

The Rule Book of
Dýnafol



Fae Protection Rings

With a pact struck between Mordred and a half-fae intermediary, a boon was granted to the true fae - the fae beasts receiving a heightened connection to magic, intertwining their essence with the very heart of nature. As a result, they stand as vigilant sentinels within the mists, their powers strengthened by this newfound bond.

Available for all who enter the mists, **Fae Protection Rings**. You may gain sanctuary over yourself, protecting yourself from being attacked while in the mists by both creatures and people.

The cost of this? Only a **guarantee of peace**.

This protection will be visual. A person who is protected will be wearing a gold and orange armband during the day and a glowing ring around their wrist at night. While they are protected, they cannot be attacked. **However**, if they dare break the sacred covenant of peace, **the protection will fade for the rest of their time in the mists**.

Kindly take heed:

Engaging in combat is **strictly prohibited for ALL** within tent areas, along the dinner queue, within any indoor structures, and designated safety zones.

Band Tampering Penalty:

If a player is caught removing and re-wearing their Fae Band in an attempt to bypass the protection rules, a fine of 10 Crowns will be immediately imposed.

If the player cannot pay:

- ◆ The fine will be collected from their House.
- ◆ If the House is unable to pay, it will fall to their Kingdom.

Breaking a fae pact is a serious matter, and the cost ripples outward. Choose this sanctuary wisely and treat it with the respect it deserves.



Fae Protection FAQs:

Why?

We want everyone to be able to enjoy Hynafol. Some people have medical devices that cannot be struck. Some people have anxiety. Others simply wish to 'opt-in' to a game with less combat. While we are excited to have people be involved in the story throughout the weekend, we understand that not everyone wants to be involved in combat.

How does it work?

It is a visual aid that shows, for whatever reason, you do not want to be attacked while walking around Hynafol. This protection does not fade but you must wear the visual aids at all times. However, if you take an aggressive action on another, you will lose this protection and cannot regain it.

How will I lose it?

Aggressive action towards another. We cannot quantify every possible example, so here are some basic ones that will cause you to lose it.

- ♦ Attacking someone with a weapon.
- ♦ Using your body as a shield to protect others.
- ♦ Aggressively approaching an ongoing altercation, including trying to step in the middle to 'de-escalate' it.

Once you lose this protection, you cannot regain it.

Can I still take part in battles?

Yes! If you would like to fight in the battles, you are more than welcome. However, the protection spell on the battlefield is essentially nullified. You can and will be attacked if you enter a battle regardless of any protection spells. But, you can also attack back without fear of losing this spell. After the battle is over, the protection spell will take effect again.

Can I still take part in physical tournaments?

Yes! If you would like to fight in a tournament, you are more than welcome. The tournaments are not truly dangerous and nobody gets 'hurt' or 'killed' in these scenarios, so the actions taken do not count as 'aggressive'.

Can I spar with others?

Yes! This would not count as an 'aggressive action' as it is essentially friendly practice and you are not actually 'hurting' each other.

I lost my Protection Ring by being aggressive. What do I do now?

Return your arm band and glow necklaces to the story tent and let them know what happened.

I want to become protected, but I didn't choose to be at sign-up. Can I get it?

Yes! However, it may have a cost associated. The story tent will be able to help you.

What if I want to kill/poison/maim someone who is protected?

Well, that stinks. They are protected from being attacked. This is a safety tool and the boundary must be respected.

What if they have a game item I want to steal?

You'll have to find another way of getting it from them without attacking them. Ultimately, the purpose of stealable game items is to be stolen. If you abuse this protection ring, you are ruining other people's experiences. While it is not against the rules, it is against the culture of this game.

Can I have a heated exchange with someone under protection?

This ring only covers the physical stuff. You're free to have a good old shouting match with anyone!



Healing Rules

At Hynafol there are two scenarios which Denizens require healing:

In and around the Village: At any time when a character loses all of their hit points to body or head, they begin a **3-minute bleed-out** from receiving their last wound to be able to receive healing.

If no aid is given, the character dies. There are consequences to characters that die in this manner explained below.

On the Battlefield: When a character loses all of their hit points to body or head, they are considered dead. As a player you may choose to either wait for healing from a Priest or High Priest or turn your weapon upside down (signaling that you are dead) and walk to a respawn point.

There are no consequences to characters that die on the battlefield.

What happens when you die?

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 The Archives to 'travel through the mists' and check in your character as dead.
- ❖ You may choose to take a character flaw or to perform a 30 minute shift as a night time monster that evening which you can then sign up for a time slot.
- ❖ If The Archives is closed at the time of your death you simply respawn to game with the last 30 minutes of memories gone, the mists have let you go without a quirk.

Loot Drop Rule:

All items your character has on them go with them, except for one coin. If you die, you drop one coin you hold on your person - the highest denomination of coin you possess. For example, if you have one crown, one bit, and one copper, you would drop the crown. So if you have lots of money on you, you may want to spend some of it hiring guards in the darker times of the evening.

Mundane Healing

Mundane healing is no longer part of the world of Hynafol.

Mundane healing is no longer part of the world of Hynafol. The age of bandages and herbs has passed; true healing now flows only through divine will or alchemical craft.

If you wish to be a healer in this realm, you must walk one of two paths:

- ❖ * Study under the arts of the Alchemy House
- ❖ * Devote yourself as a member of a religion and the High Priests House

Each of these Houses holds its own rules, powers, and responsibilities.

Full details for these roles can be found in the Hynafol House Document.



Religious Shrines and Healing

- ❖ Each religion may have **one** Sacred place, known as a Shrine, inside Hynafol where stabilized players can be healed by any Cleric or above station of that religion.

How Healing Occures

- ❖ High Priests may heal instantly by making contact and speaking their **Religious Phrase** while holding their **Religious Artifact**.
- ❖ High Priests and Priests heal using a **Prayer Scroll**. They must touch the injured player and recite the full 30-second scroll aloud without interruption to complete the healing.
 - Clerics also use a Prayer Scroll, but may only do so within their Sacred Place. The Cleric scroll may not be removed from the site.
- ❖ Healing is never passive; it must be role-played, spoken, and physically enacted.

Battlefield Limit for High Priests:

High Priests Artifacts have only **one** life during battles. Once downed, the Artifact may only be revived by using a potion of Holy Reviving. This potion must be turned in to a Steward by an additional participant and the High Priest. The potion scroll is taken by the Steward and considered consumed. High Priests cannot be healed by other priests and High Priests. Be cautious when entering combat zones.

Priests may be healed by High Priests and other Priests as well as respawn like all other battle participants.

How To Be a Priest, Priestess, or Cleric

- ❖ Each religion must be led by at least one **High Priest or Priestess**. These are the leaders* of each Religion and have near instant healing abilities as well as additional powers in the Carta Arcanum bestowed upon them by their deity.
- ❖ **High Priests and Priests** are devotees of a religion that have healing abilities via their scroll.
- ❖ **Clerics** are devotees of a religion that have temporary healing abilities **inside their religious shrine**. These healing powers are purchased by their religion at the Archives.

Submit the names and email addresses of your priests/priestesses to: GM@Hynafol.com

***Note:** High Priests, and therefore a religion, do not unlock healing or other abilities until there are 10 registered participants to their religion.



How Many Priests / Priestesses / Clerics Does Each Religion Receive?

Each religion always has 1 High Priest or Priestess, with or without healing abilities

For every 10 people that register under the religion, that faith receives:

- ◆ 1 Priest or Priestess (with a Prayer Scroll)
- ◆ Clerics can only be made, if the religion has a **registered** Sacred Space on site
 - Each Cleric must be paid for with a cost of 2 Crowns per Cleric
 - This cost is due every Grand Gathering, and is paid to The Archives
 - Religions may field as many Clerics as they can afford

High Priests, Priests, and Clerics may only access healing abilities if the religion maintains at least 10 registered followers

Examples

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

Prayers and Ceremonies

Each religion is responsible for crafting its own unique Prayer Scrolls and Religious Phrases. These must be submitted to Narrative for approval and used consistently in-game for healing.

Creativity is encouraged!



Kingdoms, Houses, and Religions



Hynafol

Houses and Kingdoms Guide

To make communication easier and enhance the storytelling experience of your Houses, Kingdoms, and Religions, it's mandatory to have a clear structure in place. The titles listed here don't have to be the exact names you use in-character; they are simply used for reporting to The Archives. If your group is unable to fill these roles, you will not be able to make large political moves inside the game.

Note: A player may only hold one official leadership position at a time. You may not be both a Monarch and a House Leader, a House Treasurer and a Kingdom Secretary, etc.

Role Assignment & Changes

House and Kingdom structure must be submitted to the Game Masters upon formation and updated as needed.

Leadership roles may only be changed once per year, during the Grand Gathering.

In extreme circumstances, a change may be permitted after a direct meeting with the Game Masters.

Kingdom Structure:

A Kingdom represents a vast expanse of claimed and settled lands led by a singular monarch. It normally includes multiple Houses, territories, and buildings under a unified banner.

Kingdom Monarch

The ruler and primary representative of the kingdom. May appoint or remove the Kingdom Treasurer and Kingdom Secretary at their discretion. May remove House Leaders within their kingdom and assign replacements. Responsible for diplomacy, warfare, and kingdom-wide decisions.

Kingdom Secretary

Functions similarly to a House Secretary, but at the kingdom level. Responsible for documenting major events, declarations, and political actions. Submits updates on behalf of the kingdom to the Archives.

Kingdom Treasurer

May serve as the treasurer of all Houses and lands within the kingdom. Handles kingdom-wide finances, including upkeep of lands, buildings, and major infrastructure.



Hynafol

Houses and Kingdoms Guide

Kingdoms in Hynafol

What is a Kingdom?

A kingdom in Hynafol encompasses a vast expanse of claimed land, presided over by a single monarch. Houses and settled lands within a kingdom dutifully pay taxes, pay homage to the monarch and wage war, contributing to the protection and maintenance of the lands overall.

Creating a Kingdom

The establishment of a kingdom requires a substantial stretch of contiguous land, comprising a minimum of 14 settled lands, and an appointed, fully titled, monarch. Once the lands have been acquired and a monarch named, an e-mail should be sent to GM@Hynafol.com for next steps.

Leaving a Kingdom

To depart a kingdom:

- ◆ Publicly make a formal declaration of your intention to leave to the monarch of the kingdom.
- ◆ The monarch is vested with the authority to either approve or deny the request.
 - In the event of approval, the process for leaving is straightforward.
 - If the request is denied, there may be a requirement to engage in a fight or make a financial contribution for the claimed land.



House Structure

In order to interact with the political, economic, and narrative systems of Hynafol, your House and/or Kingdom must submit a valid leadership structure. The titles listed below do not need to match your in-character names or ranks, they exist for organizational clarity and communication with The Archives.

To register your structure, email GM@Hynafol.com with the full legal and character names of the individuals filling each role.

House Leader:

The House Leader stands as the voice and will of the House. They are the bearer of banners, the wielder of authority, and the primary envoy between the House and the Game Masters. Whether leading warbands into conflict or welcoming fresh recruits, the House Leader shapes the future of the House and is entrusted with its fate.

The House Leader is also responsible for:

- ♦ Sharing official narrative, game updates, and battle reports with House members.
- ♦ Teaching new members the laws of the realm, especially those concerning combat.
- ♦ Managing recruitment and approving (or denying) new members.
- ♦ Overseeing the execution of House customs and required responsibilities.
- ♦ Guiding the House's actions and resource usage in the Carta Arcanum.

They may appoint or replace the House Treasurer and House Secretary at their own discretion.

Secretary:

Where others shout, the Secretary records. This trusted scribe is responsible for preserving the House's history and presenting it to the world beyond. Whether chronicling great victories or submitting new customs to the Game Masters, the House Secretary ensures that no deed goes unremembered. Their duties include:

- ♦ Recording the House's major actions, events, and interactions with others.
- ♦ Supporting the House's role in the overarching narrative.
- ♦ Submitting changes to the House's customs or structure via the House Customs Edit Form.

Treasurer:

Entrusted with the coffers of the House, the Treasurer is a steward of coin and resources. No purchase, trade, or expedition is complete without their eye. From managing land-based income to preparing for war, the Treasurer ensures the House remains solvent and well-equipped.

Responsibilities include:

- ♦ Managing the House's wealth and approving expenditures.
- ♦ Gathering resources from House lands at the beginning of each event.
- ♦ Assisting the House Leader in managing the Carta Arcanum.
- ♦ Paying upkeep on House lands and buildings

Ending a House

Should a House arrive at a Grand Gathering with less than 3 people, the House and its land become forfeit in the Known World. Other Houses within the kingdom have the option to absorb them by paying an annex fee. If no agreement is reached, the House's resources in the known world proceeds to auction.



Hynafol

Houses and Kingdoms Guide

Houses in Hynafol

What is a House?

A House in Hynafol is a close-knit community of like-minded individuals who come together to pursue shared goals and aspirations. Each House has a shared narrative that binds the members together as they proudly wear House colors and adorn their clothing, banners, and shields with their heraldry. These Houses play an integral role in shaping the realm, the known world and creating unique experiences for their members.

Joining a House

Every House is a player run entity unto itself, and, therefore joining requirements vary from House to House. Some Houses are open and accepting to new member applicants while others are private or invite only. Hynafol does not oversee this process.

It is highly recommended to engage with members in the Hynafol Discord channel for an open discussion before formally requesting membership. Specific requirements for each House are outlined in the House Document.

Creating a New House

Aspiring leaders of Hynafol have the opportunity to forge their own destiny and shape the future of this immersive world by creating a new House. Here are the steps to establish a new House within Hynafol:

Step 1: Gather Your Comrades

- As a prospective House leader, it's essential to have a solid foundation. Recruit a minimum of **10** dedicated and enthusiastic members who are eager to embark on this adventure alongside you.

Step 2: Complete the Application Form

- Once you have assembled your team, the leader or secretary should complete the New House Creation Form with accurate information. Provide details about your House's concept, including its name, heraldry, and a brief description of its unique identity and goals.

Step 3: Define House Customs

- Share your House's customs, rituals, or code of conduct that differentiate it from existing Houses. Be creative and showcase how your House's customs will enhance the immersive experience for its members.

Step 4: GM Approval Process

- The GMs will carefully review your application and House customs. They will assess the feasibility, cohesion with the game world, and alignment with the LARP's core principles. Once approved, your House will officially become part of Hynafol, ready to make its mark on the realm.

Please be aware: All approved applications will be announced during the new official Mid-Summer Document Release Day. Repeated follow-ups with the Game Masters, whether in person or via email, will not accelerate approval or publication and may result in your submission being denied.

Patience is part of the pact.



Hynafol

Houses and Kingdoms Guide

Houses in Hynafol

House Customs

After GM approval, it is imperative to define the following House customs:

- ❖ Induction Ceremony: To be held whenever a new person or group of people want to join your House.
- ❖ Parting Ceremony: For when a member wishes to leave the House.
- ❖ Public Event with Other Houses: An event that includes other Houses and the public.
- ❖ Any Other Customs: That have been agreed upon by all House members.

Complete the House Customs Form

House Activities

Each House is expected to host two events: one public event, accessible to all, and one private House-only event that is mandatory for all members. Houses are responsible for planning and providing supplies for these events.

In addition to the main quest lines, Houses have the creative freedom to develop their own quests.

House Advantages

Beyond the camaraderie and shared experiences, House members benefit from immediate access to events. Additionally, Houses are active participants in the broader geopolitical game, engaging in various political activities that influence the dynamic of the realm.

Conflict Resolution

Each House has its own tailored system for resolving internal conflicts. Members can inquire within the House for details, ensuring a fair and transparent process.



Hynafol

Religions Guide

Religions in Hynafol are powerful institutions of belief, ceremony, and divine influence. To be recognized within the Known World, a religion must submit its official leadership structure to the Archives. These roles are necessary not only for narrative coordination but also for unlocking sacred rites, divine blessings, and participation in realm-shaping events.

Email your structure to GM@Hynafol.com

Include the full legal name and character name of each person filling a role within the religion.

Religions Structure:

Religion High Priest/Priestess

The spiritual heart of the faith, the High Priest is the living voice of their deity in the world. They are responsible for guiding the religion's purpose, shaping its teachings, and determining who may serve the gods.

The High Priest:

- ❖ Serves as the official representative of the religion to the Game Masters.
- ❖ May begin the Avatar Journey once the religion has 10 or more followers.
- ❖ Receives a Healing Scroll and Religious Artifact when the religion has 10 or more followers.
- ❖ Has the authority to appoint or remove Scribes, Custodians, Priests and Clerics at their discretion.
- ❖ May remove people from following the religion
- ❖ May organize rituals, relic quests, and divine ceremonies to further their god's will.

Religion Scribe

The Scribe of a religion is its lorekeeper and chronicler. This role mirrors that of a House Secretary, but with sacred ink. The Scribe ensures that ceremonies, visions, theological debates, and divine acts are recorded and submitted to the Archives for preservation.

Duties of the Scribe include:

- ❖ Documenting the beliefs, rites, and notable events of the faith.
- ❖ Submitting changes, updates, and expansions of doctrine to the Game Masters.
- ❖ Supporting the High Priest in storytelling and narrative alignment.
- ❖ Booking with The Archives ritual time slots

Religion Custodian

The Custodian serves as the treasurer and steward of the religion's material goods. Charged with managing offerings, resources, and any sacred artifacts, the Custodian ensures that the physical realm does not hinder the spiritual one.

Duties of the Custodian include:

- ❖ Managing all religious wealth and itemized resources.
- ❖ Overseeing the acquisition and protection of the religion Artifact, relics, or offerings.
- ❖ Assisting the High Priest in funding rituals, sacred place upkeep, or Artifact activation.



Hynafol

Religions Guide

Role Assignment & Changes

Religion structure must be submitted to the Game Masters upon formation and updated as needed. Leadership roles may only be changed once per year, during the Grand Gathering. In extreme circumstances, a change may be permitted after a direct meeting with the Game Masters.

What is a Religion?

A Religion in Hynafol is more than dogma and ritual, it is a living bond between mortals and the divine. It provides its followers with sacred places, healing rites, blessings, and Artifacts of immense power. Each religion is a community united under a shared mythos, governed by its own doctrines and customs. Though some are old as the stars and others born in recent revelation, all religions shape the fate of the realm.

Religions are player-created, narrative-driven, and fully integrated into the fabric of the world.

Joining a Religion

Every player in Hynafol may choose to follow any recognized religion, even if it differs from that of their House or Kingdom. Faith is a personal journey, and the gods are not bound by borders.

You may worship publicly alongside others or in silence, practicing personal devotion.

It is highly encouraged that you speak with the High Priest of a religion before joining. They may guide you, bless you, or invite you to rituals.

However, High Priests retain full authority to remove followers from their religion if your conduct is deemed unworthy or disrespectful to the deity's teachings.

Followers of a religion contribute to its standing, the more devoted it becomes, the greater its power, reach, and influence.

Creating a Religion

To forge a new path and bring a divine force into the world, one must not only believe, but gather others who believe with them. Here are the steps to create a new religion in Hynafol:

Step 1: Gather Your Devoted

A new religion must have at least **10 registered** followers prepared to uphold its teachings and participate in its rites.

Step 2: Complete the Religion Creation Form

The future High Priest (or chosen representative) must complete the New Religion Form in full.

This includes:

- ♦ The name of the religion.
- ♦ A brief mythos or belief system.
- ♦ Names of your initial High Priest, Scribe, Custodian, and followers.
- ♦ A short description of your customs, sacred symbols, or artifact themes.

Step 3: Submit to the Game Masters

Send an email to notify the Game Masters of your completed application to GM@Hynafol.com for review.

The Game Masters will assess your religion's viability, its narrative fit, and its readiness to interact with the broader story.



Hynafol

Religions Guide

Please note:

All approved religions will be announced during the Mid-Summer Document Release Day. Repeated check-ins via email or in person will not speed up approval and may result in denial of your submission. Patience is part of the pact.

Priests & Clerics

Religious roles such as Priests and Clerics are not part of the leadership structure, they are Guilds, with unique powers and restrictions tied to healing and sacred space.

Priests are granted healing scrolls and can heal anywhere once their religion has 10 or more followers. 10 Followers will result in another priest position available.

Clerics may only heal within the sacred space of their religion and require the religion to have claimed and registered such a space and paid their Cleric fee.

Full rules and role expectations for Priests and Clerics can be found in the Hynafol Guilds Document. Be sure to consult it before choosing or assigning these roles within your faith.



Other Gameplay Rules



In Town Assassination Rules

Kindly take heed:

Engaging in combat is strictly prohibited for ALL within tent areas, along the dinner queue, within any indoor structures, designated safety zones, religious sacred sites, The Archives and Counting House Buildings.
Never, under any circumstance, may you attack or poison someone wearing a non-combat orange and gold protection band or glow bracelet.

Sneak Attack

Using any weapon, you must sneak up on a target and place the blade against a vital point.

Vital Points Include

Center of Back | Stomach | Side

The blows do not need to be hard but must be noticeable by the target. If the target is able to spot you and deflect your blow before solid contact is made you are not to duel, but to flee quickly and escape into the crowds or shadows.

(NEVER will there be any head or neck attacks for safety reasons.)

30 Second bleed out: If you are the target of an official assassination contract you may be handed an official paper with the three crowns logo on it that shortens your bleed out to 30 seconds. They have hit a vital point as they are skilled assassins.



Potions and Poisons

General Rules

No mundane poisons exist, only alchemical creations. Roleplay 'poisons' taken with consent of the effected party (ie: fae food, custom player made quest, etc) are always allowed with consent given.

Poisons can only be healed by the magical healing of a priest that is the same level or higher than the level of the poison card, or be cured by the antidote listed on the poison card.

Administering Potions and Poisons

Potion Cards are items that can be obtained in a variety of ways, such as by brewing them in the Alchemy vocation or buying them from other players.

Process

1. Once a Potion or Poison Card is obtained, apply it to food, drink, or an object as described in the following sections.
 - a. Poisons are a subcategory of potions intended to cause harm. These Potion Cards are specifically marked as "Poison".
 - b. Only those within a vocation listed in the Rogues (Assassins, Bards, Thieves) section of the Vocations of Hynafol document may administer poisons. All other people who are not in a Rogue vocation, including Alchemists, will fall victim to the poison if they attempt to administer it.
 - c. If a person is wearing a fae band, they may not be poisoned. However, a non-poisonous potion can still be administered to them - provided the intent is not to harm the target.
3. Once the target has met the "Takes Effect" condition as described in the following sections, the person who applied the potion hands the target a Potion Card.
 - a. While ideally this will be done stealthily, if any other player observes the passing of a Potion Card they should view that action as out of character and act accordingly.
4. The target must then follow the description on the Potion Card and tear it to prevent it from being used again.
 - a. If the current environment prevents the description from being acted out, the target must immediately roleplay an excuse to move into an area where it is allowed, and then follow the description. For example, combat is prevented in buildings but the target is given a potion that makes them attack people. They must move outdoors and then attack people.

Limitations & Clarifications

- ♦ Potions may not be applied to items or serving containers owned by vendors.
- ♦ Only one potion may take effect at a time.
 - Any used after this are wasted, unless the description of the subsequent potion allows it to heal or act as an antidote/counter to the first. Refer to the Healing Rules for more details.
 - If the same potion is used again while a person is still under the potion's effects, the duration of the potion's effects starts over - it is not extended.



Potions and Poisons

Food and Drink

Potions can be administered to a target via food and drink.

- ♦ **Method:** The person applying the potion touches the target's plate or drinking vessel NOT the actual food or drink - with part of their hand for 3 consecutive seconds.
- ♦ **Takes Effect:** When the target finishes a majority (more than half) of their food or drink.
- ♦ **Limitations & Clarifications:**
 - Up to a platter of food or pitcher of drink. Applying potions to anything larger dilutes them too much to have any effect.
 - Covers or lids over food or drink do not prevent potion administration.
 - Potions applied to a container intended for serving multiple people, such as a platter or pitcher, can apply to multiple people. Those people must finish the majority of their taken food or drink as above. In this instance, the level of the potion determines how many people are affected:
 - 1: 2 people, 2: 4 people, 3: 6 people, 4: 8 people, 5: 10 people.
 - Potions that are antidotes or have healing properties cannot be used in this manner as it is necessary to have the single, full dose for it to take effect.
 - The Nephilim Blood Ingredient Card can be applied to food or drink as a level 4 poison. In this case, the Ingredient Card is torn and the process in the Bloodlines of Hynafol document - Consuming Raw Blood section must be followed.

Objects

Potions can be administered to a target via objects the target comes into contact with.

- ♦ **Method:** The person applying the potion touches the object. They must then handle the object with gloves, lest they fall victim to their own potion.
- ♦ **Takes Effect:** When the target makes skin contact with the object for 10 consecutive seconds. If the object is a weapon and the target is cut/stabbed, it takes effect when a body part is reduced to 0 HP.
- ♦ **Limitations & Clarifications:**
 - The target cannot be wearing or already in contact with the object.
 - Potions may be applied to only part of an object, provided that object is large enough and has a clear difference between where it is held and where it is not. For example, the blade of a dagger may have a potion applied to it, and the person applying it would not need to wear gloves if only touching the hilt. However, if they inadvertently make skin contact with the blade as above, they fall victim to their own potion.
 - The object may be left unattended. In this case, the Potion Card is left on/within the object where it can be easily discovered if contact is made, and the victim follows the normal rules if the criteria in Takes Effect is met.



Theft in Hynafol

Rules and Guidelines

Overview

Theft in Hynafol is a dynamic aspect of the game, adding an element of risk and excitement to interactions. Understanding what can and cannot be stolen, as well as the rules surrounding theft, is essential for all players. This document outlines the rules and guidelines for theft within Hynafol.

Theft Rules for All Items

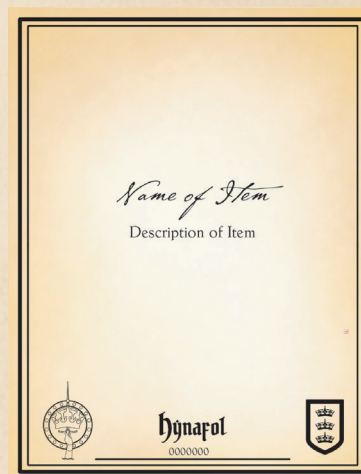
Cunning Theft Only: Theft cannot be done by killing. Looting bodies or searching someone's person after they've entered bleed out is FORBIDDEN. All thefts must be conducted stealthily and quickly, relying on wit and skill. All steal-able items held by a person will disappear into the mists with them unless specifically stated otherwise.

What Can Be Stolen?

Game Item Cards

Description: These are special items given out by the Game Master Team, which include an item card with a serial number, a physical representation, and a thematic flag with a Velcro belt attachment.

Theft System: The flag must be visibly worn on your belt when carrying the item card or the physical item. Thieves can steal this flag, gaining ownership of the item. If stolen, you must return the physical item and card to the Archive building. The thief can then exchange the flag for official ownership of the item at the Archive building.



Theft in Hynafol

Rules and Guidelines

What Can Be Stolen?

Foraged/Mined Ingredient Cards (Opt-in System)

Description: These represent ingredients acquired through foraging or mining and are stored in special pouches with green clothespins.

Opt-in: This is an optional addition to the foraging and mining mechanics that adds to the Hynafol game and world bring game play and fun across multiple Guilds. It is not mandatory to participate in this game play, anyone may forage and mine as normal and simply turn in their foraged items in exchange for ingredient cards. If you decide to opt-in to this game play you will tell the alchemist volunteer that you turn your forages ingredients to and they will enter you into the game and give you the proper supplies and rewards.

Theft System: When you enter the game you will be given a green pouch with green clothespins that must be worn on your **HIP**. Each green pin represents an ingredient card inside the pouch. Thieves can stealthily remove a pin from your pouch and attach it to theirs. Once attached, they can claim one of your ingredient cards. If you catch someone stealing a pin from your bag yell "THIEF!" loudly to let them know they have been caught, they must then return the stolen pin. If you are able to fully slap the back of their hand they must return the stolen pin as well as give you one of theirs.

Once in the game you may also steal ingredient cards if you wish.

Opt-in Rewards:

- ❖ For each ingredient you forage, you'll also earn one copper as a reward, ensuring you get something even if the ingredient is stolen.
- ❖ You receive a point by your name on the game document held by the Alchemist volunteer handling Foraging and Mining at the time. These count as points.
- ❖ The top three foragers with the most points will earn renown points for their House.
 - 1st Place: 3 Renown Points
 - 2nd Place: 2 Renown Points
 - 3rd Place: 1 Renown Point
 - These points are important and can bring special powers and recognition to your House!



Theft in Hynafol

Rules and Guidelines

What Can Be Stolen?

Artifacts

Description: Artifacts are religious items crucial for high priests and mages to conduct rituals and gain power. Each religion will have its own Artifact, which must follow specific rules for theft.

Artifact Theft Rules:

Proud Display: The Artifact must always be in full view and displayed proudly at the group's camp, tent, or designated religious location.

Carrying: The Artifact can be carried, but the person holding it may NOT be attacked at any time to take it.

Guarding: The Artifact may be guarded by as many people as necessary.

No Locked Structures: The Artifact may never enter any locked or closed building or structure. Open air structures are okay.

No Hiding: It cannot be hidden from view and retrieved later, it must always be visible. Even if you are keeping it till an Auction, it must follow these rules to possibly get stolen back.

Death of Carrier: If the person holding the Artifact dies, it disappears into the mist with them.

No Forcing Theft: The Artifact cannot be forcibly removed from someone's hands. If they are touching it, it is protected.

Cut Purse Game?

The cut purse game will **not** give you the ability to steal coin from other players. Houses/Guilds/GMs may still hold this game at events but it is not within this theft mechanic so it can remain a game all may partake in regardless of character wealth.



Theft in Hynafol

Rules and Guidelines

What Can Be Stolen?

Dragon Eggs

Description: Dragon Eggs are incredibly rare and potent relics that radiate heat and ancient magical energy. Their mere presence influences the flow of power across the realm. Though fragile in lore, their gameplay function is bold, visible, and significant.

These are the only steal-able objects in Hynafol that can be taken **after** combat or **death**, as they represent a treasure so great that warriors might lay down their lives to protect or claim one.

Dragon Egg Theft Rules:

Proud Display: The Dragon Egg must always be in full view and displayed proudly at the group's camp or tent. It may **not** be placed behind structures or inside decor.

Carrying: The Dragon Egg can be carried, but the person holding it may be attacked and downed at any time to take it. No one with a Fae Protection Band may hold a dragon egg.

Guarding: The Dragon Egg may be guarded by as many people as the group desires.

No Structures: The Dragon Egg may **never** enter any building or structure, **including** open pavilions, stages, or framed shelters. It is too hot it will burn them down, it must be outside.

No Hiding: The Dragon Egg cannot be hidden from view or stored for later retrieval — it must remain visible at all times.

No Containers: The Dragon Egg may **not** be placed in a cage, chest, bag, or any kind of container.

Combat Exception: The Dragon Egg is the only item in Hynafol that may be taken following combat. However, this should serve the narrative, not replace it.

Important Note:

The primary purpose of Dragon Eggs in Hynafol is to fuel narrative tension and story. These are rare, powerful relics meant to be stolen, quested after, sacrificed in rituals, or otherwise used to create immersive, high-stakes moments.

Dragon Eggs are not designed for hatching.

Even if an egg is used in a hatching ritual, what emerges would take more years than this game will exist to grow into anything of substance.

A hatched dragon, should it occur in story, will **never** be usable for actions within the Carta Arcanum.

Dragon eggs are the **ONLY** way to remove a live dragon from your camp. You must give the egg to the Dragon and then, and only then, will it leave your camp. It cannot be killed by your mundane weapons.

Furthermore:

If a Dragon Egg is ever turned in for a ritual, for reward, or for any purpose, and it is missing even a single scale, it will be considered dead, inert, and unusable.

Dragon Eggs are fragile. Sacred. Dangerous. And yes, even a Dragon Egg can die.

Treat them with care.



Theft in Hynafol

Rules and Guidelines

What Cannot Be Stolen?

- ♦ **Land Deeds:** Ownership deeds for land within the game world are secure and cannot be stolen.
- ♦ **Building Deeds:** Similar to land deeds, these are protected and cannot be taken by thieves.
- ♦ **Personal Items:** Any personal belongings of players that are not game-related items are off-limits for theft.
- ♦ **Resources:** Resources cannot be stolen by slight of hand, out of pockets, or off tables.
- ♦ **Gold:** Gold cannot be stolen by slight of hand, out of pockets, or off of tables.
- ♦ **Weapons:** Personal or Narrative weapons cannot be taken by thieves.
- ♦ **Food, Drink, Etc.**

Safe Areas (No Theft Allowed)

The following areas and situations are designated as safe zones where theft is not allowed:

- ♦ **Your Personal Tent:** Items stored inside your tent are safe from theft.
- ♦ **The Bathroom:** Theft is not permitted in bathroom facilities.
- ♦ **In Line for Food:** While waiting in line for food, you are safe from theft attempts.
- ♦ **While Talking to a Game Master:** If you are engaged in conversation or interaction with a Game Master, you cannot be stolen from.
- ♦ **In a Battle or Skirmish:** During active combat scenarios like official Hynafol battles or skirmishes, theft is not allowed.
- ♦ **Inside the Archive building:** Archive building is always outside of gameplay.
- ♦ **In line or inside the Three Crowns Counting House:** Let the players waiting for the bank do so in peace.



Harvesting

General Rules

Harvesting items is a wonderful activity for players that love nature and exploration. To make this an enjoyable experience for all who would like to participate, several basic rules must be followed.

Any player violating these rules will be subject to in-game consequences, which may include being banned from participating in Harvesting and Alchemy.

Respect the Space

Sherwood Forest Faire has several memorials set up to honor patrons and performers who have passed away. **DO NOT** take any trinkets or charms hanging from trees or collect anything outside of the items listed in the Harvesting Items section. Do not go into the Fairy Garden, nothing will be placed there. If you are unsure if something is a game piece, leave it where it is and ask for clarification from the Apothecary Staff. Please be respectful of this beautiful space we are sharing.

Count & Frequency of Collection

Players may only take a single item per harvest node that they will exchange themselves. They may not harvest any additional items on behalf of other people. If a player wishes for another player to harvest an item, they may tell or show the other player where the harvest node is, and that player may harvest the item themselves.

If a harvest node is still available after 30 minutes, a player may collect from the same node again. Otherwise, they must leave it for other players. You cannot turn in rings of the same color or flowers of the same species.

Exchanging Harvested Items

When an item is harvested, players must exchange the item at the Apothecary for an Ingredient Card.

Players may not exchange harvested items with other players. This is to ensure that players are not selling items that are not part of the Alchemy Vocation, such as trinkets, non-Alchemical flowers, or portions of Alchemical flowers. Additionally, it prevents abuse of the Theft mechanic. Players may not exchange items at the Apothecary on behalf of other players. Each player may only exchange their own harvested items.



Harvesting

Theft

There is an opt-in system for theft of Ingredient Cards. See Theft in Hynafol for more information.

Foraging

Artificial flowers are hidden throughout Hynafol. These flowers have a gold stem attached to them to denote their purpose in foraging. To forage, take the entire head of one flower and remove it from the stem. If there is only one flower left when a player goes to forage, they must bring the entire stem bundle back to the Apothecary so that it can be reassembled and placed back into the world. Some special flowers do not have detachable heads - in this case, bring the entire plant to the Apothecary. Petals alone **cannot** be exchanged for Ingredient Cards.

Alchemy Rank and Foraging

Experienced Alchemists - those Journeyman rank or above - are more familiar with foraged ingredients. Due to this, when exchanging harvested items at the Apothecary, they may choose between non-poisonous plants, poisonous plants, or either. Less experienced Alchemists at lower ranks will receive an Ingredient Card at random.

Mining

Crystals are hidden throughout Hynafol. Crystals are represented by a ring twisted and woven in a web of yarn tied to a post. To mine, take hold of one of the rings and guide it through the web to the end of the yarn bundle. If there is only one ring left when a player goes to mine, they must bring the entire yarn bundle and crystal statue back to the Apothecary.

Hunting Escaped Animals

A few test subjects owned by Lady Solomon are prone to escaping. Returning these animals (plushies) - a cat, a bee, and a llama - to the Apothecary will reward a player with a corresponding ethically-harvested Ingredient Card.

These animals can be hard to identify. Apothecary staff can show drawings of the animals on request, and posters may also show them. When in doubt, do not take the item - remember to respect the space. There are many trinkets of these animals that are part of memorials.

Other Ways to Earn Cards

Other ways to earn Ingredient Cards are listed in the Alchemy - Gathering Ingredients section.

