

# **Codex: The Trials**

**Convened by Mordred & The Court of Ambition**

# The Narrative

Now word has gone out from Mordred, carried by riders and whispered at hearth fires, spoken in the Archives beneath banners that have endured too many winters. His courtly spear, Rhongomyniad, was not recovered. It lies beyond the reach of easy roads, no longer a lost relic or a bruise to pride, but a blade held to the throat of the realm.

The Mage King has already taken what should never have been his to touch. Excalibur rejected Arthur after the Ritual, and the sword flew as if called by a darker hand. The Mage King claimed it in plain sight, unhurried, certain, and when Raynolf Longspear stepped forward to bar his path, the Mage King killed him as a man snuffs a candle. No warning, no bargain, no mercy. That death was not only murder. It was a message, written in blood for all Courts to read.

Some will say the Denizens failed the quests and so failed the binding, and it is true enough. But even those who did their utmost did not trust Arthur to win. They saw a good man, perhaps, and a doomed one, honor set against sorcery. Doubt cut deeper than any blade. The realm hesitated, and that is how monsters walk in.

The Mage King now holds two of the five court weapons, and no boast or pageant can blunt that fact. This is not a season for courtly glory while Hynafol hangs over the abyss and the enemy counts relics like coin, each stolen weapon another lever in his grasp, another weight on the scale of what the realm will become. And while that shadow lengthens, the Vermiscar surge across the Known world, stripping Houses of steel and stores. Hynafol is bruised to the bone, and peril is no longer coming. It is here.

Mordred's call is no flourish but a summons. Rhongomyniad must be reclaimed before the Mage King's hand closes around it. The Trials will not be one shining quest for one shining hero.

Gather your party of five, because no one survives this alone: Warriors, Rogues, Healers and Scholars. You will range far for rumor and relic, running clues to ground, where every victory matters and every failure bites. Rhongomyniad is no courtly prize. It is a bulwark, a vow made iron, one of the last things that can keep Hynafol from being carved up and counted.

And there will be an ending, because all Trials must have one.

When the last quests are run and the last skirmish fades, the realm will gather at the closing ceremony to finish what was left undone. A ritual will be performed, not for spectacle but for binding, so Rhongomyniad is claimed in a way the old powers recognize, claimed truly, so it cannot leap away at the crucial moment and answer a darker call. This time the work must be done, the deeds paid, the oaths spoken by those who earned the right. Excalibur's rejection taught the lesson, Blood Mage Raynolf Longspear's death drove it into bone, and the Vermiscar have rewritten it across the roads in ash and hunger.

## **Now The Trials begin.**

Choose your companions well. Pack what you can and forgive what you must. Sharpen steel, yes, but sharpen purpose more. The Mage King is watching.

Rhongomyniad waits somewhere in the dark, and the fate of Hynafol waits with it.

*Meurig ap Gruffudd*  
*Scribe in the service of Mordred*

**Event:** Hynafol - Court of Ambition: The Trials

**Dates:** March 27–29, 2026 (Fri–Sun)

**Site:** Hynafol - 3168 US 290 E Paige, Texas 78659

**Host:** Court of Ambition

**Ticket Price:** General Admission: \$106.00, Minor \$51.88.

**Day of Cash Prices:** General Admission: \$110, Minor \$55.

## 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

### The Trials | March Expedition

March 27–29, 2026 • Hynafol, Paige, TX

### Tickets

- General Admission: \$106.00 & Minors: \$51.88. Day-of registration available at Front Gate.
- Purchase Tickets here: <https://hynafol.com/march>

### Lodging

- **Shared Lodging:** Join fellow adventurers in shared medieval canvas tents. Each tent is three people per tent and is furnished with one sleeping cot. Bedding and other furniture not included.
  - **Tent-mates:** Will be assigned on site or requested by emailing [info@hynafol.com](mailto:info@hynafol.com).
  - **Price:** \$127.29
- **Private Lodging:** Enjoy the comfort and privacy of your own space in our medieval canvas Knight Tent. Ideal for those seeking a personal retreat or privacy after a day of adventure. Furnished with either two standard sleeping cots or a queen size cot.

- Price: \$331.15

## Arrival & Gates

- **Front Gate:** Hynafol: [3168 US 290 E Paige, Texas 78659](#)
- **Directions: USE GOOGLE MAPS FOR ACCURATE DIRECTIONS**
  - When you enter Highway 290 from the onramp of Highway 21 Hynafol is on the right hand side less than one mile.
  - Once you cross a small bridge/culvert begin to exit the highway and use the shoulder to slow down for the exit.
  - You will see an Orange Hynafol sign right before the entrance.
- **All Attendees must sign a Release of Liability Waiver.** Save time at Check-in and registration by signing it ahead of time!
  - [Click here to sign](#)
- **Check-in:** Will be at the front gate as you enter the property.
  - Have your ID ready and 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 and Citizen Card.
- **Friday arrival window:** Rolling arrivals starting at **12:00 PM**.
  - Setup allowed until **8:00 PM**.
  - Cars must be parked by **8:00 pm** in the parking lot.
- **Friday Front Gate Close Time:** Check-in is open until **10:00 PM**.
  - In and out privileges are available throughout the duration of the event.
- **Saturday arrival:** Arrivals begin at **8:00 AM**. and end at **6:00 PM**.

## Parking

- **All cars must be parked in the parking lot.**
- Cars may not be parked in the campground.
- There is no fee for parking.

## Must Know

- **Age policy:** Minors(0-17) allowed *only* when accompanied by a parent or legal guardian.
  - [Parent or Legal Guardian must sign this waiver before entering the event.](#)
- **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 for purchase; no meal cards or meal packages.
- **Transport:** No shuttle provided for this event.
- **Rules:** Standard rules are enforced.
  - For all Hynafol Rules please see our Learn Page: <https://hynafol.com/learn/>
- **Volunteers/Stewards:** Questions about volunteering/stewarding should be sent to [volunteers@hynafol.com](mailto:volunteers@hynafol.com).
  - During the event, please see Konnor for volunteer questions or concerns.

## Quick links

- Purchase Tickets here: <https://hynafol.com/march>
  - Hynafol Waiver: [Click here to Sign Waiver](#)
  - Activity Submission Form: <https://forms.gle/xy5UyVJZf58q9DCy6>
  - [Minor Waiver for Parents/Guardians attending with children](#)
  - Learn the Hynafol Rules: <https://hynafol.com/learn/>
  - Hynafol Code of Conduct: <https://hynafol.com/terms-conditions/>
  - Directions: [3168 US 290 E Paige, Texas 78659](#)
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## Registration & Check-In

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

## Registration & Pay

- All players must visit Hynafol's newest service *The Ledger* for character registry and to receive their Expedition Pay.
- **Note:** At *The Trials* Expedition you will choose a Sigil for your Character at The Ledger, please see more information below.
- 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 needs and anything you may need help with as our Ledger clerks can answer your questions and assist with problems. This includes **code of conduct issues** and general help with navigating the event.

*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 Stations provided for potable water needs.
- Chemical toilets & hand-sanitizing 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 emergencies, call **911**.
  - Hynafol phone: **206-395-6368**.
- The [Code of Conduct and full Terms & Conditions are linked here](#).

## Combat Rules & Requirements

- **Hynafol Combat Test:** All attendees that will participate in Hynafol Combat, Skirmishes, Battles or other scenarios are required to complete the Combat Test.
  - You will be required to **watch the Hynafol Combat Guide Video & Read the Documentation**.
  - **Take the test here:** <https://hynafol.com/combat-guide>
- **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 & Emporium Opens	See Map	Register your character here, find general help

4:30 PM - 7:00 PM	Weapons Check	Near Archives	Bring your weapons for inspection. 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	Tavern Tent	60-minute intro to safety, how Hynafol works, and new player quest begins
9:00 PM – 9:30 PM	Opening Ceremony	Tavern Tent	Welcome & Narrative Introduction   Costumes Required
9:30 PM – 10:00 PM	Court Meetings	Tavern Tent	Court meetings that introduce the Court and court alignments for the weekend.
10:00 PM - 11:00 PM	Squad Formations	Tavern Tent	Want to join a Squad? Come to this meeting and we will match you with others to form squads!
10:00 PM – 12:00 AM	Guild Introductions & Socializing	Tavern Tent	Directly after the Court meetings there will be Guild Introductions for players to meet guild leaders and join a guild.
10:30 PM - 12:00 AM	Bard Showcase	Tavern Tent	Live Music and Performances from the bards of Hynafol!

## Saturday

Time	Activity	Location	Notes
9:30 AM - 12:00 PM, 12:30 PM - 3:00 PM, 5:30 PM - 8:00 PM	Services	See Map	Three Crowns Counting House and Archives are Open
8:00 AM - 1:00 PM and 2:00 PM - 6:00 PM	Services	See Map	The Ledger and The Emporium are Open
8:00 AM - 8:45 AM	Weapons Check	Battlefield	Bring your weapons for inspection. All combat weapons must be checked. Weapons will be checked during Combat Safety training.
8:15 AM – 8:45 AM	Combat Safety	Battlefield	<b>Mandatory</b> for combatants: weapon checks, calibration, safety and consent rules.
8:45 AM – 9:00 AM	Deployment	Battlefield	Battle prep, hydrate, move to the battlefield.
9:00 AM – 9:45 AM	Skirmish 1	Battlefield	First Skirmish

9:45 AM – 10:00 AM	Break	Battlefield	Water, snacks, battlefield reset
10:00 AM – 12:00 PM	Trial 1	Battlefield	Everyone
12:00 PM – 1:00 PM	Lunch	Village	Lunch / Downtime
12:00 PM - 1:00 PM	Maceball	Field	Exhibition Maceball Match
1:00 PM – 3:00 PM	Trial 2	Village	Various Trials throughout the Village
3:00 PM – 4:00 PM	All Trial	Village	Everyone
4:15 PM – 5:00 PM	Skirmish 2	Battlefield	Everyone
5:00 PM – 6:00 PM	Tournament	Battlefield	Sharpshooter Tournament
5:00 PM – 6:00 PM	Dinner Break	Various	Rest, Eat, Recover
6:00 PM - 8:00 PM	Trial 3	Village	Various Trials throughout the Village
8:30 PM – 9:00 PM	Court Meeting	Village	Final Court Meeting with Everyone & liaisons
9:00 PM – 10:00 PM	Closing Ceremony	Tavern Tent	End of Narrative for the Expedition
10:00 PM – 12:00 AM	Evening Activities	Various	Player led Activities
10:00 PM - 12:00 AM	Live Music	Tavern	Nordanfolk & Thee Hobo Gobbelins

## 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

See you in April!

## How to Join a Side / Court / House

- **Side:** All Skirmishes during an Expedition have two or more sides.
  - At *The Trials* side leaders will be chosen by the highest ranking squads and other squads will be assigned based on their rankings at the time of the Skirmish.
- **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 Silver Piece and one Citizen card.
- **Quests:** All completed quests receive a reward of resources and/or coin.
- **Tournaments:** The top three places in the tournament shall receive a ratio of the entry fees and a prize from the Three Crowns Counting House.

## Volunteering

Hynafol needs you! Literally, we can't make Hynafol without you. Pitch in a little time to volunteer for the Expedition and you'll be helping create the experiences and surprises that make the world feel alive. New to Hynafol? Volunteering is an easy way to make friends, meet veteran players, and learn how everything works - all while doing something that matters: Making magic for others!

- Any participant wishing to volunteer should:
  - Before the event:
    - New Volunteers please fill out this form: <https://forms.gle/t6671hnd8fRBsCd77>
    - Our Volunteer Coordinators will reach out to you with next steps!
  - During the event: visit The Ledger for more information.
    - Anyone can volunteer during an event and it is **a great way to make friends and magic!**

## Archives Training

Archives Training is an orientation for both new and returning volunteers interested in serving as Archives Clerks during the Expedition. This session walks through the Archives Standard Operating Procedures, outlining volunteer responsibilities, escalation paths, and how Archives interfaces with other core services such as The Ledger, Counting House, and Guild representatives.

Volunteers will learn how to:

- Answer common player questions and properly direct inquiries
- Manage item check-ins and check-outs
- Log and process quest check-outs, turn-ins, and rewards
- Support Expedition mini-games from the Archives side (intake, logging, custody, and payouts)
- Understand the specific quests and Archives-run content unique to this Expedition

Training ensures Archives volunteers are prepared to operate confidently, consistently, and in alignment with event rules before play begins.

## Accessibility & Special Needs

We believe in equal treatment and opportunity for all of our attendees. Our site encompasses 15 acres on a natural incline with sandy soil, uneven terrain, and many of our accessible routes are natural surfaces which can be difficult for those with wheelchairs and strollers. Difficult but doable! We are working to improve our accessibility for all and ask for your patience and understanding as we develop a new site from scratch.

- **Questions or accommodations?** Email [info@hynafol.com](mailto:info@hynafol.com) for accessibility questions or to request accommodations.

## **Pet Policy**

**No pets allowed in Decorum Play Areas / Village.** Only ADA-defined service animals are permitted on Hynafol property.

- Pets are allowed to stay in the non-decorum campgrounds but are not allowed to enter Decorum Play Areas.
  - This includes the Decorum Camping Areas at Hynafol because there is no differentiating between the areas of Decorum Play and Camping.
- All pets must be on leash at all times unless kenneled.
- Have potty bags with you when walking them and clean up after them.
- Have their shot/medical records with you (shots must be up to date).
- Keep them in their kennel(s) in a sheltered spot while you're inside the Decorum Play areas.
- If they are too loud you may be asked to kennel them elsewhere.
- Aggressive animals (and owners) may not stay on site.
  - If a pet acts aggressively towards another person they must be removed from site immediately.

## **Media, Photography & Technology**

- **Phones, cameras, and personal tech are forbidden** in play/interactive areas.
  - Hynafol will provide event photography and distribute imagery.
- Want to be part of the Event Photography team? Email [volunteers@hynafol.com](mailto:volunteers@hynafol.com)

## **Weather & Safety**

- Rain or shine event. Bring warm, waterproof equipment for March days & nights.
- This event takes place at Hynafol; a primitive camping 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.**

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## **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.

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## Quests

After the Opening Ceremony and Court Meetings, The Trials begin in earnest.

Every Trial completed throughout the day contributes to the larger fate of Rhongomyniad. No single quest stands alone. Every success and every failure matters.

## The Trial Sigils

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

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

## Sigil Categories

Sigils fall into three types:

### Starter Sigils (Open to All)

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

- **Warrior** – Gain +1 armor during Trials, allowing you to withstand one additional hit.
- **Scholar** – Request one direct clue or correction during a Trial to clarify information.
- **Politician** – Attempt to negotiate one hostile interaction into neutrality or secure an improved reward outcome.
- **Merchant** – Purchase potions from the Archives at half price before Trial periods.
- **Malefactor** – Once per activation, reduce another squad's score during a Trial.

### Guild Sigils (Must Be a Guild Member)

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

- **Alchemist** – Automatically succeed when crafting a potion during a Trial.
- **Thief** – Instantly bypass one lock, trap, or code, or uncover a hidden clue.
- **Guardian** – If wearing your Guild tabard, you may respawn at the starting point of a Trial after 10 seconds.
- **Bard** – Grant your squad one additional attempt at a challenge or receive a bonus hint.
- **Assassin** – Before an activation begins, remove one player from an opposing squad for that Trial. (One player, one squad, once per activation.)

## Restricted Guild Sigils (Pre-Existing Members Only)

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

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

Choose carefully.

## Form a Squad

The Trials are designed for **squads of five**. You will need a full squad to participate in quest activations. If you do not yet have a squad, speak with your Court Liaison or visit the Squad Formation Table on Friday night to help form one.

- Squads must have **5 players during a Trial activation**
- Players may change squads between blocks if desired
- **The Squad Leader and Squad Name must remain the same**

Register your Squad Here: <https://forms.gle/q7EUitxCG2XuyrVF6>

Or visit the Squad Formation Table on Friday evening for help joining a Squad.

## Established House Members

There is a need for members of Houses to donate their time and effort into leading Squads for those that have less experience at a Hynafol experience. Any House member may voluntarily lead a Squad put together at the Squad Formation Table on Friday Night and in exchange they will receive **One Renown Point** for their House.

Those wishing to lead these Squads must:

- Attend the Squad Formation Table during the meeting time.
- Make themselves known to the attendant working the table.
- Share all treasure, coin and resources gained throughout the Trials evenly with all members (where possible).
- Lead their Squad for the duration of the event for all Trial blocks.
- Be an awesome example of leadership to the people in their Squad.

## The Opening Skirmish & Quest Priority

Saturday begins with a competitive skirmish that will determine your Squad's **priority tier** for signing up for quest activations. Higher-tier squads choose their time slots first. Lower-tier squads choose after.

All squads contribute equally to the outcome of The Trials. Priority tiers exist only to manage sign-ups and ensure fair access to activations. Tier selection will occur immediately after Skirmish 1.

The Squad Leader may sign up for available time slots at the posted sign-up board.

# Quest Activation Blocks

Throughout Saturday, quests run in structured **2-hour blocks**.

During each block:

- Multiple quest activations will run at the same time.
- Each activation lasts approximately 10 minutes.
- Squads sign up for a time slot based on their tier.
- When your time arrives, report to the activation location with your full squad.

If your squad is not present at your scheduled time, one of two things will occur:

- The activation will begin without you and your timer will already be running, or
- Your squad will be skipped and the activation marked as a failure.

Unclaimed time slots may be opened to public sign up after initial selection.

Please be punctual. There are squads scheduled behind you.

## When You Are Not in a Timed Activation

If your squad is not currently inside a timed activation, you may:

- Complete your Court Quest
- Participate in Guild Mini-Games
- Complete all day quests from the Archives
- Watch or compete in scheduled tournaments
- Prepare for your next Trial

Some activities will allow every squad to participate at the same time. Others may be competitive events open to all who wish to enter. Even if you are not competing, you are encouraged to attend and support your allies.

The Trials move across the entire site.

## Rewards

Every squad that completes a Trial will receive rewards, which may include copper, resources, or other benefits within the Carta.

In addition, the top-performing squad in each activation will receive an additional reward. This may include:

- Special items needed for the Closing Ceremony
- Unique relic components
- Bonus advantages for the final Skirmish
- Additional Carta rewards

## The Fate of the Spear

All Trials throughout the day contribute to the final outcome. Points earned throughout the day accumulate toward the final decision.

At the end of the Trials, squads will be asked a final question. How you answer places your earned points behind that decision.

The realm itself will decide which ending comes to pass.

Choose your path carefully.

## Archives & Trial Items

During The Trials, the Archives will offer a limited number of magical items designed specifically for use inside quest activations and the second skirmish.

The most notable of these is the **Last Stand Potion**.

### Last Stand Potion

The Last Stand Potion allows a fallen player to return to play during a Trial without requiring a Priest. This potion may only be used during quest activations and does not override standard battlefield rules outside of Trials.

### Purchase Limits

All magical Trial items sold by the Archives are:

- Limited to **one use per person, per Questing Trial Block\***
- Unlimited potion uses allowed in Skirmish 2

\*Repeated potion use in a short duration during a Trial block leads to alchemical fatigue.

Plan accordingly with your squad.

### Archives Hours During Trials

The Archives will open:

- **30 minutes before each Trial Block**
- Remain open during the Trial Block

If you believe your squad may need additional preparation, arrive early. Once activations begin, time is limited. The Archives may close during large-scale battles and all-squad activations.

Choose wisely. Preparation can mean the difference between success and failure.

More information on what will be purchasable will be posted in the addendum closer to the Expedition date.

## Guild Activities

Guilds are active at Expeditions, 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.](#)

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## Evening Activities

Every Hynafol Expedition has House, Kingdom and Religion hosted events open to all attendees. These events are a great way to socialize and roleplay. Activities range from ceremonies, to social hours, to combat. These activities will be released as an addendum to this document and posted on the event page.

**Keep your eye out for communication regarding these activities leading up to the event date!**

If you're interested in having your House/Kingdom/Religion host an event [please submit that here.](#)

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## The Trials: Skirmishes

During The Trials Expedition there will be two Skirmish scenarios where squads will face off to compete for various objectives.

### Skirmish One:

This Skirmish determines quest activation priority tiers for the day. As Squads complete objectives their time will determine their ranking and thus their order of registration for Trial Blocks for the rest of the Expedition.

### Skirmish Two:

This Skirmish will divide Squads up, based on their ranking from having completed Trials into four teams. The leaders of each side will be the top four ranking Squads. Other Squads will be placed on sides depending on their rankings, and Trial decisions...

## Skirmish Details:

All details for these Skirmishes will be released as an addendum to the Codex closer to the Experience Date.

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## Skirmish Purchases

In lieu of traditional Skirmish purchases the Archives will have a potion shop that will have various one-time-use potions for sale to be used during Skirmish #2.

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## Tournament - Sharpshooter

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

Format:

- Two archers will get set behind a line with 5 targets placed in front of them.
- Archers start with an arrow resting on their bow.
- At the whistle, archers draw and begin to try and hit the targets.
- If either archer uses 5 arrows before the other, they call "halt" and play stops. Both archers will go and retrieve all arrows used, reset, and continue with another whistle.
- First archer to hit 3 targets down is the victor.
- Tournament is double elimination.

Rules:

- Upon hitting a target, the archer who hit it should call the symbol that was on it.
- Any hit that knocks the target down (including pole shots) counts.
- If there is dispute over which archer knocked down a target, it will be reset to be shot again.

Equipment & Attire

- Participants must provide their own bows and arrows.
- Participants must bring 5 arrows.
- Any type of quiver desired may be worn.

### Mandatory Information:

- Legal Name: [Your Full Legal Name]
- Character Name: [Character Name]
- Guild: [Your Guild Name]
- Email: [Your Email Address]

**Tournament Entry Fees:** To jump into the excitement of our tournaments, two Towers entry fee per person is needed for each tournament on this form.

**Payment Procedure:** All payments must be handed over to the tournament steward at the precise starting time of each tournament. Your timely payments and cooperation are appreciated.

We look forward to seeing you showcase your skills and compete for glory. Best of luck!

**Registration:** Register at this form here: <https://forms.gle/wgw5f6AU7fBvVmge6>

Or you may register at *The Ledger* during open hours until 3:00pm. on Saturday.

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## 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.

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## Pre-Event Checklist

### Before you leave home

- Tickets are \$106 Day-of registration available.
- If attending with a minor: [Sign this waiver](#).
- 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 8:15–9:00 AM).

# Site Map

# EXPEDITIONS

## OF HYNAFOL

3168 Hwy 290 E.  
PAIGE, TX. 78659



**Food & Beverage Vendors**



# 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

