

Religious Artifacts

Creation Guidelines

Artifacts

Previously, High Priests were entrusted with small, simple Artifacts to aid in their ceremonies at this last Grand Gathering. However, with the recent surge of magic entering the world following Merlin's death and the rise of mages, these Artifacts have undergone a profound transformation. They have grown in size and power, reflecting the new magical energy that now permeates the Known World, allowing them to be used for more powerful Rituals with Mages vs religious Ceremonies of old. High Priests are now given the opportunity to further shape these enhanced Artifacts to align with their religious practices and the evolving needs of Hynafol's thieving game and rituals.

Requirements for Creating a Religious Artifact

Size and Materials:

- ✦ The Artifact must be between 18 to 24 inches (1.5 to 2 feet) in height, making it both prominent and manageable.
- ✦ The base should be around 6 to 8 inches wide and 4 to 6 inches deep, ensuring stability on a small table.
- ✦ It must be crafted to look as if from solid gold resembling it in appearance to reflect its sacred and ceremonial nature.

Weight and Durability:

- ✦ The Artifact should weigh 2 to 5 pounds, heavy enough to feel substantial but light enough to be easily carried or stolen.
- ✦ It must not be easily breakable to ensure it can withstand the rigors of gameplay. Avoid using fragile materials such as glass.

Safety:

- ✦ The Artifact must not have sharp edges or points that could potentially harm someone during gameplay or theft attempts.

Design Considerations for the Thieving Game:

- ✦ The Artifact should be designed to be obvious and stealable, fitting well within the spirit of the thieving game.
- ✦ No locking mechanisms, anchors, or other methods to secure the Artifact against theft are permitted.
- ✦ The design should include ergonomic elements like handles, ridges, or other features to make it easy to grab and hold.



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Approval Process for Creating Artifacts

If a High Priest or religion wishes to create their own Religious Artifact, they must submit their proposal to the Hynafol Game Masters for approval at GM@Hynafol.com

The proposal should include:

Artifact Concept:

A detailed description of the Artifact's design and intended symbolism for the religion.

Materials and Construction:

An explanation of how the Artifact will be made, including the materials to be used.

Compliance Assurance:

- ❖ A statement confirming that the Artifact will adhere to the guidelines outlined in this document, including size, durability, safety, and design considerations.
- ❖ The proposal must be approved by the Hynafol Game Masters before the Artifact can be created and used in gameplay. This ensures consistency with the game's rules and the spirit of the thieving game.

Ownership and Use of Artifacts

Hynafol Property:

Any Artifact created by a High Priest or religion becomes the property of Hynafol. These Artifacts will not be taken home by players but will be stored by Hynafol for use in future events.

Guidelines on Personal Items:

Artifacts must not be crafted from items of personal or sentimental value, such as family heirlooms or items with historical significance (e.g., "my great grandfather's World War sword" or "a vase passed down in my family for years").

Game Context:

Artifacts may be stolen and could sustain damage during gameplay. Participants should ensure their creations are suitable for the dynamic nature of Hynafol events and the challenges posed by the thieving game.

Damages:

Hynafol is not responsible for any damage to the Artifact. If an Artifact is damaged to the point where it is no longer usable, it will be considered "destroyed" in the game world. The religion must then recreate and re-summon the Artifact according to the original submission and approval process.



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Important Notes

Display Requirements:

- ❖ Artifacts must always be prominently displayed in full view at the religion's camp, building, or designated religious location.
- ❖ Artifacts cannot be hidden from sight, locked away, or otherwise secured beyond what is permitted by the thieving game rules.

Handling and Storage:

Artifacts must be light enough to carry and sturdy enough to endure being transported or handled during events.

Collaboration with Hynafol Game Masters:

All Artifacts must adhere to the guidelines provided by Hynafol. If you have questions or need clarification, contact a Hynafol Game Master for assistance at GM@Hynafol.com

Ritual Use of Artifacts:

- ❖ Artifacts are required for completing magical rituals. High Priests should design their Artifacts with their rituals in mind, ensuring the Artifact reflects the values and aesthetics of their religion.
- ❖ Artifacts must remain accessible to allow rituals to proceed seamlessly, even in the context of the thieving game.

By following these guidelines, High Priests and their religions can contribute to the immersive and dynamic world of Hynafol. Your Artifact will become a cherished part of the game's lore and an essential element of its gameplay.

Thank you for your creativity and commitment to enriching the Hynafol experience.

