

The Guilds of
Dýnafol



What are Guilds? (And why you should join one)

Guilds are the “jobs” of Hynafol. They are “what” you do day-to-day. Each one controls or services a key part of the world: magic, faith, ingredients, or coin, and they trade, ally, and clash to drive the narrative. If you want instant purpose, friends to play with, and clear activities to do at Hynafol, join a Guild.

The Guilds of Hynafol

Priests

High Priests are living conduits of their gods, leading religions and wielding sacred Artifacts that can instantly heal and power great rites. They lead 15-minute, steward-judged rituals (with a Mage present) to produce Verbum power, while Priests and Clerics sustain their flocks through prayer-scroll healing. Religions unlock more Priests and powers as followers grow, so High Priests are always recruiting to their religion and protecting their Artifact. Practically, they must heal Guardians for free in return for ritual protection, keeping faith and law entwined.

Mages

Mages bend the ley lines through will and study; in rituals they anchor the circle and, when they lead, create Volition power that fuels their magic, known as Arcana, with Spells like Movement, Counter, Summoning, and Information. Arcane power is intentionally scarce, only seven new Mages may be inducted each year. They partner with High Priests for sanctioned rites, but can also perform unsanctioned rituals... which puts them at odds with the Guardians who are empowered to break those up. In short Mages are those whose choices can literally reshape the map.

Alchemists

Alchemists turn Ingredient Cards into potions and poison: they're the crafters who make everyone else faster, stronger, sneakier... or suddenly very, very dead. Because ingredients drive their economy, they trade with honest buyers and black-market brokers alike, and their fortunes rise and fall with foraging, quests, and theft. Only Rogues can administer poison, so Alchemists' most dangerous wares move through shadowed channels and delicate truces. If you want to influence battles without drawing a blade, brew.

Guardians

Guardians of the Mist are the town's sworn protectors and investigators: they defend rituals, stop unsanctioned magic, keep order, and help the Denizens of Hynafol solve crimes committed against them. While wearing one of the few magical tabards, a Guardian returns back to base upon defeat and, in addition, all clergy must heal them for free: benefits tied to their duty to serve the public, not rule it. They hold public trials with consent-based, story-forward consequences and rise in rank through faithful service. If you like being the shield and the sleuth, this is your home.

Assassins

Assassins sell “a moment's death” to change the course of wars and vendettas; they train for surprise and finality, not duels. Contracts are posted and paid, tiered by impact and price, and advancing means completing work at your current rank. Their existence pressures everyone else to hire protection, misdirect, or strike first: which keeps gold, rumors, and fear in motion. If intrigue is your oxygen, the Guild is your knife.



What are Guilds? (And why you should join one)

The Guilds of Hynafol

Bards

Bards thrive on attention and coin: they audition in public, then earn coin through booked shows (the Guild's main income) and one paid impromptu performance per day at the Grand Gathering. Crowd size and Bard echelon (Player -> Performer -> Idol) drive rewards, and when the purse runs dry, only bookings can refill it, so Bards hustle patrons as hard as they hustle songs. They also trade in whispers: information gathered onstage can be sold. If you want the spotlight and leverage, sing loud.

Thieves

The Thieves Guild, known as The Golden Rose, is a clandestine market run by the Thornkeeper and the Master of Flowers: one keeps the shadows sharp, the other smiles for the rich and runs the secret Flower Market. They buy stolen goods at a base price or risk them at auction for higher payouts, post shifting daily quotas, and take commissions for bespoke heists. Joining means proving loyalty with a free first job or paying dearly for a seat at the table; thieves keep cordial ties with Alchemists and Rogues because poison, ingredients, and silence all change hands. Expect profits, puzzles, and consequences if the Guardians catch you.

Crows (Kids-Only)

Crows are the junior messengers of Hynafol: kids deliver letters between camps using house and temple-side "nests," earning trinkets or coin for their runs. Adults fuel the network by writing and tipping; Crows trade their earnings at the Collections Counter in the Archives for toys and prizes. It's a safe, structured way for young players to explore, meet groups, and nudge plots along with a well-timed note. If you're bringing kids, this is their perfect on-ramp.

The three resource loops that power the game

Artifacts -> Power (Priests & Mages): Rituals using religious Artifacts generate Power Cards—Verbum (Priest-led) and Volition (Mage-led)—that fuel big abilities and world actions. Mages must be present to anchor the ley lines; Guardians break up unsanctioned Mage rituals.

Ingredients -> Potions/Poison (Alchemists & Rogues): Alchemists turn Ingredient Cards into potions and poison; only Rogues can administer poison (anyone can buy it). Ingredients come from foraging, trading, quests, or thieves.

Gold -> Services (Guardians, Rogues, Bards): Coin hires protection, investigations, assassinations, and performances, and oils every other deal in town.

The resources for each Guild that make up the economy of Hynafol are explained in more detail below and within each section.



How to Join a Guild!

Pick the playstyle that sounds fun, then do the first step listed.

Priests (Rituals & healing): If the spiritual and religious calls to you then the path of a priest is the one you must walk. Unlike many other guilds at Hynafol the Priest Guild goes through Religions for initiation. The easiest way to get started is to join a religion: All religions maintain a Shrine at The Grand Gathering and hold a Ceremony. Start by visiting one or the other and joining the religion. Then, make yourself known that you would like to pursue the path of Cleric and then Priest!

Mages (Arcane rituals & spells): The path of the Mage is the most difficult of all the Guilds to walk down. Only 7 new mages can be created per year. However, if magic calls to you, there are plenty of ways to pitch in, make yourself known and help the mages with their Rituals. Get started by attending the Mage College meeting or any Ritual on the schedule and speaking to the Mage that attends.

Alchemists (Crafting): Start by taking Work Orders from the Apothecary board, at the Apothecary, to earn coin and rank up. If you like collecting and crafting, begin by foraging or trading for common ingredients, then brew your first recipe with a supervising Alchemist. Simply visit the Apothecary during operating hours to begin.

Guardians (Order & investigation): Start by visiting the Guardians Headquarters (see map) during operating hours to volunteer for a shift and begin your initiation. While wearing a magical tabard, Guardians protect sanctioned rituals, investigate crimes/deaths, and must be healed for free by clergy. If you like service and mystery-solving, attend the Guardians' assessment/briefing and volunteer for a protection shift.

Assassins (Contracts & stealth): To join, find a mysterious black coin distributed in various ways around Hynafol and pay a Bit to the Assassin GM (visit Archives if you can't find), then complete contracts of your rank to advance. If intrigue and assassination is your jam, join the Assassins, grab a contract from the Assassin Board and then return the ribbon to get paid.

Bards (Performance & fame): To join: Audition by performing at a scheduled Performance witnessed by a Bard or Steward. These scheduled Performances are posted at Bard Stage. If you like spotlight and crowd work, head to the Bard Stage and ask an Aficionado about open slots.

Thieves (Stealing & heists): To Join: Visit the Golden Rose headquarters and speak to the other thieves to pledge your loyalty to the Guild. Then, prove your loyalty with a "free first job". If you prefer covert play and puzzles, seek the Thieves Guild and watch town boards for quota and Flower Market clues.



Guild System Overview

The Hynafol Guild system revolves around three core resources:

Artifacts, Ingredient Cards, and Gold.

These resources are pivotal to different Guilds within the game, each playing a crucial role in the economy, magic, and intrigue of Hynafol.

Artifacts - A Fragment of the Past with Imbued Power

Purpose: Used by High-Priests and Mages to perform powerful rituals and generate power resources.

Guilds:

- ♦ **Priests:** Used to perform rituals.
- ♦ **Mage:** Used to perform rituals

Generation: Current Artifacts are held by the various religions in the Known World.

New Artifacts cannot be crafted or made; they must be found.

Ingredient Cards - Mundane Components; Phenomenal Results

Purpose: Used to craft potions, magical items, and other alchemical creations.

Guilds:

- ♦ **Alchemists:** Use Ingredients to create potions and poison.

Generation: Ingredient Cards are obtained through foraging, trading, quests, and other in-game activities.

Gold - The Ultimate Store of Wealth

Purpose: The primary currency (Coin) used for hiring services, purchasing items, and gaining influence.

Guilds:

- ♦ **Guardians:** Act as the investigators, judge, jury, and jailer of the town. They can be hired to protect rituals, enforce the law, and imprison criminals.
- ♦ **Rogues:**
 - **Thieves:** Known for their skill in theft; whether that is Artifacts, ingredients or other items. They fence their wares for coin.
 - **Assassins:** Combine the roles of gathering intelligence and eliminating targets. They are hired for gold to either uncover secrets or take out specific individuals.
 - **Bards:** Performers who can be hired to entertain, distract, or influence.
 - **The Crows:** Hynafol's junior letter delivery service.

Interactions:

♦ **Gold ---> Ingredients:**

- ♦ Gold can be used to purchase Ingredient Cards from merchants, foragers, or thieves.

♦ **Ingredients ---> Artifacts:**

- ♦ Rare Potions can enhance rituals, allowing Priests or magic users to generate more Power Cards or amplify their effects.

♦ **Artifacts ---> Gold:**

- ♦ Priests and Mages can sell the effects of their rituals, which require Artifacts, in exchange for Gold.



Guild System Overview

Resource Management and Competition

In the world of Hynafol, each Guild category is responsible for the generation, maintenance, and defense of its primary resource. This responsibility not only defines the core activities of each Guild but also influences how they interact with other Guilds, especially when trading resources. Understanding the importance of protecting and fighting for these resources is crucial to the success of each Guild.

Rituals and Artifacts

Guilds:

- ♦ High-Priests
- ♦ Mage

Responsibility:

Artifacts: Artifacts are ancient items imbued with power. Artifacts cannot be created, they are only found. Those that have been found are held by High Priests and displayed proudly in their holy places. Artifacts are required for a Ritual to be completed. High-Priests require them to access power.

Artifacts are always proudly displayed and therefore can be stolen.

Power Cards: All Rituals produce an abundance of power when completed. This power is different depending on who completes the Ritual.

High-Priests: Create Verbum Power. This power stems from the channeling of the holy words from their deity and are used to take High-Priest actions in the Carta Arcanum.

Mages: Create Vibrum Power. This power stems from the channeling of the Mage's will and the power from the ley lines of magic beneath their mage circles.

The amount of power that is generated from each Ritual is dependent on the quality of the ritual which involves many factors and is always judged by a Hynafol Steward.

Alchemical Ingredients: Potions & Poison

Guilds:

- ♦ Alchemists
- ♦ Rogues: Thieves, Assassins & Bards

Responsibility:

Alchemists: use Ingredients to create potions and poison. These combined items can then be sold to the Denizens of Hynafol.

Rogues: While any Denizen of Hynafol can purchase poison, only Rogues have the ability to administer it. All other Denizens will die if they attempt to use poison.

Gold: Generate Wealth Through Service

Guilds:

- ♦ Guardians
- ♦ Rogues: Assassins, Thieves, Bards
- ♦ The Crows

Responsibility:

Guardians: Offer their services to all Denizens of Hynafol, but are hired specifically to High-Priests to guard Artifacts and protect rituals.

Rogues: Offer their services to the Denizens of Hynafol in exchange for payment.



Guild System Overview

Guild Interaction Examples:

Thieves & Alchemists:

Thieves can steal Ingredients or Artifacts, selling them to Alchemists or High-Priests who need these resources.

Guardians & Assassins:

Guardians can be hired to protect rituals or events from Assassins, creating a demand for their services.

Assassins & Bards:

Assassins might collaborate with Bards, using their performances as distractions while they carry out missions. Bards can earn Gold by performing, but they might also gather valuable information during their shows, which they can sell to Assassins or other interested parties.

High Priests & Guardians/Assassins:

High Priests may hire Guardians or Rogues to protect their rituals or eliminate rivals competing for Artifacts. Conversely, Rogues might be hired to disrupt these rituals, making them a double-edged sword in the power struggle.

High Priests & Mages:

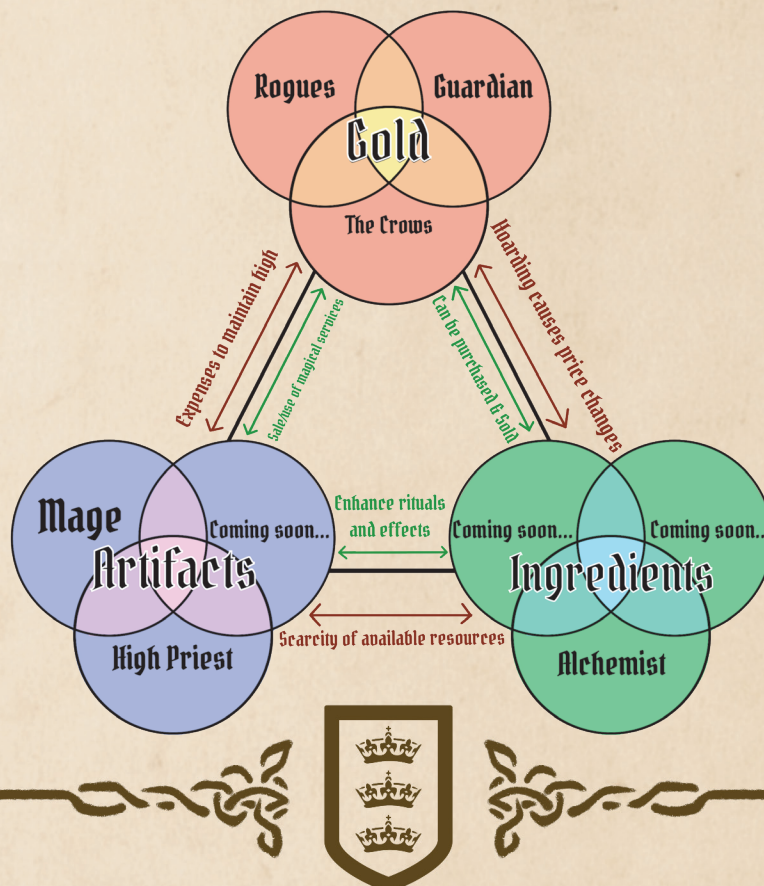
High Priests require Mages, along with their Artifacts, to complete their rituals to gain power cards. Where as Mages simply need the High Priest's Artifacts and can perform 'unsanctioned' rituals.

Mages & Gaurdians:

Gaurdians, while normally hired to gaurd rituals, are charged with the task of breaking up 'unsanctioned' Mage rituals and bringing the mages to trial.

Summary:

The Hynafol Guild system creates a dynamic environment where Artifacts, Ingredients, and Gold are the lifeblood of the game, driving interaction, competition, and cooperation.



Artifact Guilds



Power Cards

Power Cards are a unique and sacred magical resource generated only through performing Rituals. They are essential for executing nearly every spell and ability listed within the Mage and Priest Guilds. However, not all Power Cards are the same. They manifest in two distinct forms: Verbum and Volition.

Power Cards can only be generated from Rituals. They are produced exclusively through sanctioned or unsanctioned rituals involving either High Priests or Mages. The type of power generated depends on who leads or anchors the ritual:

Verbum Power

Verbum represents power granted through faith, devotion, and divine recognition. This form of Power Card is created when a High Priest performs a religious ritual, calling upon their god to bless their actions and outcomes. The strength of Verbum Power lies in alignment with divine will, its users channel holy authority rather than personal force.

Verbum Power is used to activate religious abilities, sanctify structures, inspire armies, and perform great miracles under the eyes of the gods.

Volition Power

Volition is the expression of pure magical dominance, the power of the mind and soul exerted upon the world. It is created through Mage-led rituals, where the practitioner bends the ley lines and magical energies of the world through force of personality, knowledge, and willpower.

Mages use Volition Power to fuel their Arcana spells, twist the Carta, disrupt the world, and command the flow of unseen energies that connect all things.

Rituals

Whether divine or arcane in nature, all rituals must follow strict requirements in order to be considered valid and generate Power Cards.

Ritual Requirements:

- ◆ 15-minute performance.
- ◆ Must be scheduled in advance with the Hynafol Stewards, including **exact** time and named ritual members.
 - If the ritual does not start exactly on time, it has failed.
- ◆ **All** named members **must** be present from the beginning.
 - If not all named members are inside the circle at the beginning, it has failed.
 - If an unnamed member enters the circle during the 15 minutes, it has failed.
- ◆ Must include at least one religious artifact.
 - High Priests must have **their religions specific artifact**.
 - Mages may use **any** religious artifact.
- ◆ Must have at least one Mage present to activate the ley lines and circle.
- ◆ Must be engaging, performative, and meaningful, mere token gestures will not be accepted.

Unsanctioned Rituals:

- ◆ If a Mage performs a ritual without a High Priest, it is considered **unsanctioned**.
- ◆ Unsanctioned rituals still generate Volition Power, as long as all conditions above are still met.
- ◆ Guardians of the Mist are empowered to disrupt any unsanctioned ritual they discover.



High Priest

What is a Priest?

A Priest, High Priest, or Cleric is a high-ranking clergy of a particular religion. They have gone through devotion rituals and a ritual to be consecrated by their religion to lead and be imbued with certain powers of divine healing.

- ◆ **High-Priests:** Those with the ranking of High Priest in any religion have transcended the mortal plane and have communed with their deity. In addition to having the power to heal, they have made a connection with their deity that cannot be severed and imbues them with additional powers to bring forth their deity's influence upon the world.
 - All deities desire to increase their influence as far as possible and will use any means necessary to do so. In the case of High Priests, their Deity's have touched their soul and will use that connection to extend themselves through the High Priest into existence. Which means that the more a High Priest taps into their deity's power, the more the deity consumes their mind and soul eventually taking over both completely.
 - **Healing Ability:** High Priests may carry their Religious Artifact that gives them the power to heal instantly. While holding the Artifact, they may make contact with the injured individual and say their Religious Phrase aloud. This fully restores the character immediately. High Priests also hold a Prayer Scroll which contains a 30-second written prayer used for healing.
 - **Combat Limit:** High Priest Artifacts may only have ONE life in battle. Once they are downed on the battlefield, the Religious Artifact may not respawn unless special, pre-approved conditions are met. This limitation does not apply outside of combat scenarios.
- ◆ **Priests:** Those with the ranking of Priest in any religion serve as spiritual leaders among believers and are granted the divine authority to heal through the use of sacred texts and scrolls.
 - **Healing Ability:** Priests carry a Prayer Scroll which contains a 30-second written prayer. In order to heal, they must be touching the injured player and recite the scroll aloud in full, without interruption. Once completed, the healing is successful.
- ◆ **Cleric:** Clerics are empowered to perform healing only within the Sacred Site registered to their religion.
 - **Healing Ability:** Clerics also use a Prayer Scroll similar to Priests. However, the scroll may never leave the Sacred Site. Within the boundaries of that holy space, Clerics may perform the healing ritual by reciting the scroll aloud, while touching the injured individual.
 - Clerics must be purchased for 2 Crowns each per Grand Gathering and must be registered with The Archives to remain active.

How do you become a Priest or High-Priest?

All religions may consecrate individuals according to their customs, but the following are universal requirements for recognition in Hynafol:

Each religion must be led by one High Priest or High Priestess.

- ◆ For every 10 registered followers, the religion may appoint:
 - 1 Priest or Priestess
 - Clerics (if the religion has a registered Sacred Site)
- ◆ Clerics cost 2 Crowns each and must be paid every Grand Gathering to remain active.
- ◆ Religions may field as many Clerics as they can afford.
- ◆ Only religions with 10 or more registered followers gain access to healing roles and Avatar progression.
- ◆ All names and email addresses for Priests, Clerics, and High Priests must be submitted to: GM@Hynafol.com

Examples:

- ◆ 9 followers or less: 1 High Priest (no battlefield healing or Avatar levels)
- ◆ 10–19 followers: 1 High Priest and 1 Priest (healing unlocked)
- ◆ 20–29 followers: 1 High Priest and 2 Priests (healing unlocked)



High Priest

What are the responsibilities of the Priest and High-Priest?

Healing:

- ♦ High Priests may instantly heal using their Relic Artifact and Religious Phrase.
- ♦ High Priests and Priests may heal with their Prayer Scroll, by reading it in full aloud while in contact with the injured player.
- ♦ Clerics may only perform the healing ritual within their registered Sacred Site, using a Prayer Scroll that may not leave the location.
- ♦ Healing is never passive: all forms of healing must be performed through visible and audible roleplay.
- ♦ High Priests, Priests, and Clerics are compelled to always heal Gaurdians of the Mist at no charge to the Gaurdian.

How do you receive Healing from a High-Priest?

Healing is a sacred gift granted by the gods through their chosen servants. Each rank of clergy offers unique methods of delivering divine aid:

- ♦ **High Priests** may heal instantly while holding their sacred Religious Artifact. This powerful relic channels their deity's will and bypasses the need for a ritual or scroll. However, on the battlefield, High Priests Artifacts have only one life. Once slain in battle, the religious artifact may not return unless specific divine conditions are met.
- ♦ **High Priests and Priests** carry Prayer Scrolls, inscribed with sacred prayers. To heal a wounded Denizen, a Priest must maintain physical contact and read the full prayer aloud without interruption, typically 30 seconds. Once complete, the target is fully healed.
- ♦ **Clerics** perform healing only within a registered Sacred Site. Their prayer scrolls may never leave the holy grounds. As devoted caretakers of these spaces, Clerics serve to heal those who come seeking divine aid, provided their god allows it.

Note: Denizens must always be conscious to receive healing unless game rules or effects say otherwise.

Artifacts

Across the Known World, Religious Artifacts are rare and sacred objects, often ancient and deeply imbued with power. They cannot be crafted or destroyed, only discovered. Each religion may only wield one Artifact at a time.

High Priests are the protectors of these holy artifacts. Their Religious Artifact is what grants them the ability to heal instantly, but also plays a vital role in performing major Rituals in concert with a Mage.

Choosing who may benefit from an Artifact's power, or deciding when to activate it, is a weighty decision and often discussed among all active High Priests of a faith.

Artifacts may not be hidden, locked away, or hoarded unfairly. Rules for artifact possession, use, and theft can be found in the Gameplay Rules Document.

Deities

Each High Priest communes directly with their chosen god, acting as a vessel for that deity's divine will. These connections are powerful, and dangerous.

The more often a High Priest invokes their Artifact or calls upon divine power, the more their soul is marked by the god they serve. As known across the realms, eventually, the soul of a High Priest may be fully consumed, becoming a whisper of the god they once served.

Deities cannot walk the earth themselves, but through their Avatars and clergy, their will is made manifest.



High Priest

High-Priest Avatar Overview

In the realm of Hynafol, the High Priest stands as the highest echelon of devotion within their respective religions. This exalted position grants them a profound connection to their deity, allowing for direct communion through sacred rituals. Through these sacred rites, the High Priest beseeches their god to bestow a portion of their divine power, which courses through them, infusing them with extraordinary abilities as an Avatar of their god. These bestowed powers are unique to each god, allowing the High Priest Avatar to wield special abilities that mirror the essence and domain of their patron deity.

Knowing that, as they use this power, they will eventually become consumed by it.

Avatar levels

Lv 1 Avatar

8 Piety

10 Dedicated followers

One shrine dedicated to your religion

Perform ritual to beseech god for more Divine Power

Lv 2 Avatar

16 Piety

20 Dedicated followers

Used 15 power cards

Three shrines dedicated to your religion

Perform ritual to beseech god for more Divine Power

Lv 3 Avatar

24 Piety

30 Dedicated followers

Used 45 power cards

One Temple and five shrines dedicated to your religion

Perform ritual to beseech god for more Divine Power

Lv 4 - 6 - Coming Soon

Requires a Cathedral

Soon it will cost renown points to go up in Avatar Levels, acquiring renown points through graded rituals should be important to all high priests at Grand Gatherings.



Religious Wonders in the Carta Arcanum

All the actions below begin with the creation of 'Piety' at Shrine buildings and must be completed by a priest at the The Archives.

Bless Land

Cost: 12 Piety

Effect: Choose 1 resource and 1 hex. Every building that produces that resource on the hex produces 1 additional resource at the next event. The owner of that hex is told which religion blessed their land.

Blight Land

Cost: 10 Piety

Effect: Choose 1 resource and 1 hex. Every building that produces that resource on the hex produces 1 less resource at the next event. The owner of that hex is told which religion blighted their land.

Enwilden

Cost: 9 Piety

Effect: Choose 1 claimed, but not settled, hex that is adjacent to the ocean, wild land, or friendly territory. That land becomes 'wild'. The owner of that hex is told which religion enwildened their land.

Destroy Basic Building

Cost: 15 Piety

Effect: Choose 1 basic building on a hex. That building immediately falls into ruin. The owner of that building is told which religion destroyed their building.

Dispel Natural Calamity

Cost: 5 times the level of the calamity

Effect: Bring back the calm and effectively 'kill' the calamity.



Religious Wonders in the Carta Arcanum

Calm Seas

Costs: 15 Piety

The Risk Factor for a ship never increases until its wares are collected.

Divine Demolition

Costs: Variable

Demolish a building with nothing but faith and the fists of your believers. Cost varies depending on building type.

12 Piety

Basic Buildings, Shops

21 Piety

Advanced Buildings, Emporiums

30 Piety

Unique Buildings except for Castle and Palace

Patient Defense

Costs: 8 Piety

Until the next GG, gain 1 defense for 1 settlement. Does not stack.

Hard Water

Costs: 15 Piety

Pick a harbor or a port. Any visitors to that harbor or port have an added risk factor of 3 until the next GG.

Dispel

Costs: Variable Piety & 1 Citizen

Undo the effects of a religious wonder on your lands. This costs the piety of the original effect +6 and a citizen card.

Obscuring Mists

Costs: Variable Piety

Hide the House association or flag color of any Carta action. For each card that the action costs, must use 2 piety. If an army action, use 1 piety for every 'attack' point.

Beg for Insight

Costs: 12 Piety

Allows for a priest or high priest to ask the gods for insight once. Questions such as "How do you feel about the followers of the Mist Dragon?" or "Can we truly trust the ladies of Lex Talionis?" are appropriate. The gods work in mysterious ways and an answer may come in the form of a riddle. Thus, sometimes your god's insight may prove un insightful.



Mage

What is a Mage?

In the Known World, Mages are rare and potent individuals who channel arcane forces through intense study, ritual, and imagination. Their powers are not granted by gods but drawn through deep understanding of magical forces, the ley lines beneath the land, and their own unique expression of will.

Each Mage's magic is flavored by their identity and shaped by their choices. Their rituals breathe life into ancient energies, and their spells ripple across kingdoms.

Only seven Mages may be inducted each year, and each may train one apprentice. This ensures arcane power remains scarce, personal, and storied.

How do you become a Mage?

To become a Mage, a player must:

- ◆ Complete a full year of apprenticeship under an existing Mage
 - ◆ Attend at least two Grand Gatherings as an apprentice
 - First: To apprentice for a year
 - Second: To rise to power
 - ◆ The process begins by Registering as an Apprentice with your Mage mentor at The Archives.
- Apprentices must join the same Arcana College as their mentor. They inherit their mentor's combination of Arcana and follow their pathway of spell access.

Mage Focus

A Focus defines a Mage's magical identity and aesthetic. It is how they express, channel, and perform their magic. Whether through blood, song, fae illusion, runes, or ancient technology, each Mage must choose and submit a unique Focus for approval.

Focus determines what type of Resource Cards a Mage uses to cast spells:

- ◆ A war Mage may require Army Cards
- ◆ A nature Mage may require Crop Cards
- ◆ A scholar Mage may require Rarity Cards

A Mage's focus is the heart of their power and influences every action and spell they take.

Rituals and Role in Religious Magic

Mages are essential to all religious rituals. Without a Mage present, the ley lines cannot be accessed and divine power cannot take root.

In a ritual, the Mage works in tandem with a High Priest to channel both magical and divine forces. This collaboration produces Power Cards, vital to both Mage spells and religious Carta Arcanum actions.

Mages must be included in every steward judged religious ritual.

Mages may also perform unsanctioned rituals, which will still produce Volition Power, but it is considered to be an outlawed action.



Mage

Colleges

A College is determined by the combination of two Arcana categories. This defines the spell list and magical identity of each Mage.

Each of the original seven Mages, known as Merlin's Mages, will found a College. Only one new Mage per College may be inducted each year. Colleges may expand or evolve over time as new traditions are forged.

Arcana Specializations

Each of Merlin's Mages selects two Arcana categories to define their College and magical style:

- ♦ **Resource:** Influence or alter the flow of materials and goods across the realm. Convert, generate, or diminish production.
 - ♦ **Offense:** Amplify or disrupt armies, ships, and caravans. Enhance attack power or disable enemy forces.
 - ♦ **Movement:** Bend space and logistics, allowing for teleportation of armies, ships, buildings, or even hexes.
 - ♦ **Counter:** Break enchantments, cancel movements, or expose hidden truths. A reactive and strategic Arcana.
 - ♦ **Summoning:** Call forth calamities, monsters, or spiritual horrors. May even raise the dead or manifest greater terrors.
 - ♦ **Utility/Chaos:** Obscure armies, rewrite history, shift land, or sow confusion. This Arcana bends the rules of the Carta itself.
 - ♦ **Information:** Learn secrets of the land, the ledger, or the future. Ideal for spies, prophets, and archivists.
- Mages gain access to the ability to learn one new spell per year.

Base Spells

(All Mages Know)

All mages begin with access to the following three spells. These are foundational spells and used for day-to-day magical functions, rituals, and narrative declarations.

Decipher

Read magical text, inscriptions, encoded messages, or arcane symbols created by Inscribe.

Cost: 3 Arcana, 1 Power Card, 1 Focus Resource, 1 Bit

Inscribe

Write magical documents that can only be read by those who know Decipher.

Cost: 4 Arcana, 1 Power Card, 1 Focus Resource, 2 Bits

Attune

Assign a game item to a player. The item becomes magically bonded and cannot be stolen.

Cost: 5 Arcana, 2 Power Cards, 1 Focus Resource, 4 Bits

(This only works on game items with a serial number assigned.)



Mage

RESOURCE ARCANA

Arcana focused on the manipulation of wealth, economy, infrastructure, and control of the world's tangible assets.

Convert Resources

Convert up to 10 of one type of basic resource into another.

Cost: 3 Arcana, 1 Power Card, 1 Focus Resource, 1 Crown

Increase Production

Add +1 production to every building in a single hex for the next game.

Homestead (1–6 buildings): 3 Arcana, 2 Crops, 1 Power Card, 1 Focus Resource, 1 Crown

Shire (7–12 buildings): 6 Arcana, 3 Crops, 2 Power Cards, 1 Focus Resource, 2 Crown

Village (13–30 buildings): 10 Arcana, 4 Crops, 3 Power Cards, 1 Focus Resource, 4 Crown

City (31–80 buildings): 16 Arcana, 5 Crops, 4 Power Cards, 1 Focus Resource, 6 Crown

Decrease Production

All buildings in a selected hex produce -1 for the quarter.

Same costs as Increase Production

Convert to Gold

Convert 5 metal resources into 2 Gold wildcard resources.

Cost: 3 Arcana, 2 Metal, 3 Power Cards, 1 Focus Resource, 1 Crown

Mitigate Build Cost

Remove all basic resource costs for one building project.

Basic Building: 4 Arcana, 1 Lumber, 1 Stone, 1 Power Card, 1 Crown

Advanced Building: 6 Arcana, 2 Lumber, 2 Stone, 2 Power Cards, 2 Crowns

Unique Building: 8 Arcana, 2 Rarity, 2 Power Cards, 3 Crowns

Transport: 6 Arcana, 2 Metal, 2 Power Cards, 2 Crowns

Shop: 5 Arcana, 1 Rarity, 2 Power Cards, 2 Crowns

Excludes: Palace, Castle, Cathedral, University

Mitigate Skirmish Upgrade Cost

Ignore all base resource costs of a single Skirmish upgrade.

Cost: 4 Arcana, 1 Fyrd, 2 Power Cards, 1 Focus Resource, 2 Crowns

Convert Units

Convert 5 Fyrds into a matching upgraded battle unit (e.g., Knights).

Cost: 3 Arcana, 1 Fyrd, 1 Rarity, 1 Power Card, 2 Crowns



Mage

OFFENSE ARCANA

Spells designed to damage, debilitate, or destroy targets. This Arcana is the weapon of siege, subterfuge, and war.

Increase Unit

Target army gains bonus attack power for the next battle.

Medium (+4): 4 Arcana, 2 Fyrd, 2 Power Cards, 1 Focus Resource, 2 Crowns

Large (+13): 8 Arcana, 4 Fyrd, 3 Power Cards, 1 Focus Resource, 4 Crowns

Epic (+26): 14 Arcana, 6 Fyrd, 4 Power Cards, 1 Focus Resource, 6 Crowns

Reduce Hex Defense

Lowers defense value of target hex for one battle.

Small (-1): 3 Arcana, 1 Stone, 1 Power Card, 1 Focus Resource, 1 Crown

Medium (-2): 5 Arcana, 2 Stone, 2 Power Cards, 1 Focus Resource, 2 Crowns

Large (-3): 8 Arcana, 3 Stone, 3 Power Cards, 1 Focus Resource, 3 Crowns

Epic (-4): 12 Arcana, 4 Stone, 4 Power Cards, 1 Focus Resource, 5 Crowns

Attack an Army

Reduce the attack power of a target army before a battle.

Small (-1): 4 Arcana, 1 Fyrd, 2 Metal, 1 Power Card, 1 Focus Resource, 2 Crowns

Medium (-4): 6 Arcana, 2 Fyrd, 3 Metal, 2 Power Cards, 1 Focus Resource, 3 Crowns

Large (-12): 10 Arcana, 3 Fyrd, 4 Metal, 3 Power Cards, 1 Focus Resource, 5 Crowns

Epic (-26): 15 Arcana, 4 Fyrd, 5 Metal, 4 Power Cards, 1 Focus Resource, 7 Crowns

Attack Ship

Target enemy ship cannot move or attack this quarter.

Cost: 4 Arcana, 2 Metal, 1 Power Card, 1 Focus Resource, 2 Crowns

Attack Caravan

Steal 2 resource cards from a targeted caravan.

Cost: 3 Arcana, 1 Fyrd, 1 Fur, 1 Power Card, 1 Focus Resource, 2 Crowns

Reduce Army Defense

Enemy army loses half its defense for one battle.

Cost: 5 Arcana, 2 Fyrd, 1 Lumber, 2 Power Cards, 1 Focus Resource, 3 Crowns

Empower Army

Infuse a single army with overwhelming magical might. This army's attack power is doubled.

This spell can only be used on Large or Epic sized attacks. The effect lasts for a single engagement and does not stack with other power-enhancing effects.

Large Army Empowerment

Cost: 24 Arcana, 10 Fyrd, 6 Power Cards, 2 Focus Resources, 10 Crowns

Epic Army Empowerment

Cost: 36 Arcana, 14 Fyrd, 8 Power Cards, 3 Focus Resources, 16 Crowns



Mage

MOVEMENT ARCANA

This Arcana manipulates location, terrain, and the travel of armies, ships, caravans, and entire structures.

Teleport Army

Ignore army movement rules and costs in the Carta. The army may attack any land on the map.

Small Army: 4 Arcana, 1 Army, 1 Power Card, 1 Focus Resource, 2 Crowns

Medium Army: 6 Arcana, 2 Army, 2 Power Cards, 1 Focus Resource, 3 Crowns

Large Army: 9 Arcana, 3 Army, 3 Power Cards, 1 Focus Resource, 5 Crowns

Epic Army: 14 Arcana, 4 Army, 4 Power Cards, 1 Focus Resource, 7 Crowns

Teleport Ship

Move a ship from one area of the map to another. (Included attacking, raiding, and pirating ships)

Knull: 4 Arcana, 2 Metal, 2 Power Cards, 1 Focus Resource, 2 Crowns

Hulk: 6 Arcana, 3 Metal, 3 Power Cards, 1 Focus Resource, 4 Crowns

Teleport Caravan

Move a caravan from one area of the map to another. (Included attacking, raiding, and Banditing caravans)

Carriage: 3 Arcana, 1 Fur, 1 Livestock, 1 Power Card, 1 Focus Resource, 2 Crowns

Cortège: 5 Arcana, 2 Fur, 1 Livestock, 2 Power Cards, 1 Focus Resource, 4 Crowns

Teleport Building

Move a building from one allied settled hex to another.

Basic Building: 4 Arcana, 1 Lumber, 1 Stone, 1 Power Card, 2 Crowns

Advanced Building: 6 Arcana, 2 Lumber, 2 Stone, 2 Power Cards, 3 Crowns

Unique Building: 8 Arcana, 2 Rarity, 3 Power Cards, 4 Crowns

Transport: 6 Arcana, 2 Metal, 2 Power Cards, 3 Crowns

Shop: 5 Arcana, 1 Rarity, 2 Power Cards, 3 Crowns

Excludes: Palace, Castle, Cathedral, University

Teleport Enemy Building

Forcefully relocate an enemy building to another enemy owned hex.

Basic Building: 6 Arcana, 2 Lumber, 2 Stone, 2 Power Cards, 3 Crowns

Advanced Building: 8 Arcana, 3 Lumber, 3 Stone, 3 Power Cards, 5 Crowns

Unique Building: 10 Arcana, 3 Rarity, 4 Power Cards, 6 Crowns

Transport: 8 Arcana, 3 Metal, 3 Power Cards, 5 Crowns

Shop: 7 Arcana, 2 Rarity, 3 Power Cards, 4 Crowns

Excludes: Palace, Castle, Cathedral, University

Teleport Enemy Army

Pick an Army host on the map and move it to any other location, cannot be used to attack their own lands.

Small Army: 6 Arcana, 1 Army, 2 Power Cards, 1 Focus Resource, 3 Crowns

Medium Army: 8 Arcana, 2 Army, 3 Power Cards, 1 Focus Resource, 4 Crowns

Large Army: 11 Arcana, 3 Army, 4 Power Cards, 1 Focus Resource, 6 Crowns

Epic Army: 16 Arcana, 4 Army, 5 Power Cards, 1 Focus Resource, 8 Crowns

Teleport Calamity

Move a calamity on the map from one location to another

Level 1: 5 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Level 2: 6 Arcana, 3 Power Cards, 1 Focus Resource, 3 Crowns

Level 3: 8 Arcana, 4 Power Cards, 1 Focus Resource, 4 Crowns

Level 4: 11 Arcana, 5 Power Cards, 1 Focus Resource, 5 Crowns

Level 5: 14 Arcana, 6 Power Cards, 1 Focus Resource, 6 Crowns

Level 6: 18 Arcana, 7 Power Cards, 1 Focus Resource, 7 Crowns



Mage

COUNTER ARCANA

Spells designed to disrupt enemy magic, remove persistent effects, and reveal hidden truths. These spells are reactionary and defensive in nature, ensuring balance in the magical world.

Save Ship

Protect a ship from being attacked by pirates or calamities.

Cost: 4 Arcana, 2 Metal, 2 Power Cards, 1 Focus Resource, 2 Crowns

Save Caravan

Prevent a caravan from being intercepted by bandits or targeted by calamities.

Cost: 4 Arcana, 2 Fur, 2 Power Cards, 1 Focus Resource, 2 Crowns

Search

Find hidden hexes, objectives, buildings, or obfuscated content.

Cost: 6 Arcana, 2 Rarity, 3 Power Cards, 1 Focus Resource, 4 Crowns

Remove Blessing

Remove an active blessing affecting a target hex.

Homestead: 3 Arcana, 2 Stone, 1 Power Card, 1 Focus Resource, 1 Crown

Shire: 6 Arcana, 3 Stone, 2 Power Cards, 1 Focus Resource, 2 Crowns

Village: 10 Arcana, 4 Stone, 3 Power Cards, 1 Focus Resource, 4 Crowns

City: 16 Arcana, 5 Stone, 4 Power Cards, 1 Focus Resource, 6 Crowns

Disrupt Teleportation

Cancel a teleportation spell targeting a building, unit, or object.

Cost: 6 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Cancel an enemy's teleportation spell and return their army to its original location.

Small Army: 4 Arcana, 1 Power Card, 1 Focus Resource, 2 Crowns

Medium Army: 6 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Large Army: 9 Arcana, 3 Power Cards, 1 Focus Resource, 5 Crowns

Epic Army: 14 Arcana, 4 Power Cards, 1 Focus Resource, 7 Crowns

Reverse Summoning

Dispel a non-natural calamity summoned onto the Carta.

Level 1: 3 Arcana, 1 Power Card, 1 Focus Resource, 1 Crown

Level 2: 4 Arcana, 1 Power Card, 1 Focus Resource, 1 Crown

Level 3: 5 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Level 4: 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Level 5: 7 Arcana, 3 Power Cards, 1 Focus Resource, 3 Crowns

Level 6: 9 Arcana, 3 Power Cards, 1 Focus Resource, 4 Crowns

Reveal Truth

Uncover hidden or false information, such as illusions, falsified scrolls, or hex disguises.

Cost: 8 Arcana, 2 Rarity, 3 Power Cards, 1 Focus Resource, 5 Crowns



Mage

SUMMONING ARCANA

These spells bring forth powerful monsters, disasters, and magical anomalies onto the Carta Arcanum. Most are high-impact and costly, and many are removed only through battle.

Basic Calamity

Summon a calamity that affects 1 resource type within a radius.

Level 1 (1 hex): 3 Arcana, 1 Power Card, 1 Focus Resource, 1 Crown

Level 2 (2 hexes): 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Level 3 (3 hexes): 9 Arcana, 3 Power Cards, 1 Focus Resource, 3 Crowns

Level 4 (4 hexes): 12 Arcana, 4 Power Cards, 1 Focus Resource, 4 Crowns

Level 5 (5 hexes): 16 Arcana, 5 Power Cards, 1 Focus Resource, 5 Crowns

Level 6 (6 hexes): 20 Arcana, 6 Power Cards, 1 Focus Resource, 6 Crowns

Natural Calamity

Summon a massive natural disaster that affects all resources within an entire floret.

Cost: 18 Arcana, 4 Power Cards, 2 Focus Resources, 8 Crowns

Ship Calamity

Summon a sea monster that attacks all ships at a port or harbor, stealing 1 resource per ship.

Cost: 10 Arcana, 3 Power Cards, 1 Focus Resource, 5 Crowns

Caravan Calamity

Summon a land beast that strikes all caravans at plazas or havens, stealing 1 resource per caravan.

Cost: 8 Arcana, 2 Power Cards, 1 Focus Resource, 4 Crowns

Advanced Calamity

Summon a calamity that affects all resources in one floret of land.

Cost: 20 Arcana, 8 Power Cards, 1 Focus Resource, 8 Crowns

Raise the Dead (Army)

After a skirmish loss, return all spent army cards to the House who used them.

Cost: 12 Arcana, 3 Power Cards, 1 Army Card, 5 Crowns

Summon Terror

(Devourer)

Summon the Devourer, a unique cursed calamity. Turns all armies in the affected land into cursed army cards, usable only for attacks.

Only one Devourer may exist.

If another Terror is requested, the Game Masters will help create a new unique terror.

Cost: 20 Arcana, 5 Power Cards, 2 Focus Resources, 1 Army Card, 10 Crowns



Mage

CHAOS ARCANA

Spells for subtle manipulation, trickery, roleplay interference, and narrative bending. These spells change the world behind the scenes.

Hide a hex from the map.

Cannot be attacked or spied on unless revealed with the Search spell.

Cost: 10 Arcana, 3 Power Cards, 1 Focus Resource, 4 Crowns

Obfuscate Army

Hide an army's size, type, and location until the time of skirmish declaration.

Small Army: 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Medium Army: 9 Arcana, 3 Power Cards, 1 Focus Resource, 3 Crowns

Large Army: 13 Arcana, 4 Power Cards, 1 Focus Resource, 4 Crowns

Epic Army: 18 Arcana, 5 Power Cards, 1 Focus Resource, 5 Crowns

Ship or Caravan Mirage

Hide a ship from the map. Cannot be targeted by pirates or sea calamities.

Cost: 8 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Hide a caravan from the map. Cannot be targeted by bandits or land calamities.

Cost: 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

Move Borders

Change the border between two claimed hexes. Must be adjacent and unsettled.

1 Hex Shift: 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns

2 Hex Shift: 10 Arcana, 3 Power Cards, 1 Focus Resource, 4 Crowns

3 Hex Shift: 14 Arcana, 4 Power Cards, 1 Focus Resource, 6 Crowns

Forgery (Rewrite History)

Replace a scroll in the Archives with a false one. Reveal Truth can uncover it.

Cost: 14 Arcana, 4 Power Cards, 1 Rarity, 6 Crowns

Change Ownership (of Item)

Forcefully reassign ownership of a game item via the Chancellor of Scrolls.

Cost: 10 Arcana, 3 Power Cards, 1 Rarity, 4 Crowns

Confusion

Intercept a moving army, ship, or caravan and redirect it to a random valid location. They can only be moved to land they would realistically be able to access/attack.

Caravan: 6 Arcana, 1 Power Card, 1 Focus Resource, 2 Crowns

Ship: 8 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Army – Small: 10 Arcana, 2 Power Cards, 1 Focus Resource, 4 Crowns

Army – Medium: 12 Arcana, 3 Power Cards, 1 Focus Resource, 5 Crowns

Army – Large: 15 Arcana, 4 Power Cards, 1 Focus Resource, 6 Crowns

Army – Epic: 18 Arcana, 5 Power Cards, 1 Focus Resource, 8 Crowns



Mage

INFORMATION ARCANA

Spells designed to bypass effort and uncover secrets. These are incredibly potent tools of intelligence gathering and narrative manipulation.

Army Information

Discover the full contents of any Warpost (including attack/defense power and special cards).

Cost: 10 Arcana, 3 Power Cards, 1 Focus Resource, 5 Crowns

Land Information

Gather all strategic and economic information in one floret of land.

Cost: 12 Arcana, 3 Power Cards, 1 Focus Resource, 5 Crowns

University Information

Receive all scrolls researched by the university at the next event. They are told the research was mysteriously lost.

Cost: 8 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Ritual Information

Event Power. Gain the schedule of all rituals, sanctioned or unsanctioned, that have been scheduled.

Cost: 8 Arcana, 2 Power Cards, 1 Focus Resource, 3 Crowns

Mercenary Information

Learn who was behind a mercenary attack on the map.

Cost: 6 Arcana, 1 Power Card, 1 Focus Resource, 2 Crowns

House Coffer Info

Discover the full holdings of a House's Counting House holdings.

Cost: 10 Arcana, 2 Power Cards, 1 Focus Resource, 4 Crowns

Scroll Discovery

Request a copy of any one specific scroll from the Archives.

Cost: 6 Arcana, 2 Power Cards, 1 Focus Resource, 2 Crowns



Ingredient Guilds



Alchemy

The Art of Precise Transformation.

Alchemy is the art of precise transformation. In this vocation, Alchemists master the art of blending magical ingredients with exact measurements to create potions with wondrous and extraordinary effects.

How Alchemy Works

Alchemists must combine gems, plants, and other organic ingredients to create potions. Poisons are a subcategory of Potions, they are harmful creations that impact the body or mind. These Potion Cards are specifically labeled as Poison.

Recipes call for ingredients of specific types and properties. High-level potions may have certain restrictions and will require complex, rare, or specific ingredients. Ingredients have different properties and must be combined correctly, in the quantities specified, for the desired result. For example, a Minor Health potion calls for 3 plants of healing and 1 crystal of healing. Peppermint, Dandelion, and Clear Quartz all have healing as a property, and when combined in the quantities specified, a Minor Health potion is brewed.

The consequence of creating potions, including those that are mundane, outside of this structure will be in game and severe.

Brewing a Potion

To brew a potion, you need the required ingredients on the Recipe. Alchemists may use ingredients up to the Rarity listed in the Alchemist Ranks table for their Rank. For example, Novices may only use Common ingredients. However, an Apprentice may use either Common or Uncommon ingredients to create a potion. The Rarity of ingredients used does not need to match the level of the potion, only the specified types and properties, or explicitly listed ingredients.

Learning a Potion

To learn new concoctions an Alchemist must be taught by another Alchemist who knows the Recipe, and the student must be the same level or higher as the Recipe they are learning. Recipes cannot be sold or borrowed - the only way to obtain a Recipe is through the Alchemy Vocation.

When an Alchemist learns a Recipe, they must roleplay brewing the potion by mixing paint to achieve the correct color of the potion desired. For example, if a student is learning to make a healing potion and the color swatch that inspires them is purple: Using paint and a vial of water, the student will need to match the color of the swatch. Once their teacher deems the color acceptable, the student will receive the Recipe so it can be made in the future, as well as the Potion Card. As brewing the potion is required to learn it, it does count against an Alchemist's number of potions they may brew in a day. Subsequent brewing of that potion only requires exchanging the proper Ingredient Cards for the Potion Card.



Alchemy

Gathering Ingredients

There are several ways to gather ingredients for potions. Players can purchase Ingredient Cards from merchants and other players, forage plants/mine crystals/return animals, earn them from quests, or obtain them from the Carta Arcanum.

The Apothecary does maintain a stock of ingredients, however not all ingredients may be available, and the cost of these ingredients may fluctuate and will always be outrageous. Additionally, the Apothecary may impose limits on how many ingredients can be purchased each day, and service fees for transactions. Alchemists may find trading with others or obtaining ingredients by alternate means to be far more favorable.

Ingredients are classified into different rarities based on the number of properties they contain: Common (Grey), Uncommon (Green), Rare (Blue), Epic (Purple), and Legendary (Orange); the color of the rarity will be on the card. Used Ingredient Cards will be returned to the Apothecary to be reincorporated into the game.

Special Ingredients

Other than the standard ingredients there are also unique ingredients that are required for certain Recipes. These can only be obtained through special means and may require a higher Alchemy Rank to be used. Examples of these ingredients are Dragon Blood, Nephilim Blood, Bee Pollen, Essence of Llama, Awen Lifeorce, etc. These are needed for special recipes rather than the more generic request of “plant of healing” or “crystal of protection”.

Creating Potion Recipes

To create a new potion an Alchemist must bring their idea to the Alchemy GM at the Apothecary during their office hours. The Alchemy GM will consult the Tome of Alchemical Erudition to be sure something similar doesn't already exist. If needed the Alchemy GM will work with the Alchemist to make it unique. Once the idea is discussed, the Alchemist must experiment with it.

If the Recipe is deemed successful, at the next Grand Gathering it will be usable, added to the Tome of Alchemical Erudition, and a Recipe and Potion Card will be given to the creator. Two ideas per Alchemist, Apprentice level or higher, may be submitted per Grand Gathering. Created potions do not count against the number an Alchemist may learn each Grand Gathering.

When an Alchemist brews a potion for a Recipe they created, they produce one extra each time. The extra does not count against the number of potions an Alchemist may brew in a day, nor does it count towards maintenance. Additionally, an Alchemist may teach Recipes they created when they are the same level as the potion - provided they are at least an Apprentice. Their name is also added to the Recipe, and shall be immortalized in the art of Alchemy forever.



Alchemy

Tome of Alchemical Erudition

The Apothecary will have a tome containing every Recipe that has been created to date. For a Recipe to be considered valid, it must be in this book. Once a new Recipe is approved by the Alchemy GM it will be added to the Tome at the next Grand Gathering.

Using Potion Cards

Potion Cards are the result of a successful alchemical brew. Once the Potion Card is used it must be torn so it cannot be used again. Potions cannot be used on battlefields or skirmishes unless otherwise stated.

Poisons & Cures

Poisons are incredibly potent, harmful potions with some even able to cause instant death.

There are only two ways to cure poisons: Healing (magical healing from a High Priest) or the Administration of an Antidote. If a poison lists text such as “there is no cure”, neither Healing nor Administering an Antidote can cure that poison. If a poison lists text such as “there is no antidote” or “this cannot be healed”, Administering an Antidote or Healing respectively will not work.

To Heal, a High Priest must be the same level or higher than the level of the poison. For example, a level 3 High Priest could cure the poisons Minor Poison (level 2) and Stolen Heart (level 3), but not Kiss of Wolfsbane (level 4). Healing must occur during the duration of the poison.

To Administer an Antidote, either the target or another player must use a potion to counter the poison. If a player is Administering an Antidote or other beneficial potion they must not be under an effect that prevents them from doing so, such as paralysis or sleep, and must also have at least 1 HP on the arm used to grab the potion.

Some poisons list a specific antidote, in these cases only that antidote can be used. For example, Kiss of Wolfsbane requires the Queen’s Mercy antidote, no other potions can be used. The Antidote must be administered during the duration of the poison.

Some rare and exceptionally powerful potions (such as Panacea) override the standard rules for curing poisons. In these cases, always follow the specific instructions printed on the potion card, even if they contradict the rules outlined here.



Alchemy

Alchemist Ranks

There are five Ranks in the vocation: Novice, Apprentice, Journeyman, Artisan, and Master. One of the goals of every Alchemist should be to climb the Ranks and brew even more fantastical potions.

Alchemists must meet certain criteria to achieve Ranks. If the Alchemist fails to either advance or maintain their Rank, they regress to the previous Rank. Some narrative-based exceptions may exist.

Ranks & Limitations

Rank	Max Potions Brewed Per Day	Max Potion Level Brewable & Ingredient Level Usable	Max Recipes Learned Per GG	Max Potion Level Can Teach*	Max Recipes Created Per GG
 1 - Novice	2	1 - Common (Grey)	5	N/A	N/A
 2 - Apprentice	4	2 - Uncommon (Green)	5	1	2
 3 - Journeyman	5	3 - Rare (Blue)	10	2	2
 4 - Artisan	8	4 - Epic (Purple)	15	3	2
 5 - Master	10	5 - Legendary (Orange)	None	5	2

* If an Alchemist is the Creator of a potion and is Apprentice Rank or higher, they may teach a potion the same level as their Rank. For example, if an Apprentice (Rank 2) created a Level 2 potion, they may teach that potion.

Advancing in Rank (Ranking Up)

To advance, an Alchemist must complete an Exam - a challenge tailored to each Rank - to display their alchemical prowess, spend a consecutive number of years at a Rank, learn a certain number of Recipes, and teach other Alchemists Recipes a number of times. A member of the Apothecary Staff must sign off on the Alchemist's achievements.

If an Alchemist fulfills all advancement requirements **including** Consecutive Years at Rank **during** a Grand Gathering, they are promoted immediately. They do not need to meet maintenance for the current year. They may immediately use the benefits of their new Rank, however, any actions taken prior to advancement still count towards the limits of the new Rank. For example, if an Apprentice becomes a Journeyman and had already brewed 4 potions that day, they may only brew 1 more as the Journeyman limit is 5 per day.



Alchemy

If an Alchemist has fulfilled all advancement requirements **except** Consecutive Years at Rank, they must continue to meet maintenance for their current rank each year, until the Consecutive Years at Rank requirement will be fulfilled by the next Grand Gathering. Once that Grand Gathering begins, the new Rank takes effect **immediately**. At that point, they will again need to advance or meet maintenance for their current Rank.

Progression	Exam Level	Unique Recipes Learned	Consecutive Years at Rank	Recipes Taught
Novice to Apprentice	Novice	5	1	N/A
Apprentice to Journeyman	Apprentice	10	1	10
Journeyman to Artisan	Journeyman	30	2	20
Artisan to Master	Artisan	60	2	50

Maintaining Rank

To maintain their Rank, an Alchemist must prove their skills have stayed sharp by brewing a certain number of potions each Grand Gathering. If they neither advance nor meet maintenance, they will regress to the previous Rank immediately after the event ends. Once regressed, they must again spend the Consecutive Years at Rank listed to advance, even if all other requirements have been met. They may also need to retake the Exam. If maintenance requirements are not met during this time, they will regress again.

The minimum number of potions each Rank must brew is as follows:

Rank	Apprentice	Journeyman	Artisan	Master
Number to Maintain	4	8	12	16

Progression Examples

A Novice passes their exam and learns 3 Recipes at a Grand Gathering. They do not regress as Novices do not have maintenance, but they do not advance. The next Grand Gathering they learn another 2 recipes, and have already spent a year as a Novice, so they immediately advance to Apprentice. Due to the advancement, they do not need to meet maintenance for that event.

An Apprentice passes their exam, learns 5 Recipes for a total of 10, and teaches 10 times at a Grand Gathering. They met maintenance so they do not regress, however, they have not been an Apprentice for a year so they cannot advance. At the start of the next Grand Gathering the year is complete which fulfills the last requirement, and they begin that Grand Gathering as a Journeyman. They must then brew at least 8 potions that event to remain so.

A Journeyman has not completed a number of advancement requirements and only brews 7 potions during a Grand Gathering. They regress to Apprentice.



Alchemy

Work Orders

The Apothecary maintains a board of Work Orders for potions and poisons that players would like Alchemists to brew. Additionally, the Apothecary may require potions for its own purposes and may use its funds to post Work Orders.

Requesting a Work Order

Players (Requesters) may go to the Apothecary and state that they would like to place a Work Order for a potion or poison. The Requester must pay the posting fee for the level of the potion as listed below, as well as the amount of money that should go to the fulfilling Alchemist.

Work Orders cannot be cancelled or modified once placed.

Posting Fees

Posting fees are non-refundable and go to the Apothecary.

Level	1 - Common	2 - Uncommon	3 - Rare	4 - Epic	5 - Legendary
Fee	1 tower	3 towers	1.5 pieces	2 pieces	1 bit

Payment to Fulfilling Alchemist

The payment to the fulfilling Alchemist covers ingredients and labor.

Requesters should keep in mind several things when determining the payment. First, Alchemy is both a science and an art, and higher level potions require years of dedicated study to learn and brew. Additionally, some Recipes may be closely guarded and known by few, and potions with more or difficult to obtain ingredients are more expensive to produce. Finally, more lucrative Work Orders are more likely to be fulfilled.

If no Alchemist has fulfilled the Work Order by the end of the Grand Gathering, the Requester must pick up the payment from the Apothecary.

Fulfillment

Once an Alchemist sees a Work Order they would like to fulfill, they leave the Work Order on the board and brew the requested potion. Only then may the Alchemist take the Work Order from the board and bring it to Apothecary Staff along with the potion requested. The Apothecary will then pay the Alchemist the payment from the Requester.

Pickup

Once the Requester sees that their Work Order has been removed from the board, they must speak to the Apothecary Staff who will then give them the requested Potion Card.



Gold Guilds



The Crows

Hynafol's Junior Letter Delivery Service

In the world of Hynafol, even the youngest adventurers have a role to play. The Crows are a special group of children tasked with delivering letters between players, using their keen eyes and sharp instincts to bring messages across the realm.

Important Note

The Crows Guild is **exclusively** for minors. Only children are allowed to deliver letters and collect rewards. All players can participate by sending letters, but only minors may serve as Crows and deliver the letters.

How It Works

Nests: Every established House with a House camp location, or religion with a religious site location will have a **Crow's Nest** inside it. These nests are marked on a special map available at the **Crow's Collections Counter**, showing their locations throughout the area.

Sending a Letter

- ❖ Visit any **Crow's Nest** (found in House camps, religious sites, or designated locations).
- ❖ In front of each nest, there will be open white eggs provided for use by players.
- ❖ Write the recipient's name and House on the **outside** of your letter.
- ❖ Place the letter inside the egg, along with a **small trinket or copper** as payment for the Crow delivering it.

The Crow's Task

When a **Crow** finds an egg in a nest, they should:

- ❖ Open the egg and take out the letter and trinket or copper.
- ❖ Put the trinket or copper in their pocket as their reward.
- ❖ **Place the empty egg shell in the bag provided in front of the nest.**

Afterward, the Crow will either:

- ❖ Deliver the letter directly to the recipient.
- ❖ If they cannot find the recipient, they will place the letter in the appropriate House's nest based on the name and House **written on the letter.**

Tips for Direct Delivery

When a Crow delivers a letter to you personally, it is common courtesy to offer the child a trinket or copper in appreciation of their service.

Crow's Collections Counter

The Crow's Collections Counter is a special trading post where Crows can exchange their earned coppers for toys, trinkets, and other fun prizes. It's a place for young Crows to enjoy the rewards of their hard work and participation.



The Guardians

Protectors & Investigators of Hynafol

During the Grand Gathering it is imperative that peace and order are maintained as the Denizens of Hynafol reshape this once great land. With so many people gathering together there are always those who would sow the seeds of chaos, facilitate deception and engage in all manner of barbarous behavior. Thus, the Guardians of the Mist have been employed to ward off, investigate and occasionally punish criminals and ruckus rousers.

Responsibilities

The Guardians of the Mist have **five** primary responsibilities:

- ❖ The sanctioning and protection of all rituals held during the Grand Gathering.
- ❖ Conversely the investigation and prevention of unsanctioned rituals.
- ❖ The investigation of various crimes committed in Hynafol including but not limited to theft and murder.
- ❖ Assisting those who Return from the Mists after death to discover the truth behind their demise.
- ❖ The maintenance of the peace and prosperity of all Denizens of Hynafol.

Actions & Requirements

Due to the immense responsibility and power that Guardians wield they must understand that power cannot simply be enjoyed for its privileges alone but necessarily makes its holders morally responsible both for what they choose to do with it and for what they fail to do with it.

Therefore, Guardians are expected to have the highest level of character: noble, virtuous and generous. As such all Guardians and those who wish to assist them must adhere to a set of principles:

- ❖ Guardians of the Mist **must** wear a unique, magical, tabard while in service.
- ❖ Guardians must **offer assistance** to anyone in need of their assistance.
- ❖ Guardians must **assist anyone** who has been incapacitated in reaching the nearest religious site for healing.
- ❖ Guardians **must not** act as a force, but rather must serve the Denizens of Hynafol.

In addition to these principles Guardians must also adhere to any and all laws of Hynafol and their own rules set forth each year during the Guardians Assessment meeting.



The Guardians

The Tabard & Healing

- ❖ The Guardians are distinguished by the magical tabards they wear, serving as a symbol of their dedication. Only seven tabards exist at any given time, ensuring that the Guardians remain a service rather than a force.
- ❖ Guardians take shifts donning the tabard and may switch out with another member at any time to gain its benefits and perform the required tasks.
- ❖ Active members wearing the Guardian tabard are granted a unique benefit: Instead of succumbing to permanent death, they are transported back to the Town Guardian Base upon being knocked down (reduced to 0HP). Importantly, they retain their memories and do not suffer from any memory loss associated with their revival.
- ❖ Guardians also receive healing services from High-Priests, Priests, and Clerics at no charge. High-Priests, Priests and Clerics are compelled to heal any Guardian in exchange for the protection of their Rituals.

Protection & Order

- ❖ The Guardians primary purpose is to protect Rituals, uncover truths and provide solace to those affected by the mysteries of the realm.
- ❖ In addition to their investigations, the Guardians may offer assistance to anyone in need within Hynafol, demonstrating their dedication to the community.
- ❖ The Guardians convene annually for the Town Gaurd Assessment meeting, during which they collectively decide on their code of conduct and any additional responsibilities they may undertake.
- ❖ Upholding the core values of the Guardians, active members are obliged to protect and help anyone they encounter who has been reduced to 0HP. Neglecting this responsibility would be a violation of their duty and subject to disciplinary action.
- ❖ Membership within the Guardians of the Mists is contingent upon abiding by the town's laws, ensuring the integrity of the group as investigators and defenders of justice.
- ❖ The Guardians facilitate public trials, enabling the community to participate as jurors in determining the truth and administering appropriate actions.



The Guardians

Investigation

In Hynafol, any resident may seek the assistance of the Guardians of the Mists to investigate their untimely death and the subsequent memory loss. Those who find themselves in such a predicament are encouraged to turn to the Guardians, who possess the knowledge and expertise to guide them through the process of uncovering the truth.

Upon the resolution of a mystery, the Guardians of the Mists may suggest various outcomes, which can include:

- ❖ Unveiling evidence leading to the temporary imprisonment of the guilty party for a designated duration (e.g., 5 - 15 minutes).
- ❖ Initiating a special quest for the accused, transforming them into a casted character for a specific period.
- ❖ Allowing the victim or interested parties to embark on a non-monetary bounty hunt for retribution.
- ❖ Sentencing the Accused to punishment by public spectacle, which may involve them performing entertaining tasks such as a designated dance or singing in a comical voice.

It is important to note that any proposed punishments must be discussed and agreed upon by the accused, fostering a collaborative and enjoyable roleplaying experience for all participants.

Guardian Ranks

Guardians go up in rank per year served as a Guardian

Guardian

No Special Rewards

Detective

2 Bits per Grand Gathering

Sergeant

3 Bits per Grand Gathering

Lieutenant

Crown per Grand Gathering

Captain

Leads the Guardians.

With unwavering resolve, the Guardians of the Mists strive to shed light on the obscured secrets that haunt Hynafol, ensuring justice prevails and the mysteries are unraveled by the power of deduction and investigation.



Rogue Guilds



Assassins

Instrument of Fate

A single strike on the right person could stop a war, turn back an invader, secure a prize, or correct a path that has gone askew.

Assassins, Dealers of a moments death, Balancers of the scales, a Snake from the grass, all describe the Guild of those who deal in this version of war. Experts in their craft of quick and final death, they train not to outlast an opponent, but to surprise them; to end them with little recourse available as the blade and the additional power granted it by the mists, is placed perfectly to ensure there is no mundane remedy that can save the target.

How to put out Contracts

Drop a filled out request in the box at narrative along with payment. It is recommended you get your contract in place days or better yet events, before you want it in play. Contracts take time to proceed:

Fill out form and drop in box, pay Archives

Cost

Cost depends on contract levels, higher rank contracts may have longer lasting effects:

- ◆ 1 bit
- ◆ 4 bits
- ◆ 1 crown
- ◆ 3 crowns (House leaders and High priests must be here or higher)
- ◆ 6 crowns (Monarchs must be here or higher)
- ◆ 15 crowns

A bit may be tipped to deliver a message to the victim

A ribbon with the targets name is given to the target by the Assassin GM

- ◆ The target has an opportunity to provide constraints of their own or withdraw consent
- ◆ The target is provided a small rules primer to keep
- ◆ The target must keep the ribbon on themselves and visible until killed or time is up during the timeframe of the contract



Assassins

Instrument of Fate

How to be an Assassin

- ❖ Obtain a black coin and give it along with a bit to the Assassin GM
 - Black coins are distributed through various methods into the game world, finding one is up to you. If you need assistance you may ask an Assassin GM.
- ❖ Get your Assassin weapon blessed by a priest of the participating religion of your choice
 - There is a non-religion based option for players that don't want to engage in the role-play of the imbue ment.
 - Legal assassin larp weapons have a total length of at least 3.9 inches and no more than 22 inches.

Ranks

- ❖ You may only take contracts of your rank or lower
- ❖ To Progress you must complete contracts of your current rank, you start at 1. You must complete a number of them also equal to your current rank. i.e.
 - You must complete 1 rank 1 Contract to progress to rank 2
 - You must complete 2 rank 2 Contracts to progress to rank 3
 - You must complete 3 rank 3 Contracts to progress to rank 4
 - You must complete 4 rank 4 Contracts to progress to rank 5 and earn the title of Master
 - You must complete 5 rank 5 Contracts to progress to rank 6 and earn the title of Grand Master
- ❖ You cannot progress more then one rank per event

How to take contracts

- ❖ Join the Assassin Guild
- ❖ Check the board for available posted contracts of your rank or lower, do not take the papers, double check the contract is still open every day, just to be sure
- ❖ Make every attempt to see the ribbon on the target to validate they are still a valid target
- ❖ If you are killed while making an active attempt on the target, you can no longer work the contract in any way.



Assassins

Instrument of Fate

The Targets are notified they are being targeted as the deities demand and a mark is placed on them, if the mark is removed through assassination the target's spirit or that which their spirit holds dear is assailed by the power that blessed the Assassin..

How to assassinate a target

- ❖ Legal Assassin weapon hit to the side of chest, back, stomach when the target is unaware with your blessed small weapon
 - Armor does not work against such a strike
 - A weapon kill only has 30 seconds of bleed out, if a healing potion is administered it adds its additional time to whatever is left.
 - If you miss the unaware attack, you cannot take the mark as an assassination and further attacks are normal street fighting rules.
 - Targets are only considered “aware” if they raise an alarm/flee/fight back prior to the strike. Simply suspecting or noticing someone around you is not considered to be aware.
 - Assassins need only catch their target unaware, if others engage them after or before they may fight back but anyone else the assassin kills is not considered assassinated, just normal murdered.
- ❖ Legal death through poisoning
- ❖ Never target someone inside their own camp, tent, bathrooms, food line, buildings with walls, in an active battle, or while they are speaking to a GM
- ❖ Take the ribbon from them and give them one of your red coins, then turn the ribbon into the Assassin GM or GM taking death reports
 - If you must leave before death, approach your target to take their mark after they are killed as they walk to report their death, or meet them at Narrative.
 - Targets should never delay giving the ribbon once death is certain, if there is no certain plan for healing, provide the assassin the ribbon right away even before bleed out is done.
- ❖ The Target reports to standard death GM and states they were assassinated providing the red coin as proof.



Assassins

Instrument of Fate

A Word from the Assassins GM

“The rules above may seem long but they are intended to be simple in use. The goal is to talk through a few example what if’s in order to help everyone be on the same page and have a great time roleplaying the interaction. Please keep this in mind and play your part in having fun and creating fun for others”

Results of getting Assassinated

If a player is killed by an assassin, as part of a contract, they are subject to imbued death. Regular death GM has them roll a d100 and consults the table below. Contract lvl 5+ must re-roll once if a 95+ is rolled. Nearly all results are more impactful based on contract level.

Combat results (last a number of rounds = to contract level)

- ♦ **1-5 Exhausted:** Respawn takes you 5 seconds
- ♦ **6-10 Confused:** Can’t fight with dominant hand
- ♦ **11-15 Back Pain:** Can’t lift weapon above chest high
- ♦ **16-23 Religion Based:** Special GM table

Other results

- ♦ **24-39 Religion based, Carta effect:** Special GM table
- ♦ **49-49 Spirit storm:** Calamity on House lands
- ♦ **50-60 Spirit ties:** Impact on personal or House building if none owned by player
- ♦ **61-73 Black Shadow:** Shade duty
- ♦ **74-87 Troubled Tethers:** Transport slowdown personal or House if none owned by player
- ♦ **88-95 Angered Hearts:** Mercenary attack on House claimed land
- ♦ **95-100 Escape Consequences**



Assassins

Instrument of Fate

How does a religion participate

Meet with the Assassin GM, come prepared with:

- ❖ A detailed planned quest line for your religion to discover the power
- ❖ A planned out ritual to imbue weapons
- ❖ 4+ ideas of a religion specific imbued death results that are religion specific

What does the Guild do with its money?

- ❖ Put out contracts for ranks that are slow/unrepresented
- ❖ Run events and quests with rewards
- ❖ Run NPC centric Assassination contracts at events where the mists are not present and killing player characters is not allowed outside of battle

I don't understand

Ask the Assassin GM, email GM@Hynafol.com



Bard

“Grab a drink and take a seat, it’s time... to start the show.”
– Alaric Wildspore, Impresario Extraordinaire

The muse calls to you. Her siren song laps delicately at your senses, beckoning the fires of inspiration to burst. The tender tones of your voice simply must be heard. The powerful plucking of thine fingers cannot be contained. The sultry swaying of your dance shall be howled upon in desire across the Known Lands. Whether by vanity’s salivating hunger or the desperate cry of the soul to be seen, you have sought yourself a stage... and the audience awaits.

What is the Bard Guild?

A player of the Bard Guild is a musician, performer, poet, dancer, or entertainer. Put simply, a Bard puts on a show for the people of Hynafol and gets paid for it, with coin and the often more valuable attention. As we all know, us performing types are suckers for being seen. Players of the Bard Guild will work together to support the performing arts of Hynafol, crafting unique productions, impressing the locals, and garnering the adoration of fans.

Becoming a Bard

How do I become a Bard of Hynafol?

It is your time to shine! To become a Bard of Hynafol, you must perform an audition for the people of Hynafol. Once you have auditioned, you’re in! Hone your craft, write some new material, and get performing! Your performances will be rewarded based on both the content of the show and the size of the crowd. As you perform, you will rise through the ranks of the Guild, known as Echelons of Recognition. As your fame amasses, you will gain greater rewards.

Out of respect for the Ring Leader of Karnifal, members of the Karnifal House are granted immediate entry to the Bard Guild.

When can I audition?

At any official Hynafol expedition or Grand Gathering, perform at any scheduled event (e.g. Talent Show, Guy’s Guys, a religion ritual). The performance must be witnessed by any Bard or Hynafol Steward. Then, you will be granted access to the Bard Guild and begin at the Player Echelon.



Bard

Echelons of Recognition

There are several notable distinctions to separate the local pub sensation from the worldwide superstar. If you want to elevate yourself to the next Echelon, you'll need performances under your belt and the adoration of the masses. Echelon promotions will be revealed at the end of each Grand Gathering during a special ritual and are bequeathed upon the Bards who perform the most frequently and bombastically. There are a limited number of advancement slots per year, so make yourself known!

Bard Echelons

Player

The entry level of the Bard Guild. You have yet to make a name for yourself, but you can only go up from here! Get practicing!

Performer

You are now an established entertainer!
Your performance rewards will be even greater!

Idol

You have been recognized as an entertainment sensation! The fans adore you as they toss donations and love letters in your direction. It's difficult to go out in public without being noticed.
You receive the highest level of performance rewards!

Guild Management

Aficionado

A special designation for those capable and qualified to act as the officers of the Guild. They may operate and assist in the process of connecting Patrons with Bards for bookings, as well as paying Bards for performances from the Guild Purse.

Impresario Extraordinaire

The manager of managers and producer of producers. A bardic deity, the artist known as Wildspore, stands high atop a metaphorical tower crafted of equal parts talent and hubris. This role carries a heavy responsibility to nurture the arts and elevate performers. Wildspore desperately searches for the shining star who will one day replace him.



Bard

Performances

Booked:

A performance funded by a Patron, often for a scheduled event such as a tournament, feast, or ritual. Anyone can book a Bard to perform at an event! This is the main source of income for the Guild and the funds are used to help finance Impromptu performances by the Bards. If no performances are booked and the Guild runs out of funding, the Bards can no longer be paid for performing! Support the Bards and become a Patron of the Arts! (see Guide for Patrons below)

Impromptu:

(Available ONLY at the Grand Gathering)

Once per game day, you may conduct an impromptu performance for the people of Hynafol and get paid for it by the Guild. Remember, the key to success is putting on a spectacle! Wandering into a busy street and dancing quietly while nobody pays attention does not constitute a valid show. Holler and cheer, gather an audience, make the world see you as the star you are!

Rewards

Artists are by their very nature often starving. The upper strata of Hynafol's wealth have banded together to provide patronage to these inspired creatives.

- ♦ You may perform and are encouraged to do as many Bookings as you can! You may collect a reward for ONE Impromptu performance per day. The reward is based on your Echelon and the Crowd Size.
 - (ONLY at the Grand Gathering)
- ♦ To be paid for an Impromptu performance, it must be witnessed by either another Bard or a Hynafol Steward.
- ♦ It is your responsibility to record the Crowd Size (see below) and your witness' name.

Important Note:

The Bard Guild has a limited bank of funding which is entirely dependent on income from bookings (see Guide for Patrons below). If the Guild purse is empty, impromptu performances cannot be rewarded. So sell yourselves! Seek out those wealthy Patrons and get yourself booked for shows!

These unpaid impromptu performances will still count toward leveling up to the next Echelon.

Verification

After conducting an Impromptu Performance, you will fill out a slip of paper that states your Name, Echelon, the Crowd Size, and Witness Name. Any Bard or Hynafol Steward may sign off as a witness that a Bard conducted an Impromptu performance. You will then turn this in to the Guild at the Bard Stage, to the Impresario Extraordinaire, or an Aficionado for a reward.

It is important to note, the Bard is NOT being judged on their ability to play an instrument, hold a tune, or otherwise demonstrate mastery of their craft. The witness is confirming that the bard PUT ON A SHOW! Beginners are encouraged to perform. Novices are welcome to show off the skills they picked up last weekend. We are looking for panache and showmanship over expertise.



Bard

Crowd Size

The rewards gained from a performance are measured by the Echelon of the Bard and the size of the audience who views them. This is not a hard science, and Bards are encouraged to measure honestly to fit the crowd into one of the following categories:

Small Gathering

A lively pub, a raucous gathering, a small impromptu show

Large Event

A grand feast, a tournament crowd, a mass religious ritual

Impromptu Performance Rewards

These rewards for Impromptu performances are kept 100% by the performing Bard! Remember, only ONE per day and ONLY at the Grand Gathering. Hungry for more? Go sell yourself to a Patron for a Booking!

Player

Small Gathering: 1 Tower | Large Event: 3 Towers

Performer

Small Gathering: 1 Piece | Large Event: 2 Pieces

Idol

Small Gathering: 1 Bit | Large Event: 2 Bits

Booking Prices

Player

Small Gathering: 1 Piece | Large Event: 2 Pieces

Performer

Small Gathering: 1 Bit | Large Event: 2 Bits

Idol

Small Gathering: 3 Bits | Large Event: 1 Crown



Bard

Guide for Patrons

How do I become a Patron of the Arts?

If you book a Bard performance through the Guild, you are added to our illustrious list of Patrons of the Arts!

What are the benefits of being a Patron of the Arts?

If keeping the music bumping isn't enough to wet your palate... Every Grand Gathering, all Patrons who booked throughout the year will be entered into a raffle to win a special magical prize from the Ringmaster of Karnifal. More bookings means more entries!

How do I book a show?

In advance of an event:

(Recommended)

Head over to the Bard-afol Discord Server and make a post in the Bookings channel with your advert. Hungry bards will come nipping for your delicious coins.

At an Expedition:

Speak with the Impresario Extraordinaire or an Aficionado who will help guide you through the process of connecting with a Bard and organizing payment.

At the Grand Gathering:

Make your way to the Bard Stage and ask for an Aficionado.

Who can I ask about bookings?

- ❖ Impresario Extraordinaire, Alaric Wildspore (Solis Caligo)
- ❖ Aficionado, Filly (Voiaj Mereu)
- ❖ Aficionado, Bartlebee (Karnifal)

Booking Prices

Player

Small Gathering: 1 Piece | Large Event: 2 Pieces

Performer

Small Gathering: 1 Bit | Large Event: 2 Bits

Idol

Small Gathering: 3 Bits | Large Event: 1 Crown



Bard

How do the Bards get paid?

From the booking fee above, the Bard is paid the lion's share (2 / 3) and the Guild takes a small cut (1 / 3) to put toward paying for further Bard performances. The Patron is encouraged to pay the Bard directly who will then distribute accordingly to the Guild. Don't forget to tip your Bards at the show! Income is distributed as follows:

1 Piece = 2 Towers for Guild, 4 Towers for Bard
2 Pieces = 4 Towers for Guild, 8 Towers for Bard
1 Bit = 1 Piece for Guild, 2 Pieces for Bard
2 Bits = 2 Pieces for Guild, 4 Pieces for Bard
3 Bits = 1 Bit for Guild, 2 Bits for Bard
1 Crown = 2 Bits for Guild, 4 Bits for Bard

Example Booking, Performing, and Payment

- ❖ The Empress wishes to hire an Idol-Echelon Bard to entertain at her Large Event at the Grand Gathering
- ❖ She approaches the Bard Stage in Hynafol and makes the request to an Aficionado
- ❖ She may request a specific bard, or If there is no preference, the Guild may choose a willing Bard of that Echelon. There is no guarantee the request is fulfilled.
- ❖ The chosen Idol attends the Empress' large gathering and puts on a captivating performance!
- ❖ The Empress pays the Idol 1 Crown for the performance
- ❖ All tips collected at a performance are claimed 100% by the performing bard
- ❖ The Idol, being an Idol-Echelon Bard, keeps 4 bits of the payment
- ❖ The Idol contributes 2 bits back to the Bard Guild
- ❖ The Bard Guild then uses those coins to fund future Impromptu performances by other bards!

Why don't I just bypass the system and hire Bards without paying the Guild?

The Bard Guild is one of the Rogue Guilds, and works closely with the Assassins and Thieves Guilds. This course of action is not recommended.



The Golden Rose

Where Thorns Guard Riches and Petals Whisper secrets

Welcome to The Golden Rose, where beauty conceals danger, and the allure of wealth draws only the boldest to its fold. In this clandestine network, the petals of opportunity open to those who dare, while the thorns ensure that only the worthy gain the treasures within.

The Thornkeeper

At the core of The Golden Rose is the mysterious Thornkeeper, a figure of both elegance and secrecy. The Thornkeeper is the puppeteer behind the curtain, the grandmaster of thieves, the one who ensures the smooth operation of the 'Flower Market' an underground black market. Known only to those who have proven their loyalty, the Thornkeeper ensures that the balance between wealth and secrecy is meticulously maintained.

The Master of Flowers

Where the Thornkeeper hides among the shadows, the Master of Flowers steps into the light as the elegant and charming face of The Golden Rose. Acting as both Ambassador and Auctioneer, the Master of Flowers is the beautiful counterpart to the Thornkeeper's mystery. Their role is twofold:

- ♦ **Ambassador of the Rose:** The Master of Flowers is responsible for negotiating with those outside the Syndicate, establishing lucrative relationships, and fostering trust between The Golden Rose and its clientele. They are the bridge between the Syndicate's hidden world and the wealthy patrons who seek its services.
- ♦ **Auctioneer of the Flower Market:** The Master of Flowers conducts the secret auctions where stolen goods are sold to the highest bidder. With a sharp mind and a silver tongue, they ensure the auction runs smoothly, maximizing profits for both the thieves and the Syndicate.

In essence, while the Thornkeeper sharpens the thorns that protect the Rose, the Master of Flowers ensures its petals shine brightly, attracting those eager to bask in its wealth and beauty.



The Golden Rose

The Golden Rose's Operations

Buying and Auctioning Stolen Goods

You've pulled off the perfect heist, slipping away unseen with your prize.

Now, what's next?

The Golden Rose is here to help.

- ◆ **We Buy What You Steal:** Whether it's a rare herb, a precious gem, or a valuable game item, The Golden Rose is ready to make an offer. Bring your loot to us, and you'll receive a base reward that reflects the current market value. No need to worry about being caught selling your stolen goods—just hand them over, and we'll take it from there.
- ◆ **Auction the Rarest Finds:** For those willing to take a risk, you can enter your stolen treasures into our exclusive auction. Items here can command higher prices, and you'll earn a percentage of the final sale. It's a gamble, but the potential reward can far exceed the base price we offer.

You can turn in items either to the Thornkeeper, Master of Flowers
or to the Narrative building.

Crafting Contracts

Need something specific stolen?

Here's how to secure a contract with us:

- ◆ **Reaching Out:** To initiate a contract, send a letter to arrange a secret meeting with the Thornkeeper. Detail what you need stolen—be it a collection of herbs, a rare item, or anything else.
 - You can turn in letters to the Golden Rose locked drop box. Location will be posted on town boards.
- ◆ **Negotiation and Agreement:** During your meeting, negotiate the terms of the contract. The Thornkeeper will discuss the cost and conditions. The more complex or dangerous the heist, the higher the payment needed.



The Golden Rose

The Ever-Changing Quota

The Golden Rose must always keep its coffers full, and as such, we work towards daily and often-changing quotas. The current target, whether it be a certain number of herbs, gems, or specific items, will be publicly posted on various boards throughout Hynafol. Hit the quota as the whole Guild, and the organization will host an evening auction where the gathered goods are sold to the highest bidder.

The Flower Market

When the quota is met, the time comes for the underground black market auction known casually as 'The Flower Market'. The time and location of this event are never openly shared; instead, clues to discover the auction's location and time are hidden within a quest, written in a secret thieves' cant that only members of The Golden Rose possess the key to decode. If you're a high-paying customer eager to join the auction, you must seek out a member for the location or write a letter to the Thornkeeper, requesting a specific invitation. A generous bribe with your letter will ensure a swift and accurate response.

How to Join The Golden Rose

Becoming a member of The Golden Rose is no simple task,
but there are two ways to prove your worth:

- ♦ **Speak to Rose:** Visit The Golden Rose headquarters and speak to the thieves there. Become clear on the rules of what is and is not to be stolen before doing your first job.
- ♦ **The Gift of Loyalty:** Your path to joining The Golden Rose is straightforward, complete your first job for free. Steal something of value, no matter how small, and bring it as a gift to the Thornkeeper. This act of loyalty proves you have what it takes. If the Thornkeeper accepts your offering, you will receive a key to our secret language and officially be welcomed into the fold.
- ♦ **Wealth Opens Doors:** If you possess a substantial fortune, you may pay a large amount to secure a contract for something you wish to be stolen. Those with deep coin purses are always welcome, as they help water the flowers of The Golden Rose.



The Golden Rose

How Thieves work with other Guilds:

Alchemists

Purchase and use poison: Only Rogues can use poison and are therefore encouraged to remain on good terms with Alchemists.

Protect Ingredients: Alchemists need Ingredients to create potions and poison. As Rogues will likely need both they can trade their services for discounted potions and poison from Alchemists.

Steal Ingredients: If Thieves steal all of the ingredients Alchemists have no choice but to purchase them if they want to continue to create Potions and Poison.

High-Priests

Thieves, and all Rogues, can also be hired by High-Priests to protect their Rituals that may not be sanctioned by the Guardians. They can also be hired to steal artifacts of competing religions so their rituals cannot be granted power.

The Consequences of being a Thief

As theft and poison are illegal in Hynafol there are dire consequences if Thieves are caught by the Guardians. Thieves may be subject to:

A trial in which their misdeeds are put on display for all to hear.

Punishments that may include, but is not limited to:

- ❖ Temporary imprisonment in jail,
- ❖ Mandatory quest to regain their standing in the community (NPC duty),
- ❖ Punishment by public spectacle which may involve certain entertaining tasks such as an embarrassing dance or singing in a comical voice,
- ❖ Or a counter-bounty may even be placed on your head by the Guardians for particularly egregious criminals.

The Guardians are often creative with their punishments... but not to worry, they'll always get your consent. As the saying goes though, "There is honor among thieves." it is considered to be particularly bad form to not consent to any kind of punishment. Thieves may be considered to be dishonorable by some, but Thieves never want to bring shame to The Golden Rose.



The Golden Rose

The Code of the Rose

To succeed within The Golden Rose, adhere to our sacred code:

- ♦ **Secrecy is Sacred:** Protect the Syndicate's secrets and the identities of its members. In the shadows, trust and discretion are your greatest assets.
- ♦ **Theft is an Art:** Every act of theft, whether removing a pin or snatching a flag, must be executed with grace and precision.
- ♦ **Loyalty to The Rose:** Betrayal is met with severe consequences. Uphold your loyalty, and The Golden Rose will protect you.



Final Words from The Thornkeeper

In the embrace of the rose, there is wealth untold. But remember, every rose has its thorns. Honor the code, and the petals will always reveal their treasures. Welcome to The Golden Rose, where your next fortune lies just beyond the reach of the thorns.

