

Codex: Merlin's Winter Watch

Hosted by the Court of Knowledge

The Narrative

The Mage King did not come to speak.

At the Grand Gathering he struck the Five Court Leaders down as a farmer might fell reeds before winter floods. There were no bargains offered, no warnings asked for. He bound them in a silence that would not answer prayer or command, then turned and left. His words followed him like a curse laid in stone:

“Hynafol will be destroyed.”

No one agrees on who wears the black crown. The prevailing account claims he was once a brother to Merlin, a mage who performed a forbidden ritual and crowned himself sovereign of magic. Yet even this tale fractures under scrutiny. Records contradict one another. Witnesses disagree on motive, method, and outcome. What is known is this: his presence brings imbalance. Where his influence lingers, systems falter, unity fractures, and certainty erodes. Whether he was tyrant, scholar, or something reshaped entirely by power remains unanswered; but his patience is undeniable, and the world strains where his attention rests.

While the Courts argue, another danger has crept closer.

The Vermiscar came quietly. A latch left open where none should be. Grain spoiled in its bin. A child’s toy found half-buried in wet earth, gnawed and abandoned. No bells were rung, no blood spilled. Yet every old tale agrees on one truth: where one Vermiscar is seen, many more are near.

Merlin has called the Winter Watch.

He asks for vigilance, not panic. For proof before blade. Scholars to observe, scouts to track, warriors to stand ready but not strike without cause. He believes the Vermiscar did not come by accident, and that understanding their purpose matters more than the comfort of killing them quickly.

The Five Courts do not agree. The **Court of Knowledge** urges restraint. Study first. Record what is seen. Bind action to understanding so that lives are not wasted in ignorance. The **Court of Valor** answers more plainly. Vermin are slain. Borders are defended. Mercy invites ruin. The **Court of Power** calls for walls, laws, and steel. Fortify the streets. Declare the Vermiscar outlaw in every kingdom. Let order choke the threat before it spreads. The **Court of Ambition** sees opportunity. Capture instead of kill. Bargain if possible. Even monsters can be made useful in the right hands. The **Court of Chaos** laughs quietly and says little. They see the Vermiscar as agents of necessary disorder, sent to crack old certainties so that something living may grow in their place.

So the matter will be decided as such things always are, by blood and by judgment. Four skirmishes will be fought. Four kingdoms will stand or fall depending on whose will prevails. The Vermiscar have already been sighted in the market and along the village roads. No harm has come yet. That is what makes the waiting worse.

Your charge is simple and cruel. Seek the truth of why the Vermiscar have come. Walk the paths your Court sets before you. Bring back what knowledge you can, whether it comforts or condemns.

The Mage King’s vow still darkens the world like a shadow across the sun. Merlin has called the Winter Watch to learn why the rats stir now, and to steal what little time may yet be stolen.

What you uncover in street and field, in fen and firelight, will decide whether that time is enough.

Owain ap Rhys, Scribe in the services of Merlin

Event: Hynafol - Court of Knowledge: January Expedition

Dates: January 16–18, 2026 (Fri–Sun)

Site: Valkyrie Ranch - 2030 FM2104, Paige, TX 78659

Host: Court of Knowledge

Tickets/Price: General Admission: \$95.50 until Jan 9; \$106.00 after Jan 9. Day-of registration is available.

Contacts

- Questions about the game: **gm@hynafol.com**
 - Tickets & general questions: **info@hynafol.com**
 - Volunteering questions: **volunteers@hynafol.com**
 - Logistics & camping: **logistics@hynafol.com**
 - Emergency (on-site): call **911**; Hynafol phone: **206-395-6368**
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How this document is organized

1. One-Page Quick Reference
 2. Full Expedition Codex (rules, logistics, schedule, FAQs)
 3. Appendices & Attachments (maps, etc.)
 4. Guild Mini-Games Appendix (TL;DRs)
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General Information

Merlin's Winter Watch | January Expedition
Jan 16–18, 2026 • Valkyrie Ranch, Paige, TX

Tickets

- General Admission: \$95.50 until **1/9**, then \$106.00. Day-of registration available at Front Gate.
- Purchase Tickets here: <https://hynafol.com/january>

Arrival & Gates

- **Front Gate:** Valkyrie Ranch, 2030 FM2104, Paige, TX 78659
- **Check-in:** Drive through the gate and around to where **Parking** is located, and Check-in will be a Hynafol tent next to Parking. Have your tickets ready for scanning.
- **Character Registry & Expedition Pay:** All participants must complete registration at **The Ledger**. You will verify your character information and receive your starting currency.
- **Friday arrival window:** Rolling arrivals starting at **12:00 PM**. Final arrival setup allowed until **8:00 PM**. Cars must be parked by **8:00 pm**.
- **Saturday arrival:** Arrivals begin at **8:00 AM**.

Must Know

- **Age policy:** Minors allowed *only* when accompanied by a parent or legal guardian.
- **Weapons & Combat:** Mandatory weapon check and safety briefing for all players before combat. Eye protection recommended. Standard Hynafol combat rules apply.
- **Photography & Tech:** Phones, cameras, and personal recording devices are **forbidden** in play areas. Hynafol will provide event photography.
- **Food:** Vendor food will be on site; no meal cards or meal packages.
- **Transport:** No shuttle provided for this event.
- **Rules:** Standard rules are enforced.
- **Volunteers/Stewards:** Questions about volunteering/stewarding should be sent to volunteers@hynafol.com. During the event, please see Konnor for volunteer questions or concerns.

Quick links

- Activity Submission Form (lead an activity): <https://forms.gle/xy5UyVIZf58q9DCy6>
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Registration & Check-In

- **How to register:** Online at [Hynafol.com event page](https://hynafol.com/event), or at the gate on the day of the event. Bring a photo ID.
- **Day-of registration:** Available at the check/in area, a Hynafol Tent by parking; credit/debit and cash accepted.
- **Check-In:** All participants will receive a wristband that must be worn at all times.

Registration & Pay - NEW

- All players must visit Hynafol's newest service *The Ledger* (previously Player Liaison Tent) for character registry and to receive their Expedition Pay.
- This new service will be in the same tent as *The Emporium*, Hynafol's Weapons and Wardrobe vendor.
- Simply visit *The Ledger* once you have settled into your camping location.

The Ledger is for all character registries (character registration, death, House declaration, Court Allegiance, Religion affiliation, etc.) and anything you may need help with as our Ledger clerks can answer your questions and assist with problems (code of conduct, general information, etc.). *The Ledger* is staffed by friendly player-volunteers who are eager to help you with your character and problems! Stop by with any questions or concerns!

Camping & Vehicles

- Primitive, DIY camping is available to all attendees.
- RVs/trailers and car camping permitted; **no utilities** available.
 - Generators allowed only if quiet and fitted with a sound-dampening baffle.
 - Staff may request generators be turned off if noise is excessive.

Facilities & Food

- Water spigots and chemical toilets / hand-wash stations provided.
- No showers on site.
- Food vendors will be present; food for purchase only (no meal cards).

- See end of document for more information regarding food vendors at this Expedition.

Safety & Code of Conduct

- Everyone is responsible for community safety. Hynafol enforces a zero-tolerance policy for harassment, sexual assault, or physical assault. Report any issues to staff or The Ledger. For immediate help, call **911**. Hynafol phone: **206-395-6368**.
- The [Code of Conduct and full Terms & Conditions are linked here](#).

Combat Rules & Requirements

- **Mandatory:** All combatants must attend the combat safety briefing and pass weapon calibration before participating. Weapon checks are enforced by stewards.
 - Combat Safety briefing times can be found on the schedule below.
 - Weapons Calibration times can also be found below; and the Lead Steward can check weapons before each Skirmish.
- **Standard rules apply.** [See full Combat Rules here](#). Armor and shields permitted unless noted.
 - No combat is allowed on buildings, decks, or other structures. Eye protection is recommended. See full Combat Guide for details.
- **Healing & Resurrection:** Standard Hynafol rules - see [Healing Rules](#) for more information. Unless otherwise stated, respawn requires touching your weapon or touching a specified resurrection marker.

Schedule

Friday

Time	Activity	Location	Notes
12:00 PM	Check-in Opens	Parking Lot -Hynafol Tent	Rolling arrivals, site setup, costuming.
4:00 PM	Archives Training	Archives	Learn about being an Archives Clerk, open to new and veteran players alike
4:00 PM – 8:00 PM	The Ledger Opens	See Map	Register your character here, find general help
4:30 PM - 7:00 PM	Weapons Check	Near Archives	Bring your weapons for homologation. All combat weapons must be checked.
5:00 PM	Counting House Training	Counting House	Learn about being a Three Crowns Counting House Clerk, open to new and veteran players alike
6:00 PM – 8:00 PM	Counting House Open	See Map	Three Crowns Counting House open for withdrawals

8:00 PM – 9:00 PM	New Player Orientation	Round House	60-minute intro to safety, how Hynafol works, and new player quest begins
9:00 PM – 9:30 PM	Opening Ceremony	Round House	Welcome & Narrative Introduction Costumes Required
9:30 PM – 10:00 PM	Court Meetings	Round House	Court meetings that introduce the Court and court alignments for the weekend.
10:00 PM – 12:00 AM	Guild Introductions & Socializing	Round House	Directly after the Court meetings there will be Guild Introductions for players to meet guild leaders and join a guild.

Saturday

Time	Activity	Location	Notes
8:00 AM - 10:00 AM, 2:00 PM - 3:30 PM, 7:00 PM - 9:00 PM	Services	See Map	Three Crowns Counting House is Open
8:00 AM - 11:00 AM, 2:00 PM - 3:30 PM, 7:00 PM - 9:00 PM	Services	See Map	The Archives is Open
9:00 AM - 1:00 PM and 2:00 PM - 6:00 PM	Services	See Map	The Ledger is Open
9:15 AM – 9:45 AM	Combat Safety	Round House	Mandatory for combatants: weapon checks, calibration, safety and consent rules.
9:45 AM – 10:00 AM	Deployment	Battlefield	Battle prep, hydrate, move to the battlefield.
10:00 AM – 10:45 AM	Skirmish 1	Battlefield	First Skirmish
10:45 AM – 11:00 AM	Break	Battlefield	Water, snacks, battlefield reset
11:00 AM – 11:45 AM	Skirmish 2	Battlefield	Second Skirmish
11:45 AM – 1:00 PM	Lunch	Village	Lunch / Downtime
12:00 PM - 1:00 PM	Maceball	Field	Exhibition Maceball Match
1:00 PM – 1:45 PM	Skirmish 3	Battlefield	Third Skirmish
1:45 PM – 2:00 PM	Break	Battlefield	Reset between skirmishes, hydrate.
2:00 PM – 2:45 PM	Skirmish 4	Battlefield	Fourth Skirmish
2:45 PM – 3:00 PM	Break	Various	Transition into tournament, sign-ups, light reset.

3:30 PM – 5:00 PM	Tournament	Round House	Champions Tournament
5:30 PM – 7:00 PM	Dinner Break	Village	No scheduled activities; rest, eat, shower, costume fixes.
7:30 PM – 8:00 PM	Three Crowns Investiture	Round House	The formal ceremony whereby Generals and Tournament Champions are paid and speeches are given.
8:30 PM – 9:00 PM	Court Meeting	Round House	Final Court Meeting with Everyone & liaisons
9:00 PM – 9:30 PM	Closing Ceremony	Round House	End of Narrative for the Expedition
10:00 PM – 12:00 AM	Evening Activities	Various	Player led Activities

Sunday

Time	Activity	Who	Notes
9:00 AM – 11:00 AM	Pack-Out & Goodbyes	Everyone	No official activities; farewells.
9:00 AM-12:00 PM	Services	See Map	Counting House and The Ledger Open
12:00 PM	All Guests Exit	Everyone	All guest must exit the premises

Until February!

How to Join a Side / Court / House

- **Side:** During the Opening Ceremony all four Skirmishes will have a Side Leader / General present who will be on stage to present their cause. Simply approach this person or show up to the Skirmish at the appropriate time to participate.
- **Court:** All attendees will be asked to align themselves with a Court at The Ledger during registration. You can read more about [the Five Courts of Hynafol here](#).
- **House:** All players are encouraged to join a House of Hynafol as they are the main building block of Hynafol society. Houses are led and run by players as their own organizations; and thus, have their own rules for joining. Players are encouraged to socialize and request to join a House they find affinity with by speaking with the House Leader.

Rewards, Carta Arcanum & Economy

- **Expedition Pay:** All Participants shall receive one Piece and one Citizen card.
- **Carta Arcanum update: Citizen Cards now produce 3 Peasants via Farm production.**
- **Quests:** All completed requests receive a reward of resources and/or coin.
- **Tournaments:** The top three places in the tournament shall receive reward.

Volunteering

- Any participant wishing to volunteer should:
 - Before the event: email volunteers@hynafol.com
 - During the event: visit The Ledger for more information.

Accessibility & Special Needs

- Email info@hynafol.com in advance to request accommodations.

Media, Photography & Technology

- **Phones, cameras, and personal tech are forbidden** in play/interactive areas. Hynafol will provide event photography and distribute imagery.

Weather & Safety

- Rain or shine event. Bring warm, waterproof gear for January nights.
- This event takes place at Valkyrie Ranch; a primitive camping, wildlife preserve and events location. You will experience rough terrain, wildlife, and everything else in the Texas open country.
- **DO NOT APPROACH OR ATTEMPT TO MAKE CONTACT WITH THE WILDLIFE.**

Here is the updated draft for your Codex with all em dashes removed and the language adjusted for clarity and flow.

Event Boundaries and Site Security: Winter's Watch

While Hynafol takes pride in providing an immersive and secluded experience, we want to provide clarity regarding the layout for this year's Winter's Watch. During our event, a separate organization called Freezer Burn will be hosting an event on the same property.

To ensure the safety of our community and the integrity of our immersion, we have established the following protocols:

1. Separate Arrival and Registration

The only point of proximity between the two events is the Main Front Gate. Upon arrival, Hynafol attendees will be immediately directed to a dedicated registration area separate from the other event. Once you have passed through the gate, the paths diverge completely.

2. Physical Separation and The Gated Fence

Hynafol and Freezer Burn are located on opposite sides of the property. A locked, gated fence serves as a hard boundary between the two sites.

- No Crossover: Hynafol participants are strictly prohibited from attempting to access the Freezer Burn side of the property.
- Strict Exclusion: Likewise, no participants from the other event are permitted on Hynafol grounds. The two events will not overlap in any capacity.

3. Enhanced Wristband and Security Protocols

Your Hynafol wristband is your passport to our world. To maintain the safety of our players:

- Mandatory Wear: Wristbands must be worn and visible at all times.
- Increased Checks: Hynafol Staff and Lead Volunteers will be conducting frequent, randomized wristband checks throughout the weekend.
- Zero Tolerance: Any individual found on Hynafol grounds without a valid event wristband, or any Hynafol participant found attempting to bypass the gated fence, will be trespassed and removed from the property immediately.

4. Dedicated Hynafol Security

In addition to our standard staff, Hynafol will have its own dedicated security team patrolling our side of the property. Their sole focus is the safety of our participants and ensuring that our boundaries remain secure.

5. What to Expect (Immersion Note)

While the events are physically separated by a significant distance, sound can travel through the woods. It is possible that Hynafol participants may hear music wafting from the other side of the property. We ask that you treat this as background noise of the realm and remain focused on your own story and the companions around you.

Activities at an Expedition

Every Hynafol Expedition gives participants a wide range of experiences and activities to choose from. This is a choose-your-own-adventure experience. Many activities you will find on the schedule in this document and if you show up at the right place and at the right time you may join them.

There are other activities you will need to pursue by speaking to the people already involved in them. Do not hesitate to speak to others at the event and request more information on how you may join. If you have questions you may visit The Ledger throughout the event.

Quests

After the Opening Ceremony, the Court Meeting will conclude with the first step of the **Winter Watch Questline**: your Court leaders will distribute the first **Quest** to all who choose to take up the Watch. From there, the remaining quests unfold as a single connected chain that **begins and ends at The Archives**: return with each quest's

conclusion to receive the step in the questline. You will steadily uncover clues about the Vermiscar, the creeping silence, and the deeper forces moving behind the Courts.

The quests are designed to be puzzle- and cipher-driven with minimal staff demands, and completion culminates in a cryptic prophecy fragment that may reshape how you interpret authority, burden, and what is truly being fought over this winter.

Guild Activities

Guilds are active at Expeditions for the first time, bringing on-site rituals, performances, crafting, protection shifts, investigations, and initiation activities that put guild play at the heart of the weekend.

All Guild Leaders and/or representatives will be at the Guild Introduction after the Court Meeting on Friday evening. **All should attend this meeting to learn about Guild Activities!**

Priests. Run scheduled rituals, provide healing, manage religious artifacts, and support Cleric → Priest progression.

Mages. Lead arcane rituals, run Mage College activities, and cast spells during scheduled ritual slots.

Alchemists. Operate the Alchemy mini-game: players forage, trade tokens for ingredient cards, and brew potions at the Apothecary.

Guardians. Staff protection shifts, guard sanctioned rituals and important items, and investigate crimes and deaths.

Assassins. Offer contracts and stealth operations: acquire black coins, pay a Bit to the Assassin GM, take contracts from the board, and complete jobs to advance.

Bards. Run performances and auditions at the Bard Stage to award stage time, roles, and in-play rewards.

Thieves (The Golden Rose). Recruit via HQ pledges and run theft and heist play, including free first jobs, pickpocket contests, and Cutpurse events.

[Read more in the Guilds at Expeditions document here.](#)

Evening Activities

Title: Recovery Tea Party

Description: A relaxing tea party to recover from the day's events. Tea, snacks, and music will be provided and all are welcome!

Date & Time: Saturday at 10:00p.m.

Host: Silveira of The Marchwardens

Title: Knick-knack Blackjack!

Description: Knick-knack blackjack is like a normal game of blackjack, apart from the buy in. Each player will put up an item that they wish to bet and the table will match it with their own item of equal value. Money holds no sway at the knick-knack blackjack table, only items and trinkets. If the player loses, the table gets their item. If the player wins, they get to keep their item and walk away with the item the table puts up against them.

Have an item that's been collecting dust in your traveling trunks? Maybe you make a good deal of mug charms, or have outgrown that corset. Maybe you've upgraded your weapons, and wish to see if you can offload or acquire a new one. All sorts of items can be used as your bet in knick-knack blackjack, the only rule is nothing living and no

real world or Hynafol currency. The Vermiscar have come across quite a few treasures in their time under the mountain. Do you think you have the mental fortitude to win them away from them?

Buy in:

1 non-currency item put forth out of the players own inventory.

Objective:

Get to 21 or beat the House

Winners get:

The item the House matched your bet with

The table consists of 4 players and the House at one time. Players may leave the table after their round, but games will always have 4 players.

Date & Time: Saturday at 10:00p.m.

Host: Lex Talionis

Title: Bard Fundraiser: Fill the Coffers!

Description:

Denizens of the Known World, gather close and lend your ears. This Saturday night at the January Expedition, the Bard's Guild calls you to an evening of song, story, and spectacle at the first ever Fill the Coffers Bard Fundraiser. Come enjoy the music, cheer the performers, and let your applause shake the rafters.

Bards, this is your moment. Step forward, join in, and play your very best. Bring your boldest ballads, your sharpest wit, and the kind of performance that will be sung about long after the night ends.

And to those with deep pockets and a taste for legend, now is your chance to show who's who in the Known World. Donate to the Fill the Coffers Fund, tip like nobility, and let all see just how generous you truly are.

Date & Time: Saturday, 10:00p.m.

Host: Bard's Guild; Alaric Wildspore

Skirmishes

Description:

Quiet at first... spoiled grain, chewed toys, missing goods...then the Vermiscar flood lanes and stalls: small crews have infiltrated outposts and villages and set traps, breaking morale and opening town streets so larger bands can spread through the kingdom's heart. Stop the Vermiscar from looting the village and gaining wider entry into your Kingdom. But they're already in your village and have a head start... it won't be easy to stop them.

Game Rules

Sides

- Defenders: Kingdom (Green Armbands)
- Attackers: Vermiscar (Orange Armbands)

Time Limit

- Single Round – **30 Minutes**

Battlefield

The battlefield will be in the main village.

Note: Participants may not fight on structures.

Mobilization

- **Attackers Deployment Area:** Vermiscar Respawn as denoted by the Orange Respawn Flag
- **Defenders Deployment Area:** Kingdom Respawn as denoted by the Green Respawn Flag

Victory Conditions

Kingdom Victory:

- Controls more **total time** on flags and timers

Vermiscar Victory:

- Controls more **total time** on flags and timers

Healing & Special Rules

Kingdom:

- All High Priests in possession of their Religious Artifact may heal as normal.
- All Priests (and high Priests) in possession of their Healing Scroll may heal as normal.
- All Armor, Weapons and Shields are permitted.
- Titans* are permitted under Skirmish purchases and proper approval.

Vermiscar:

- Vermiscar in possession of a Religious Artifact are granted healing abilities.
- Vermiscar in possession of a Healing Scroll are granted healing abilities.
- All Armor Weapons and Shields are permitted.
- Vermiscar Hit Points are increased due to their naturally tough hides.
- Gnar, the greatest Vermiscar titan may appear in Skirmishes.
- Mercenaries, bandits, and other members of the Vermiscar side may also be granted additional Hit Points.

Balance Note: The Vermiscar side, if greatly outnumbered, will receive additional perks that will be announced to the Kingdom General before the battle begins.

*Previously simply referred to as “Monsters” are larger than life costumes worn by players and requested on the battlefield shall henceforth be known as **Titans**. This change is to differentiate these entities from standard “monsters” that may be seen in and around Hynafol and the Known World.

Respawn Rules

- **Respawn Type:** Flag Respawn Points
 - To respawn, a player must:
 1. Take **one side-specific ball**
 2. Carry it from **Basket A** → **Basket B** (within respawn)
 3. Deposit the ball and immediately respawn
 - Balls **cannot leave respawn**
 - Balls **cannot be intercepted**
 - **One ball = one respawn**
 - **Healing is active on the battlefield**
-

Objectives

- **1 Moving Flag**
 - The moving Orange Flag scores points at 3 minute intervals by whichever side is in control.
 - Control is determined by securing the flag at the time interval by:
 - Defeating the opposing enemies within a 4 foot radius of the flag.
 - One participant placing a hand on the shoulder of the flag bearer. (This person may not engage in combat.)
 - The flag will never stop moving during the battle and will intentionally move away from active combat.
 - **Kingdom** controls interval: **12 points**
 - **Vermiscar** controls interval: **20 points**
 - **6-minute uninterrupted hold = +50% during that hold**
- **2 Timers**
 - Two timers will be positioned within the village.
 - Timers only accumulate while **actively pressed and held**.
 - **1 point per 20 seconds per timer**
- **Defeat your enemies**
 - **Kingdom:** every **6** balls deposited = **1 point**
 - **Vermiscar:** every **4** balls deposited = **1 point**

The starting location of the flag, and placement of timer clocks will be varied for each Skirmish.

Skirmish Consequences

Each Scenario represents one attempt of the Vermiscar to invade each Kingdom participating. Successfully defeating the Vermiscar in a Scenario lessens their initial invasion attempt by 25%. This will be reflected in the amount of Vermiscar Warposts that have to be dealt with during their invasion attempt.

Skirmish Purchases

The following Skirmish Purchases are available for any Skirmish. These must be purchased from the Three Crowns Counting house by **close of business hours on Friday**.

Ancestral Homeland: You may have one person with any armor but no shield and only a dagger spawn in at each clock instead of at the spawn. Cost: 10 Peasants, 5 Wood, 5 Crops, 5 Livestock, 3 Crowns

Summon a Titan: A Titan is defined as 10 HP, instant kill on touch, takes no damage from ranged weapons. This Titan may respawn or be healed by pious means. The Titan's costume and weapons must have successfully passed a safety review. The side fielding the Titan must provide one "Handler" as a non-combatant to assist with the Titan during the entire skirmish. Cost: 6 Peasants, 24 Livestock, 3 Crowns

Tournament

Each Expedition features one Combat tournament. Below are the details and registration.

Champions

A brutal 1v1, proving who is the best battlefield fighter.

Equipment & Attire

- Participants must provide their own equipment including armor and weapons.
- All armor allowed on the battlefield is permitted in this event.
- All weaponry is permitted in this event save archery, as there will never be enough safe distance.
- Participants will not be allowed cleats.

Format

- The tournament is 'double elimination'. Each fighter will have a minimum of 2 matches before being eliminated.
- The rules of combat are the same as the rules on the battlefield. (see Combat Rules)
- Each bout will be first to two kills.

Penalties

- A first offence will give a warning.
- A second offence will have the offending participant lose their current bout.
- At the third penalty, a fighter is automatically removed from the brackets.

Penalties include:

1. Excessive force.
2. Shield charge.
3. Physical contact.
4. Ignoring hits.
5. Unsportsmanlike conduct.
6. Jumping.
7. Ignoring the rules of Hynafol's combat.

8. Arguing with a steward.

Penalties

On the form below please choose the tournament bracket you wish to be placed in. If you have previously placed in the top 3 of a beginner tournament you **must** register for advanced.

Please note that Beginner and Women's brackets are dependent on sufficient participants.

Registration: Register at this form here: <https://forms.gle/o23wwY9MhZYK3X2y5> Or you may register at *The Ledger* during open hours until 3:00p.m. on Saturday.

Maceball

At each Expedition we'll kickoff an Exhibition Maceball match, a fast-paced medieval field sport that plays like capture-the-flag crossed with foam-sword skirmishing: two teams of warriors and clerics race to carry the heavy maceball into the opposing team's Revival Zone to score, using revival and healer mechanics to keep the battle dynamic and tactical. Teams are organized around warrior and cleric roles and timed periods, so matches are dramatic but easy to follow; the maceball must be carried (not thrown or used as a shield) and lodged to score, and clerics and healers provide a distinctive support role that changes how teams strategize.

Come watch the match to see the rules and flow in action, chat with the players and stewards afterward, and learn how to form your own team, whether you want competitive glory or a rollicking way to meet new friends, Maceball is one of the best ways to jump into future events.

Pre-Event Checklist

Before you leave home

- Buy General Admission by Jan 9 for early price (\$95.50) or bring \$106 after Jan 9. Day-of registration available.
- If minor: bring guardian paperwork.
- Pack ID, medieval kit, warm layers, camp gear, weapon/armor that meets standards. Eye protection recommended.
- **Leave phones/cameras in vehicle or lodging** - personal recording devices aren't allowed.

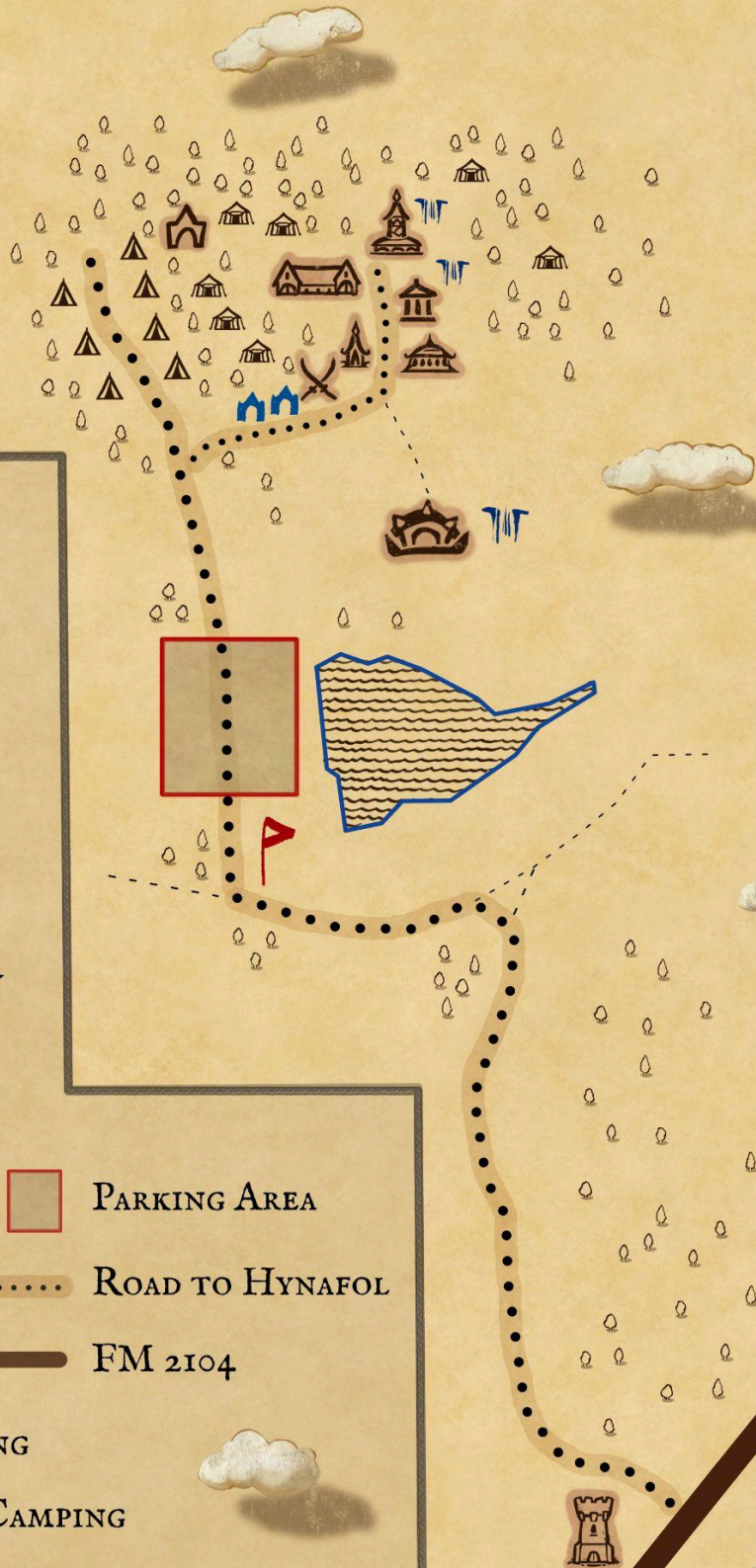
Upon arrival

- ID and ticket ready. Get a wristband.
- Setup Campsite if staying overnight.
- Visit *The Ledger* for Registration and in-game starter currency.
- New Player Orientation (Fri evening).
- Combat safety briefing (Sat 9:15–9:45 AM).

Map of Valkyrie and Expedition locations:

Hynafol *at* **VALKYRIE** **RANCH**

	ENTRANCE		
	CHECK-IN		
	WATER SPIGOT		
	BATHROOMS		
	ROUND HOUSE		
	LONG HOUSE		
	ASTORIA ACADEMY		
	COUNTING HOUSE		
	ARCHIVES		
	LEDGER		PARKING AREA
	EMPORIUM		ROAD TO HYNAFOL
	FOOD VENDOR		FM 2104
	DECORUM CAMPING		
	NON-DECORUM CAMPING		



Food & Beverage Vendors

There will be two food beverage vendors on site at the Expedition. Menus are provided below:



ROCO'S HOT WINGS

menu

5 WINGS & FRIES-\$11

10 WINGS & FRIES-\$17

5 BONELESS & FRIES- \$11

10 BONELESS & FRIES- \$17

5 WINGS & MAC- \$13

10 WINGS & MAC- \$19

MAC & CHEESE- \$6

FRIES- \$4

LEMONADE-\$3

MYSTERY LEMONADE-\$6

FLAVORS: LAVA CHICKEN; LEMON

PEPPER; MANGO HABANERO; BBQ

