



Hynafol Healing Rules

At Hynafol there are two scenarios which Denizens require healing:

- On the Battlefield and
- In and Around The Village.

On the Battlefield

When a character loses all of their hit points to body or head, they are considered dead. When your character falls in battle, you should go down on one knee (or sit), as long as it's safe, where you fell and await healing.

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.

The Two-Minute Rule

As a player you may choose to either wait for healing from a Cleric, Priest or High Priest. If you are not healed within two minutes, your spirit leaves your body. You may choose to become a spirit at any point before the two minutes are up.

If a Priest or High Priest Cannot Reach You:

In order to receive healing if there are no Priests or High Priests nearby a character can be moved by roleplaying, with another player, to a location safe for healing. This can be done in whatever way is agreeable to both players. Hand on shoulder, walking with a limp, etc. The key is that it should be role-played *as if* you cannot move on your own.

You must **turn your weapon upside down to indicate that you are a spirit.**

A spirit may not be healed by any method other than touching a respawn point. Spirits are also unable to communicate or interact with the living in any way whatsoever. Once you begin walking and turn your weapon upside down, you are no longer able to be healed.

If your character dies in an unsafe area or active combat zone, move to the nearest safe spot and begin your count from there.

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

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.

In order to receive healing, if there are no Priests or High Priests nearby, a character can be moved by roleplaying, with another player, moving to a healing shrine. This can be done in whatever way is agreeable to both players. Hand on shoulder, walking with a limp, etc. The key is that it should be role-played *as if* you cannot move on your own.

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

What Happens When You Die in and around the Village?

Role-Playing Death

- The Mist harnesses your spirit 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. Time slots are available for sign up at The Archives.
- 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.

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 Guild
- Devote yourself as a member of a religion and the High Priests Guild

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

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

Religious Shrines and Healing

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

- High Priests of each religion should email gm@hynafol.com to register their location before The Grand Gathering.

How Healing Occurs

- High Priests may heal near-instantly by making contact and speaking their **Religious Phrase** while holding their **Religious Artifact**.
 - **High Priests must have the artifact in hand to perform *near-instant* healing.**
 - While healing High Priests must say their entire Religious Phrase to perform healing. This should take approximately 5 seconds.
 - While healing High Priests may not attack.
 - All High Priests should register their Religious Phrase by sending an email to gm@hynafol.com.
 - Should a High Priest no longer have their Artifact, they too, may take up a Prayer Scroll following the same rules as the Priests.
- Priests heal using a **Prayer Scroll**. They must touch the injured player and recite the approximate 30-second scroll aloud without interruption to complete the healing.
 - While healing priests may not attack.
 - Priests should submit their prayer for review to the GM Team and printing. Each Prayer Scroll is individual to each Priest: gm@hynafol.com
 - Clerics also use a Prayer Scroll, but may only do so within their Sacred Place. Each Religion should submit a general prayer for Clerics to gm@hynafol.com or have it ready at the time of purchase from the Archives. All Cleric Scrolls must be returned at the end of each event or a fee will be assessed.
- Healing is never passive; it must be role-played, spoken, and physically enacted.

Battlefield Limits

High Priests' connection to their Artifact only lasts one life during battles. Once downed, the connection may only be restored by using a potion of *Holy Reviving* obtainable via Alchemy. 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, therefore, cannot be healed by other Priests and High Priests while using their Artifact. Be cautious when entering combat zones.

- Upon death High Priests must turn in their Artifact to a Steward.
 - High Priests receive the Artifact after the battle.
- They may then re-enter the battlefield as a normal participant without their Artifact and continue healing with a *Prayer Scroll*.

Priests and Clerics may be healed by High Priests and other Priests.

Priests and Clerics may 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.

Priests are devotees of a religion that have healing abilities via their scroll. Priest status is bestowed by the High Priest and is outlined in the Guild Document.

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 and bestowed by the High Priest.

Submit the names and email addresses of your Clerics, 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, or Clerics Does Each Religion Receive?

Each religion always has one High Priest or Priestess.

- Religions without 10 participants do not have access to 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 fewer: 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 gm@hynafol.com for approval and used consistently in-game for healing.

Creativity is encouraged!