

# Healing Rules

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.

## 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 goes with them other than 1 coin. If you die you drop one coin you hold on your person, the highest denomination of coin you hold. 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.**

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 the arts of Alchemy
- ❖ Devote yourself as a Priest or Cleric

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

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





## Magical Healing

- ❖ Each religion may have **one** 'Sacred' place inside Hynafol where stabilized players can be healed by any Clerics or above station of that religion
- ❖ High Priests may heal instantly by making contact and speaking their **Religious Phrase** while holding their **Relic Artifact**.
- ❖ **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 roleplayed, spoken, and physically enacted.

### Battlefield Limit for High Priests:

High Priests have only **one life** during battles. Once downed, they may not respawn unless specific, pre-approved ritual or narrative conditions are met. Be cautious when entering combat zones.

### How To Be a Priest, Priestess, or Cleric

- ❖ Each religion must be led by at least one High Priest/Priestess  
Submit the names and email addresses of your priests/priestesses to: GM@Hynafol.com

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

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

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

- ❖ 1 Priest or Priestess (with a healing timer)
- ❖ 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!

