Judges** – When disputes cannot be settled, they preside in public and deliver final judgment.
- ♦ **Battle Lord** – Keeper of war councils; records settlements of uneven skirmishes and sets new battles for the Grand Gathering.

The Night Ahead

The Emcee will outline the opportunities before you:

- ♦ **Land & Building Reorganization** – Maps and packets will be distributed to guilds.
- ♦ **Title Recognition** – Nobles must gather recognition and signatures before night's end.
- ♦ **Skirmish Settlements** – Imbalanced battles will be resolved politically.
- ♦ **Courtly Opportunities** – Guild & religion panels, vocation tables, the Merchant Bazaar, and the Bard Showcase all await.

A Word of Order

All paperwork, recognition forms, and negotiations must be submitted by 11:30 PM to the Archives, before the Closing Ceremony begins.



The Political Affairs of Courtly Night

Laureatus does not shine in gold alone; it gleams in order, in record, and in the power of words spoken in the public eye. On this night, the Carta itself advances, and those with ambition will find many chances to shape the future.

First, the matter of lands and buildings. Each guild shall be given its maps and its ledgers, showing clearly what it claims and who among its members holds it. This evening these holdings may be reshaped freely, and those guilds that fully reassign all their lands and buildings and titles will receive a special reward for their exemplary organization. Deeds may be reassigned, buildings traded, names written anew. By the eleventh bell of the night, however, all such changes must be set in stone, with the Title Stewards walking the court to record each line faithfully for the Archives.

Then comes the claiming of titles. With the Carta's new feudal measures in place, noble ranks are no longer vague whispers but formal stations. Lords, Barons, Counts, even Princes may now rise in truth, so long as they have the lands, the buildings, and the recognition of their peers. Those who seek to wear such honors must gather the signatures and recognition required, and present them to the Stewards who keep the books. Once accepted, the new title is entered immediately into the Archives.

Not all war is worth the blood it costs. Some skirmishes are so unbalanced that no battlefield could call them fair. These conflicts may instead be resolved politically, in the light of the court. Sides may meet, concede, bargain, or declare victory by mutual agreement. To those who manage such settlements, the Carta offers reward: each side gains renown, the victor more so, and both parties receive new unit cards for their armies. It is a victory of ink and willpower rather than sword, but no less binding.

Yet not all battles may be so easily ended. For new conflicts, and those still unresolved, the Battle Lord shall preside at the great map. There, kingdoms, guilds, and religions may hold their war councils. With resources and cards laid upon the table, new skirmishes will be declared, their fates sealed to be fought at the Grand Gathering. Those councils that craft battles of balance and narrative will be remembered most of all, for they strengthen the tapestry of Hynafol itself.

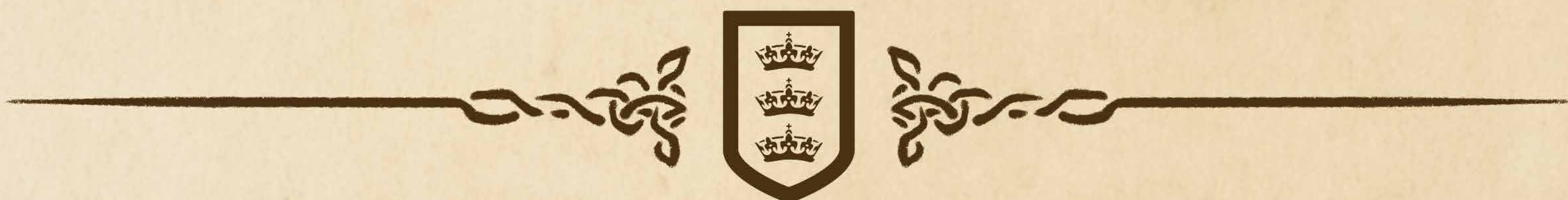
Please Note:

Courtly Night is the one event where you can create skirmishes all in one place. This is your chance to politic with fellow guilds and invent reasons to fight:

- ♦ Coin you both put into a pot, resources staked against each other, military units clashing with military units.
- ♦ Disputes over deeds of ships, caravans, lands, or anything else you can roleplay into conflict.
- ♦ The scenarios can be roleplay-driven, resource-driven, or pure story hooks, so long as both sides agree.

A large part of Hynafol is the battles, and we need you, the denizens, to want to fight each other for the fun of it. Be it a fake stolen horse or a pot of coin everyone wants to win, the point is to make skirmishes that are enjoyable and meaningful.

Every skirmish contributes Renown Points, which are essential for domain actions, so even losing brings value to your guild. Use Courtly Night to set yourself and others up for success: fair fights, exciting conflicts, and epic stories to be played out at the Grand Gathering.



How to Acquire Titles

The Carta Arcanum now recognizes a new feudal order, and Courtly Night is the first time these titles may be formally claimed. For those who hold lands, buildings, and the recognition of their peers, the path to nobility lies open.

Lords & Ladies

The first rung of nobility is also the most straightforward: if you personally own six buildings within the lands of a **single** guild or kingdom, you may claim the title of Lord or Lady. From there, you may offer your support to those above you, lending your voice to strengthen their claim to higher titles.

The Monarch & Their Court

At the height of each kingdom stands the Monarch. A Monarch must ensure their claim is legitimate by securing the proper support and appointing members to their court. While they may appoint more than the minimum required, they must at least fill the required positions in order to maintain their crown. The strength of a kingdom rests not only on its ruler, but on the court they surround themselves with.

Lands & Deeds

From this day forward, settled lands belong to individuals, **not guilds or kingdoms**. Each deed must be held by a named person, not a collective. The double citizen cost once required for individuals to hold land is no longer in effect.

Requirements & Recognition

The requirements listed for each title are the minimum necessary. You may gather more lands, more recognition, or more signatures than required, but never less. The more support you can command, the stronger your position in the feudal chain.

One Title, One Claim

Each person may only hold one feudal title. Holding a higher title does not grant you the lower ones beneath it. A Count is not also a Lord, a Prince is not also a Count. Titles are singular, and each represents a distinct station in the order of Hynafol.



Titles of the Known World

The Known World recognizes numerous tiers of nobility, prestige, and renown. Titles serve both as mechanical status and as powerful tools of roleplay. There are three types of titles in the game:

- ♦ **Feudal Titles:** Earned through land, buildings, and peer recognition. No cost, but requires social engagement.
- ♦ **Prestige Titles:** Optional titles that represent accomplishments, wealth, or unique roles. These may require payment, resource investment, or significant actions.
- ♦ **Chivalric Titles:** Granted by monarchs through formal ceremony. These include the ranks of Squire, Knight, and Knight of the Round Table, and require both social approval and ceremonial participation.

All recognized titles are tracked at the Archives and may be added to the Title Registry. Players who earn titles may display them in-character.

Feudal Titles

These titles are earned by land ownership, building progress, and gathering noble support.

To claim one of these titles, individuals must:

- ♦ Meet the listed land and building requirements.
- ♦ Acquire a Title Claim Form from the Archives.
- ♦ Collect physical signatures from required peers who already hold the appropriate titles.
- ♦ Submit the completed form to the Archives for validation.

Feudal Recognition Rules

Noble Titles are not simply earned through conquest or construction, they are upheld by public recognition, loyalty, and the bonds of vassalage. Every noble title above Lord/Lady requires affirmation from peers, and that recognition forms a chain of loyalty. Titles without a solid chain may be revoked.

The Chain of Loyalty

You may only lend your recognition to **one** noble peer above you.

You are considered part of their noble court and swear your loyalty through them.

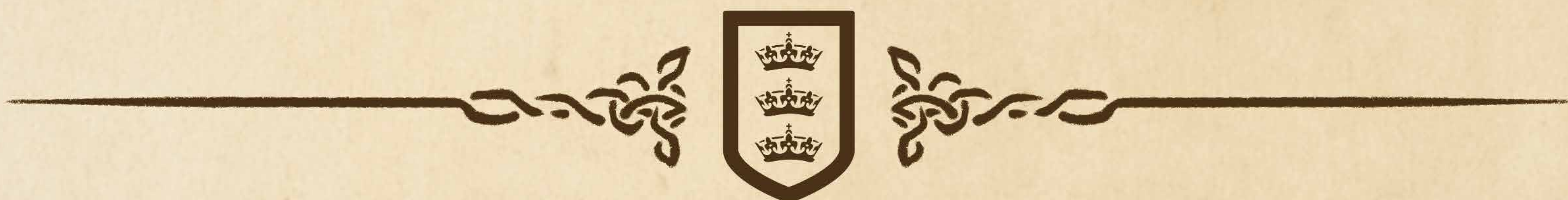
Your loyalty flows upward.

If you are a Count who recognizes a Baroness, then you are inherently loyal to whoever she recognizes, be it a Duke, Prince, or Monarch.

You cannot split allegiance by recognizing a different Duke or Monarch unless you first formally withdraw recognition from your Baroness.

This is not to restrict power, but to define clear lines of political allegiance.

You may have many nobles beneath you (as a Duke with several Counts, for example), but you may only serve one noble directly above you at a time.



Titles of the Known World

Changing Recognition

Recognition may only be given, changed, or revoked at the official gatherings:

- ♦ Courtly Night
- ♦ The Grand Gathering

If a noble loses enough support and drops below their required peer count, their title is revoked at the conclusion of the event.

Political Power Cascades

High-ranking nobles (Dukes, Princes, Monarchs) may have an entire hierarchy beneath them, including Lords, Counts, Barons, and other Dukes.

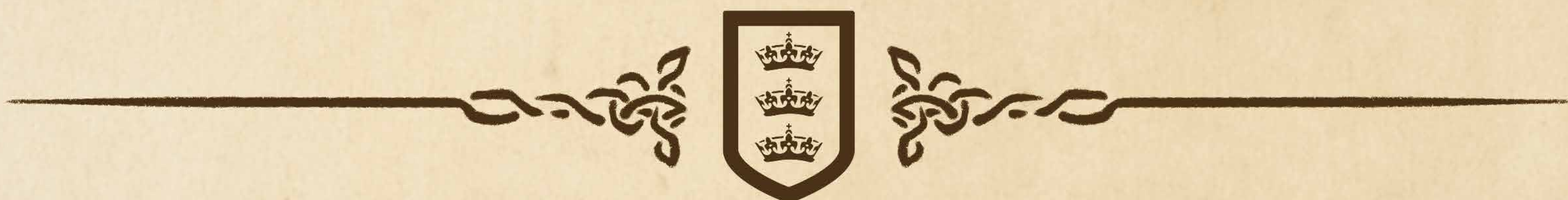
If a high noble changes their allegiance, they may drag their entire court with them. This could:

- ♦ Cause massive shifts in land ownership
- ♦ Trigger civil unrest among their vassals
- ♦ Or even lead to open war if their exit is not handled diplomatically

While a Monarch may appoint as many nobles as they wish (if land and building requirements are met), those nobles and their vassals become part of that kingdom's political body, until such time as they formally break ties.

Feudal Titles

Title	Requirements
Lord / Lady	Own 6 buildings within a single guild or kingdom's land.
Count / Countess	Own 1 settled hex. Gain recognition from a Baron or greater peer, or 2 Lords/Ladies.
Baron / Baroness	Own 3 settled hexes. Gain recognition from a Duke/Duchess or greater peer, or 2 Count/Countess.
Duke / Duchess	Own 5 settled hexes. Own a Noble Keep. Gain recognition from a Prince/Princess or greater peer or 2 Baron/Baroness
Prince / Princess	Own 7 settled hexes. Own a Castle or Noble Keep. Gain recognition from a Monarch or 2 Dukes/Duchess.
King / Queen / Monarch	Own 1 settled hex. Own a Palace or Castle. Gain recognition from 1 Prince/Princess or 2 Dukes/Duchess or 4 Barons/Baroness or 14 Counts/Countess.



Titles of the Known World

Prestige Titles

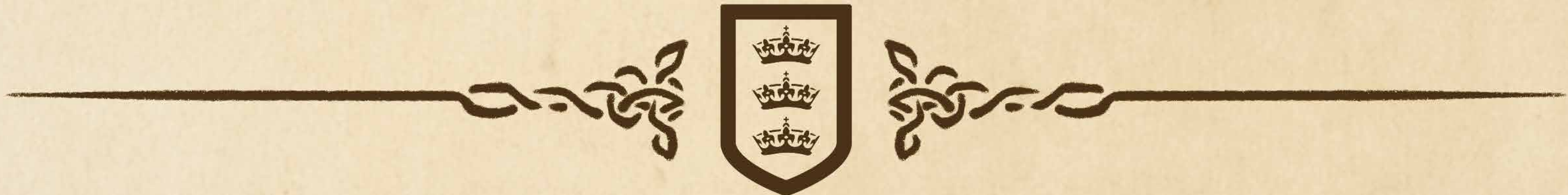
Prestige Titles represent notoriety, public feats, personal renown, or legendary acts. These do not interfere with noble ranks and may be held alongside a feudal title. These are tracked in the Archives and may be announced publicly.

Each Prestige Title has a unique cost in resources and currency. These costs reflect the ceremonial, political, or infrastructural expenses needed to recognize the accomplishment and inscribe it into the Archive Records.

These resource costs ensure prestige is hard-won and well-earned. All costs must be paid at the time of registration with the Archives along with physical proof of completing the requirements. (For example: Receipts, Physical Deeds, Physical list for us to double check in records, ect)

Commerce & Civic Titles

Title	Requirement	Cost
Lord of Commerce	Own 10+ Shops and 2+ Emporiums.	8 Crowns, 4 Rarities, 6 Livestock
Master of Coin	Hold 100+ Crowns in Carta Arcanum Bank.	10 Crowns, 5 Rarities
Civic Patron	Fund another guild’s building with 50+ resources.	5 Crowns, 5 Stone, 5 Lumber
Keeper of the Bazaars	Own 3+ functioning Bazaars.	6 Crowns, 3 Rarities, 6 Crops
Dean of Knowledge	Own 1+ University.	8 Crowns, 3 Piety, 3 Rarities
Botanica Arcanum	Own 3+ Botanical Gardens.	6 Crowns, 4 Rarities, 4 Crops
Architect of the Realm	Construct 10 unique buildings across 3 or more settlements.	10 Crowns, 6 Stone, 6 Lumber
Innkeeper Supreme	Own 3+ Inns.	5 Crowns, 3 Livestock, 2 Rarities
Estate Lord	Own 6+ Farms and 3+ Estates.	6 Crowns, 4 Livestock, 4 Crops
Industrial Magnate	Own 6+ Mines and 3+ Blacksmiths.	6 Crowns, 4 Metal, 4 Stone
Keeper of the Faith	Own 6+ Shrines and 3+ Temples.	6 Crowns, 4 Piety, 4 Rarities
Orchardmaster	Own 6+ Orchards and 3+ Lumber Mills.	6 Crowns, 4 Crops, 4 Wood
Stonewright Supreme	Own 6+ Quarries and 3+ Masonry	6 Crowns, 4 Stone, 4 Wood
Master of the Herd	Own 6+ Stables and 3+ Butchers	6 Crowns, 4 Livestock, 4 Crops
Tanner’s Crown	Own 6+ Camps and 3+ Tanners	6 Crowns, 4 Furs, 4 Livestock
Voice of the Market	Own 6+ Markets and 3+ Theaters	6 Crowns, 4 Rarities, 4 Furs
Marshal of Sheildwalls	Own 6+ Walls and 3+ Garrison Buildings	6 Crowns, 4 Armies, 4 Metal



Titles of the Known World

Prestige Titles Commerce & Civic Titles

Title	Requirement	Cost
Voice of the Market	Own 6+ Markets and 3+ Theaters	6 Crowns, 4 Rarities, 4 Furs
Marshal of Sheildwalls	Own 6+ Walls and 3+ Garrison Buildings	6 Crowns, 4 Armies, 4 Metal

Military Titles

Title	Requirement	Cost
Master of War	Win 3 offensive skirmishes as the general of your side in one year.	7 Crowns, 3 Metal, 3 Fyrd
Warden of the Realm	Control 3 settlements bordering enemy guilds.	6 Crowns, 4 Livestock, 2 Stone
Siegebreaker	Defend against 3 Skirmishes successfully as a general in one Grand Gathering.	5 Crowns, 3 Rarities, 3 Piety
General of the March	Lead troops in 5 unique skirmishes.	8 Crowns, 4 Stone, 4 Livestock

Religious & Arcane Titles

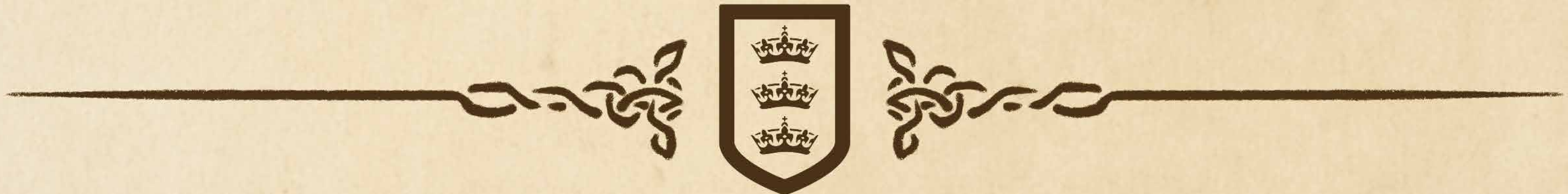
Title	Requirement	Cost
Sainted Flame	Spend 100+ Piety and do 3 religious wonders.	10 Piety, 5 Rarities, 5 Crowns
Mystagogue	Ask 10 university questions	7 Crowns, 3 Rarities, 2 Citizens
Voice of the gods	Host a religious ritual with 50+ attendees.	5 Crowns, 5 Piety, 3 Livestock

Trade & Travel Titles

Title	Requirement	Cost
Master Pirate	Successfully pirate 5 ships without retaliation.	8 Crowns, 3 Rarities, 3 Metal
Captain of Fortune	Complete 10 ship or caravan trade routes.	5 Crowns, 4 Livestock, 4 Lumber
Fleet Marshal	Own and operate 6 ships simultaneously.	7 Crowns, 3 Metal, 2 Stone

Cultural & Social Titles

Title	Requirement	Cost
Host of the Grand Ball	Host a 50+ person roleplay scheduled event. (Not an expedition)	6 Crowns, 4 Livestock, 2 Rarities
Author of the Known World	Publish 3 entries in the Tome of Notable Deeds.	3 Crowns, 3 Piety, 3 Rarities
Archivist	Submit 10 in-character documents to the Archives	5 Crowns, 3 Rarities, 1 Piety



Titles of the Known World

Prestige Titles Custom Prestige Title

Title	Requirement
Custom Title via Title Thyself	Cost: 10 Crowns, 10 Rarities, 3 Piety, and a written justification. Must be approved by the Archives. May only be claimed once per in-game lifetime.

This is the highest prestige-only vanity title in the Known World. Claimants are added to the High Titles Ledger and may request an entry in the Tome of Notable Deeds.

Chivalric Titles

The path of knighthood is one of honor, loyalty, and personal glory. It is a tradition upheld by monarchs, revered by the people, and recorded in the sacred texts of the Archives. The following titles represent the structured journey of a knightly life.

Knight of the Round Table

Title	Requirements
Knight of the Round Table	Earn a seat at the Grand Gathering’s Round Table Ceremony. Only those seated at the Round tabel for the final ritual at the end of the Grand Gathering event may claim this title.

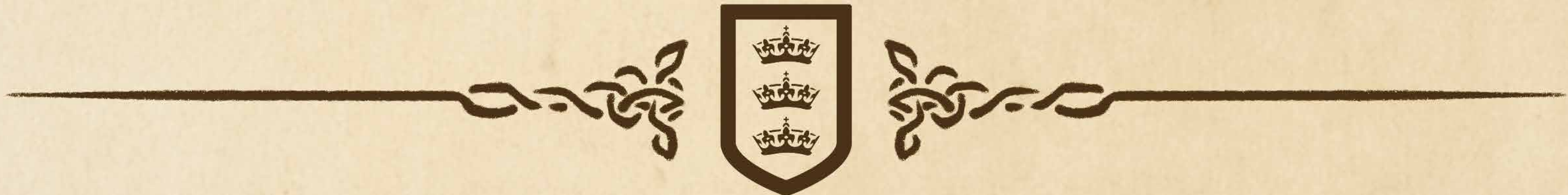
This title is ceremonial and bestowed upon only a handful of individuals each year. Names of Round Table Knights are immortalized in the Tome of Notable Deeds. A new unique reward each year goes out to all active Knights of the Round Table.

Knight

To become an official Knight within the Known World, an individual must be publicly knighted by the monarch of a recognized Kingdom. This ceremony must take place at a Grand Gathering or Courtly Nights event, in the presence of Archive Stewards who will record the title and collect any associated costs.

Cost
Becoming a Knight
- 1 Knight card, 10 Crowns, 3 Rarities

A kingdom may have as many knights as they wish, unlike the round table the only cap on knights is what a kingdom can afford.



Guilds & Religions Holding Court

As the nobles and merchants weave through the night, so too must the guilds and religions of Hynafol open their doors to the people. Each kingdom shall be granted half an hour to hold court within the great hall.

During this time, the Heralds of each guild will be seated together, ready to answer questions, defend their honor, and speak on behalf of their leaders. It is a moment of openness, where the curious may inquire, where grievances may be aired, and where new bonds may be forged.

For the faithful, the same is true: the religions of Hynafol will have their appointed Heralds present, able to welcome new followers, clarify their mysteries, and stand as the public face of their faith.

These panels are not idle gatherings, but moments of consequence:

- ◆ Citizens may ask their questions in character and receive answers in the hearing of all.
- ◆ Long-held grudges or disputes may be voiced publicly, and the guild or faith in question must answer.
- ◆ Ambitious players may use the hour to recruit or be recruited, binding themselves to new allegiances.

The hall will ring with voices, sharp with debate, warm with persuasion, and heavy with oaths. Whether your guild seeks new members, your kingdom seeks legitimacy, or your faith seeks converts, Courtly Night is your chance to make your case before all of Hynafol.

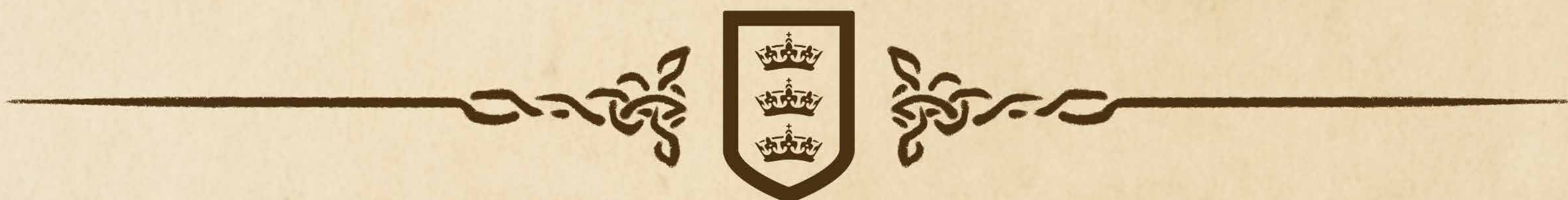
Vocation Tables

Just as kingdoms and religions open their courts to the people, so too must the vocations of Hynafol make themselves known. Throughout the evening, each vocation shall hold time at its table, where the Herald of that path will speak to any who would learn of their craft.

These are not idle exhibitions, they are moments where the callings of the realm are revealed. The Bard may invite a voice to the stage, the Alchemist may share the secrets of potions and spellcraft, and the Golden Rose may whisper of daggers, shadows, and the thrill of forbidden opportunity. Here the curious may ask their questions, the willing may be initiated, and the faithful may be instructed further in their arts.

Each vocation is granted half an hour at its table. During that time, its Herald is the face of the path, welcoming new aspirants, explaining duties and powers, and beginning the first steps of initiation.

For new denizens, the vocation tables are the gateway to who you will become in Hynafol. For veterans, they are a place to deepen bonds, teach others, and bring more strength to your chosen path.



The Bard Showcase

As politics fills the halls and coin clinks in the markets, so too must the voices of art rise above the din. The Bard Showcase is the stage upon which the songs, stories, and poems of Hynafol may shine.

Whether you are a wandering player with a simple ballad, a seasoned performer commanding the crowd, or an idol whose very presence bends the ear of nobles, Courtly Night is your chance to prove your talent. A well-played performance may win you coin, admiration, or even patronage, as nobles are ever eager to secure entertainers for their ceremonies at the Grand Gathering.

The Showcase is open to all who dare to step forward, regardless of style. Music, storytelling, oratory, poetry, all are welcome. What matters is whether your art can capture the court's attention and hold it fast.

Rewards are given based on your Bard vocation level, and every performance is recorded in the memory of the court. To some, this is entertainment; to the wise, it is opportunity. If you are not in the bard vocation yet you can still perform, your pay will be based off of your performance.

Do you have what it takes to shine brighter than the rest? To stand where others falter, and let your words or music be remembered long after the night ends?

Sign up here to claim your place in the Bard Showcase:

◆ <https://forms.gle/piu3VHwXepK3gbAU8>

The Merchant Bazaar

Beyond the great hall of Laureatus lies the Forum Mercatorum, its arcades bright with banners, lanterns, and the endless hum of trade. Here, during Courtly Night, the Merchant Bazaar comes alive.

From across the known world, artisans, craftsmen, and traders arrive to hawk their wares. Trinkets, curiosities, potions, jewelry, props, and oddities line the stalls, each promising some delight or usefulness to those with coin in hand. The nobles and denizens who walk the square may barter, boast, and purchase, knowing that what passes here is part of the lifeblood of Hynafol.

All goods in the Bazaar are traded for Hynafol coin, keeping the market firmly within the realm of roleplay. (Those who wish to sell for real-world currency must make separate arrangements outside of Courtly Night.) The market is not only a chance to earn coin, it is also a stage to show your craft, to attract patrons, and to let your guild's presence be felt through commerce.

Merchants are responsible for keeping track of their own earnings during the night. At the end of Courtly Night, the top three merchants who bring in the greatest value will be recognized with a new Carta Arcanum Unit Card, a mark of their success and prestige.

Do you wish to add your voice to the chorus of trade? To set up your table and let the nobles of Hynafol see your wares?

Apply here to join the Merchant Bazaar:

◆ <https://forms.gle/KXhzvgB7zADUWsbb9>



The Rumor Game

The court of Laureatus is never silent, whispers dart from mouth to mouth, and no one knows which are true and which are lies. At Courtly Night, these whispers are given form in the Rumor Game.

How It Works

The Guards of the Mist, dressed in their black-and-white tabards, will be stationed at the entrance to the great hall. When on duty, these guards not only check for concealed daggers, but also deal in rumors.

- ❖ Approach a guard wearing their tabard to receive a rumor slip, a whispered tale, a question, or a sly accusation.
- ❖ Seek out the answer. This may require asking questions, investigating, or paying close attention to the court.
- ❖ Return to a guard on duty with the answer. If you are correct, you will be rewarded with 1 copper.
- ❖ You can then grab another rumor to solve.

If a guard is not wearing their tabard, they are off duty. Respect their rest and do not attempt to turn in or request rumors at that time.

Rumors may concern politics, lore, characters, or even outrageous fabrications. Part of the challenge is discerning truth from lies.

Creating the Rumors

Rumors are not only written by the Archives they can come from you.

Characters: If you want rumors about your character to be part of the game, make sure your character sheet has been updated within the past year.

Update or submit your sheet here:

❖ <https://forms.gle/ZNZNCdi15QcpyoXb7>

Guilds & Religions: Secretaries and Scribes are encouraged to submit rumors about their guild or faith to gm@hynafol.com. This is your chance to shape the stories and whispers circulating about your people. If no rumors are submitted, the Archives will create their own... and rest assured, you would prefer to write them yourself, we know too much.

How to Submit a Rumor:

Rumor: Begin with “I heard a rumor...” and end with a question.

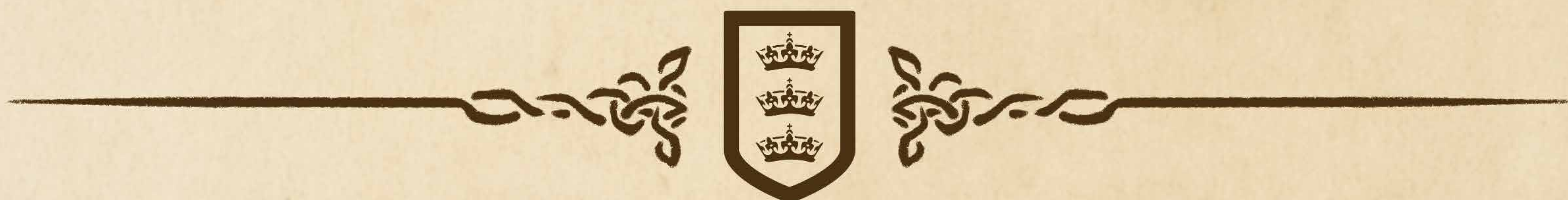
Answer: The truth behind the rumor.

Example:

Rumor: “I heard a rumor Karnifal has a yearly event they throw at the Grand Gathering that only 50 people may attend? What is it called?”

Answer: “The Night of Magic.”

The whispers of the court are a game within the game. They can tarnish reputations, reveal secrets, or spark laughter, but above all, they make Courtly Night come alive. Will you spread the truth, or the lie?



The Work of Thieves

Courtly Night is not only a place for nobles to rise and merchants to prosper, it is also a hunting ground for the sly, the quick, and the bold. The shadows of Laureatus are thick with whispers, and those who dare to take what is not theirs may find both profit and glory.

The Cut Purse Game

The crowded halls of Laureatus are the perfect hunting ground for nimble hands. Among the bustle of Courtly Night, thieves may test their skill in the age-old contest of the Cut Purse.

How to Play:

- ◆ Each player who enters will receive their coin purswe and clothes pins.
- ◆ Each player ties a coin purse to their hip with six clothespins clipped visibly to it.
- ◆ The pouch must be worn openly at the hip, it cannot be hidden under clothing, nor tied in front of the chest or directly behind. It must remain clearly visible and accessible.

How to Steal:

- ◆ With stealth, charm, or misdirection, a thief attempts to remove a clothespin without being noticed.
- ◆ Once taken, the pin must be clipped onto the thief's own pouch — at that moment it is considered stolen.
- ◆ Only one pin may be stolen at a time.

How to Catch a Thief:

- ◆ If you notice someone stealing from your pouch, loudly cry "THIEF!"
- ◆ The caught thief must immediately return the stolen pin.
- ◆ If you manage to slap the back of their hand before they get away, the thief must return the stolen pin and surrender one of their own.

Entry Fee

1 Tower to enter the game.

Rewards

- ◆ 1st Place: A new Carta Arcanum Unit Card and 3 bits
- ◆ 2nd Place: 2 Bits
- ◆ 3rd Place: 1 Bit

The Artifacts of the Kingdoms

Each of the four kingdoms has brought with them an Artifact of Significance, a symbol, relic, or treasure placed on display during Courtly Night. They are items of pride and honor, but also tempting prizes for the daring thief. The items in question will be displayed in the Archives Opening Ceremony at the beginning of the event.

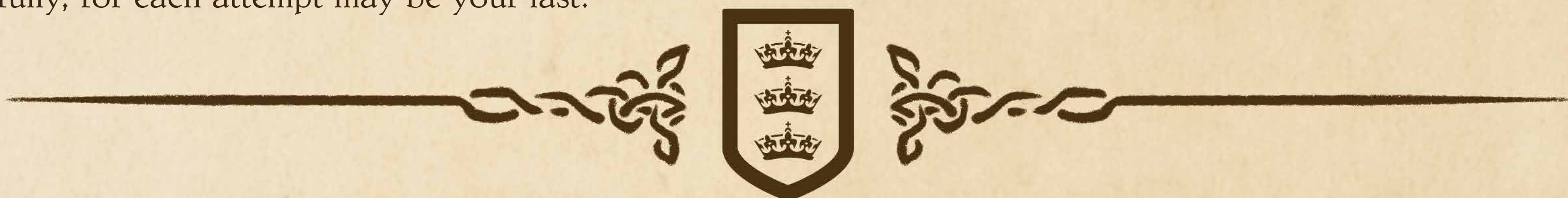
Rules:

- ◆ Each kingdom's Artifact may only be stolen once by any thief
 - After it is returned to display, others may try their hand.
 - Do not attempt a second theft.
- ◆ The items must be stolen by stealth, not force.
- ◆ If you succeed, bring the Artifact to the Archives to turn it in.

Rewards:

- ◆ Each successful theft of an Artifact is rewarded with one Silver Piece.

Theft is fleeting, and artifacts do not linger, if stolen ten times, they are gone from the game. Choose carefully, for each attempt may be your last.



The Archives Closing Ceremony

As the night draws to its end, the voices of the court fall silent and the Archives are opened one final time. This is the moment where words become record, and deeds are set into the history of Hynafol.

The Stewards step forward first, bearing the tallied ledgers of the evening. Before the gathered court, they announce all titles formally claimed during Courtly Night. New Lords, Barons, Counts, and Princes are named aloud and given honor in the sight of all, their stations entered into the books of the Archives for eternity.

Then, the highest-ranking leaders present are granted the floor. Each guild or kingdom highest ranking title may give a one-minute address to the court, declaring their triumphs, issuing their warnings, or offering their vision of what is to come. Should a monarch ever be present, they are entitled to three minutes.

The Closing Ceremony is not a spectacle, but a reckoning. It is where the court recognizes what has changed, who has risen, and what new powers will stand upon the field at the Grand Gathering.

By the time the final voice fades, Courtly Night is sealed into the Archives, and the work of the next chapter begins.

