

Healing Rules

At any time when a character loses all of their hit points they have
3 minutes

from receiving their last wound to receive healing.

If no aid is given, the character dies.

What happens when you die?

In Battle Death

If healing wasn't able to get to you in time you either turn your weapon upside down or place your fist on top of your head to signal (Out of character) and go to respawn.

Role Playing Death

The mist harnesses your soul and body and takes a price to return you to the land of Hynafol.

Your character's memory of the last 30 minutes is entirely misted over and is forgotten.

Head to story to 'travel through the mists' and check in your character as dead

Game Master will direct you on if anything happens to your character while inside the mists

If Story is closed at the time of your death you simply respawn to game with the last 30 minutes of memories gone.

Mundane Healing

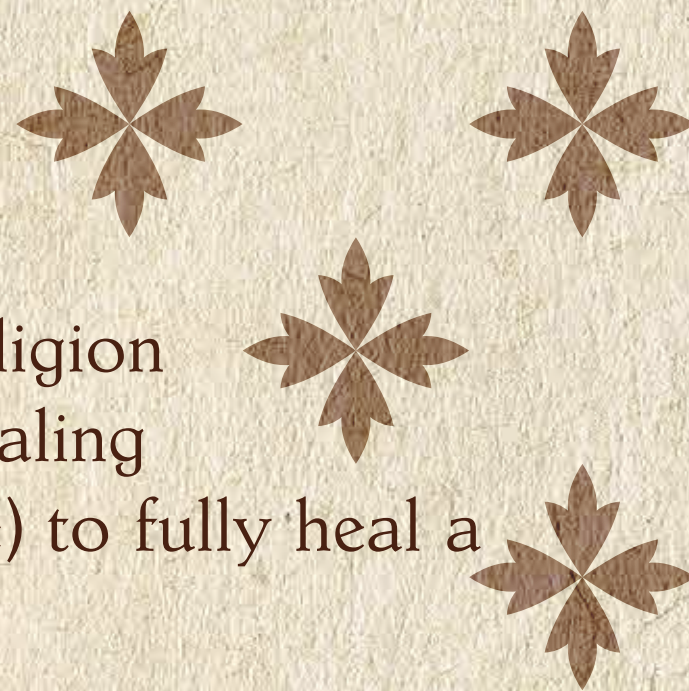
- ◆ Mundane healing can be done by any character.
- ◆ Mundane healing can be done with bandages, salves, splints, herb powders, potions or medicines.
- ◆ Healing aid given must be role played in character for 3 minutes
- ◆ You must have the items you are using to heal and role play accordingly
- ◆ You must provide your own items
- ◆ All role play must be with the consent of both participating players
- ◆ Once the aid has been received it takes 30 minutes to recover fully from your wounds

Examples

- ◆ Bandage the wound by tying a cloth around the hit arm
- ◆ Administer a salve to an burn or acid (such as a sunscreen or unscented lotion as a great salve)
- ◆ Give a potion or medicine to cure a poison or sickness (such as wrapped hard candies)



Magical Healing



- ◆ Magical healing can only be performed by priests and priestesses of a religion
- ◆ Priests/Priestesses* must perform either a prayer or ceremony** while healing
- ◆ Healing is performed by using a one minute timer (provided by the game) to fully heal a character of any wounds

How to Obtain a Healing Timer

- ◆ At the beginning of game check in with story
- ◆ If you're registered as a priest then you will receive a timer
- ◆ You may use this timer at any time throughout the game
- ◆ You must turn in the timer to story at the end of the event
- ◆ If you fail to turn it in the religion will be punished by its deity
- ◆ To give aid you must perform a prayer or ritual custom to your religion until the timer is done

How To Be A Priest or Priestess

- ◆ Each religion must be led by at least one High Priest/Priestess
- ◆ All religions choose their own priests and high priest
- ◆ Submit the names and email addresses of your priests/priestesses to:

How Many Priests/Priestesses Do Each Religion Receive?

- ◆ For every 10 people that register under the religion; said religion receives 1 Priest/Priestess
- ◆ Priest can only access healing abilities if a religion has a minimum of 10 people
- ◆ Each religion always has 1 High Priest/Priestess

Examples

- ◆ 9 People or Less: 1 High Priest with healing
- ◆ 10 - 19 People: 1 High Priest and 1 Priest with healing
- ◆ 20-29 People: 1 High Priest and 2 Priests with healing

Prayers and Ritual

Each religion is in charge of creating their own healing prayers and rituals to be custom to their own religions.

*Priest/Priestess Title: is a placeholder title used for game purposes. Each religion may name their Holy People any title they choose.

**Prayers/Ceremonies: are placeholder terms used for game purposes. Each religion may name the rite, prayer, or action they take while performing healing anything they choose.

