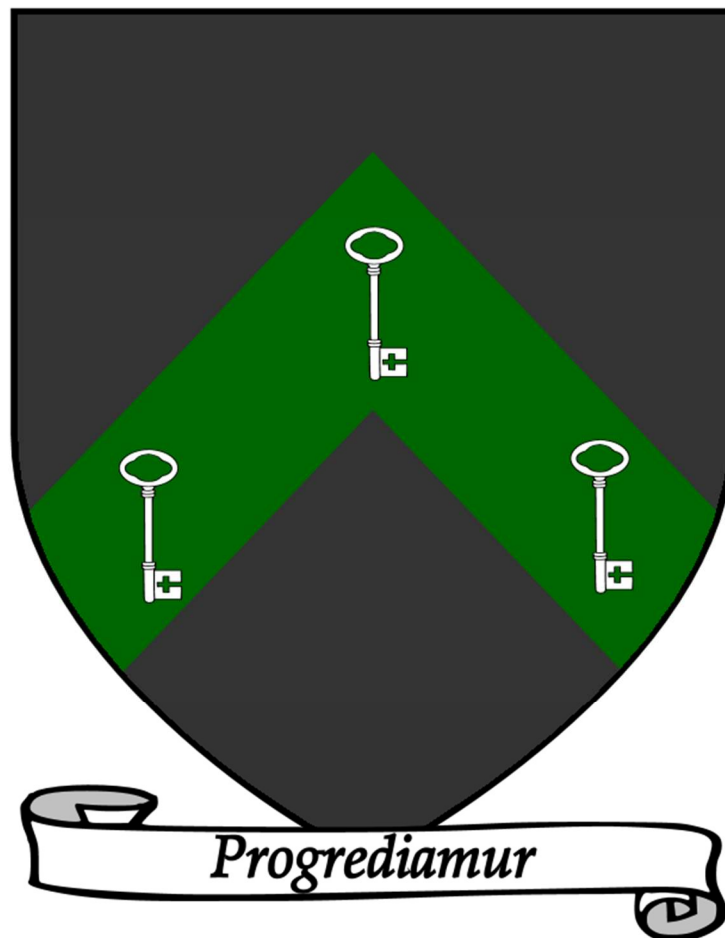


# MYSTWOOD

## THE CHRONICLES OF THE KEEP LOREBOOK AND SETTING GUIDE



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*Based in part on prior works by Truax McFarland, Robert Dunham, Dylan Sirois, Robert Owens, Noah Hersom, and the countless others who have contributed to Mystwood: The Chronicles of the Keep.*

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Within the following Lorebook, Chapter headings are tied to the Chapter related information appears in the Core Rulebook. Thus, for example, if this Lorebook does not have any additional information pertinent to Chapter Seven: Advantages and Disadvantages, this Lorebook will skip that Chapter heading.

## PG SECTION

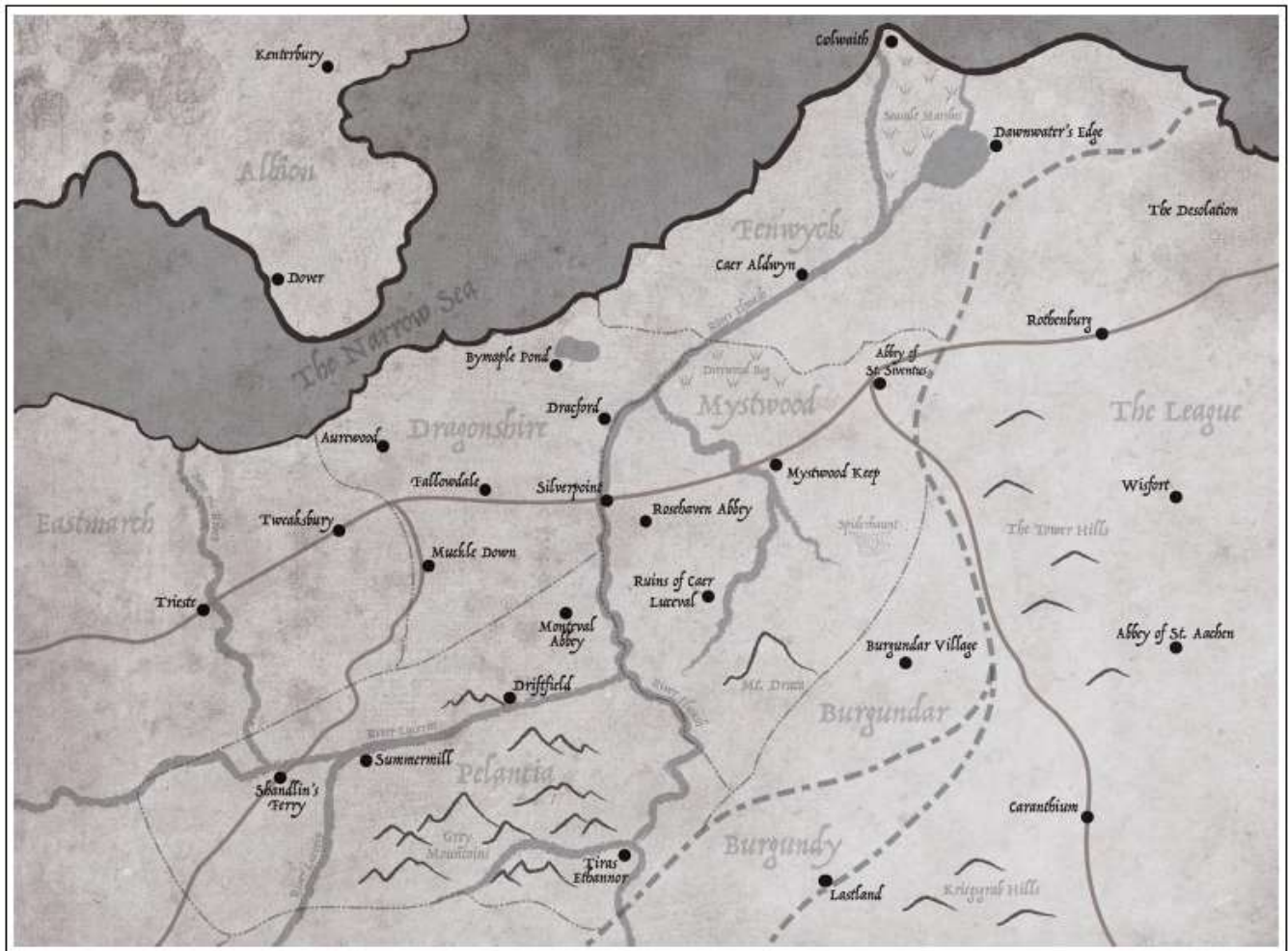
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# CHAPTER ONE

# WELCOME TO THE MYSTWOOD KEEP

Home to an assortment of tradespeople, travelers and otherwise spirited free people of the realm, the Mystwood Keep was resettled in the name of Duke Guilford II before his passing. It now stands as testament to its founder and of its peoples endurance, a free-town for enterprising adventurers.

Most inhabitants of Mystwood know that they dwell in the Duchy of Eastmarch, and that Eastmarch is part of the larger Kingdom of Navarre. But Navarre, like most lands in the Known World, is a weak and fragmented land, and the Duchess Genevieve of Eastmarch is the greatest power most will ever know. It is the local barons and knights, who hold lands throughout the duchy and within the Mystwood that represent the power of Eastmarch, and deal with her matters directly. Most folk could not tell you the King's name, or that Navarre has long been at war with Albion, or the reasons for that war. The enemies of Eastmarch are many and better known- the cruel Norse of Skandia, Chaos in its many forms including the Marauders of Teutonia and Thule, the Goblins of the mountains to the south who have remained quiet for too long, and above all the Dragon.



## A BRIEF HISTORY OF THE MYSTWOOD KEEP

Local legend tells that the Mystwood was once the edge of the great Empire now embodied in Byzantium, the City of Wonders. Brave Imperial soldiers drove back the Beastmen and other denizens of the forest and built roads, walls, forts and towns. The greatest of these was the city of Aquila, which long stood as bulwark against monsters and barbarian hordes as the Empire collapsed, besieged from without and gnawed from within by the insidious forces of Chaos.

Alas, Aquila fell, so the stories say, when the last Emperor, whom some name Romulous and some call Augustus, fled there with a great horde of treasure. The power of Chaos corrupted him through his greed and fear, and he was transformed into the great Dragon that plagues the land to this day. Brave Aquila and her legion perished in flame, and to this day her ruins, fused to blackened glass, still rise among the trees of Mystwood.

Living memory extends back only about seventy years. Around 910, hordes of Chaos swept through the League to Eastmarch, pillaging and burning. The baronies that are now the Mystwood were all but deserted, and the border barons moved further west, abandoning their holdings and castles to the wood. As uninhabited land, the Mystwood fell under the direct control of the duchy of Eastmarch. Dukes past and present doubtless wished to profit from their new acquisition, but for many years it remained a lawless wilderness.

All that changed with the coming of Saint Siventus, a questing Knight. In 950, visions led him to a hidden chamber within the ruins of Aquila, and there he found a treasure greater than gold- tomes from the Library of Alexapolis, a center of learning in distant Aegyptus founded by Alexa the Great, the most powerful conqueror the world has ever known. Among those tomes was the Book of Life, a blessed volume that would preserve all those who wrote their name within it from violence and misfortune.

Alas, its protection was not sufficient to save Siventus when he took up arms against the Dragon, and the brave knight perished and ascended to sainthood. St. Siventus had wounded the Dragon sorely, however. Though it has not been seen in the sky for years, the folk of Mystwood take no chances against the dragon, keeping their green roofed homes well hidden beneath the trees.

With the Dragon absent, folk were drawn to the riches found within the ruins that abound in the Mystwood, and they cleared land to build their homes. Yet those homes and fields fell vacant, for in 960 a deadly plague swept through Navarre and into the Mystwood, where it lay low nine out of ten inhabitants.

In 961, Duke Guilford II began to offer coin to those brave and learned enough to write their names in the Book of Life and resettle the Mystwood, and in 964 he extended this offer to those willing to settle in his newly acquired holding of Burgundar.

This expansion and the riches found within the ruins throughout the Mystwood, as well as the Duke's declining health drew forth those who would seek to claim the duchy. When in late 967 Duke Guilford II passed away, claimants or nominations for the ducal seat were made by right and resource of the baronies, save one, Dragonshire which remained a neutral party in the ducal affairs. These claims caused unrest among the lands, and in the year 968 allegiances sparked a great civil war, distracting Eastmarch from her affairs with Albion and the forces of Chaos as they grew in power.

As Eastmarch rebuilt and reorganized in 968, the Mystwood Keep was granted its own charter to be recognized as a free-town beholden to the duchy but with its own jurisdiction and oversight of daily affairs. Most notable among its laws are that the town shall be governed by a lord-mayor and that the town guard is to be raised and supported by the Keep elected officials and residents. The protection of the ruins of Aquila, and its artifacts fall within this jurisdiction. Matters beyond the sight of the Keep, beyond the gully and nearby swamps that house the Aquilan ruins, fall to the ducal guard, who reserve the right to call upon the Keep guard and her people to protect the duchy.

## THE LANDS OF THE MYSTWOOD AND BEYOND

Its geography is lesser known than the History of the Mystwood to the common free citizens of the Eastmarch. Navarre covers a great amount of territory, bordered by North Sea and isolated by the mountains to the south of Pelancia through the Marches and west into the League. The courts and lords of Navarre have had little regard for a wooded and hilly land-gift beyond the civilized lands but for the brave adventurers and rugged Navarrean's that have uncovered its wealth of resources and now call the Mystwood home. Few within the Mystwood will ever see a ship. Even horses are a rare sight due to the rugged terrain. The Mystwood once an overgrown unclaimed territory gifted to the duke of Eastmarch still remains largely unexplored with dense forests, mountainous peaks and ancient ruins to break the horizon.

Four baronies and the holding of the Mystwood comprise the duchy of Eastmarch. Three of these baronies border the Mystwood and provide the bulk of the settlers, and form a bulwark for Navarre against external threats. A fourth barony, Eastmarch proper, is home to the capitol and Ducal seat from which it takes its name. Starting player characters for the Chronicles of the Keep must choose from any of these baronies or the holding of the Mystwood as their background homeland. The inhabitants of the Mystwood are subjects of the Duchess of Eastmarch, though many will likely have been born in the lands of one of the three lesser baronies and may answer to the lords and ladies of their homelands as well.

### Dragonshire

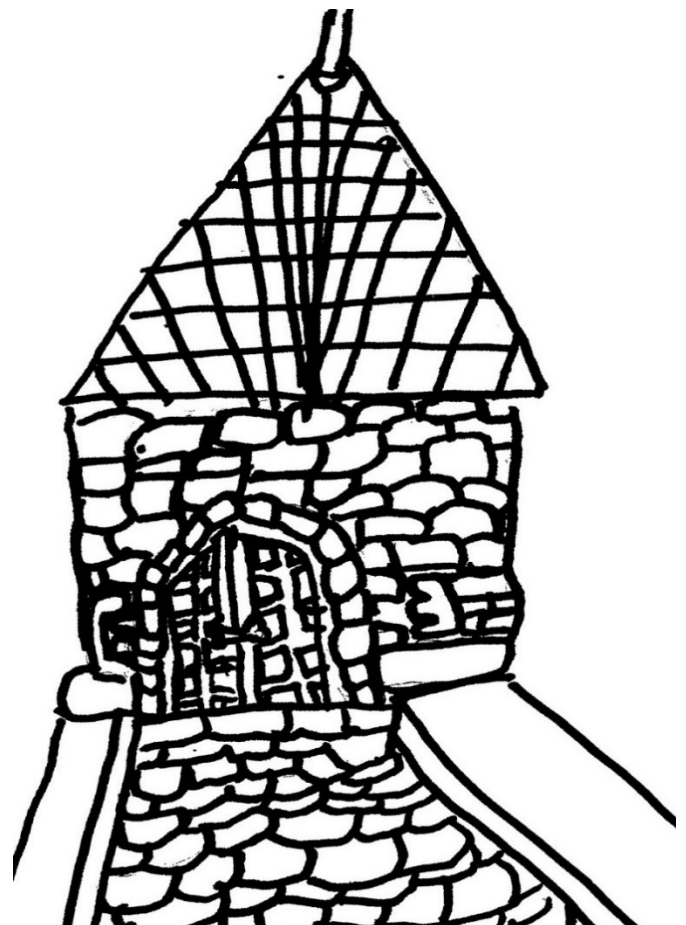
To the west of Mystwood, is the largest, most powerful of the three closer baronies. It is also the most likely to meddle in the affairs of the Mystwood once laying claim to the lands. Most of it is poor land, much devastated by the Dragon, but the hard work of its people has made Dragonshire prosperous nonetheless. Dragonshire's colors are Black and Yellow. Its castle, Dracford, is a grand seat for the Baron Andrac alongside the river Elwash, on the boundary of the Mystwood, a land his ancestors were unsuccessful in settling.

Much of Dragonshire's land has grown up with forest, and is only recently being cleared. Some of its villages, like Aurewood and Bymaple Pond, are quite idyllic, with prosperous but hard working inhabitants. Other settlements, such as Fallowdale and Muckle Down, are smaller and meaner, inhabited by the most wretched of serfs. Silverpoint, the only bridge along the East Road into Mystwood, is a popular stopping point, though the heavy toll levied to cross sometimes leads travelers to make great detours.

To take the Dragon as a symbol of one's house is a sign of arrogance in the eyes of many, and Baron Andrac is well suited to it. The baron was a minor scion of the family, who rose to power through merit during the power vacuum following the death of the previous Baron. He is known for unusual ideas on religion. The Baron has been said to have made formal proposal to the Duchess but this is not spoken in public circles for fear of it being a rumor.

Although it is not in Dragonshire proper, the Abbey of St. Siventus should also be mentioned. A mighty fortress restored by Baron Andrac and the former baronial capital of Cairnwood before that baron retreated back into the safer lands of the west. The Abbey serves Eastmarch guarding the road from the Mystwood to the league and the southward highway that links Eastmarch with the city of Venetia and the lands of Carpathia. The armies of Unlife have assailed it many times in recent years, but it has never fallen,

defended as it is by stalwart warrior monks of the cult of Justice. A safe harbor from chaos along the road.

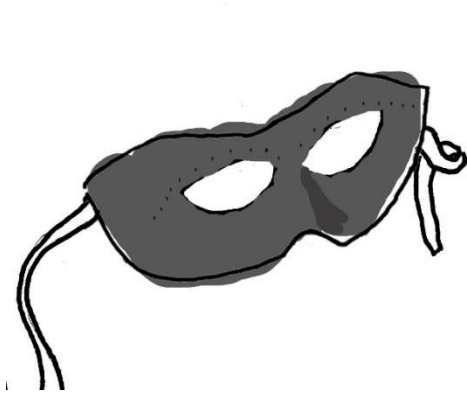


## Fenwyck

Northernmost, is a land of dreary fens and moors, bordering the sea. Much threatened by raiders, its people are hardy, independent, and superstitious. Its ruler, Baron Rife, is young in age but old in spirit as was his sister Orla who ruled before him. Still feared as a potent knight and a firm ruler, Baron Rife has worked to undue countless damages made with the people of Fenwyck and their neighbors through the ducal succession wars. He maintains his seat in the ancient fortress of Caer Aldwyn, but has traveled the lands with members of his court to reassure his people and seek justice for those felled unfairly in the battles. Fenwyck's colors are Green and Grey.

Scattered along the edges of its northern marshes, many of the people of Fenwyck live in the simplest of dwellings, built of turf or stone, and following ways of life unchanged for thousands of years- fishing, tending sheep, and waging war, each in their season. The northernmost outpost of Fenwyck is the village of Colwaith. Ships from the North Sea call there, and the blood of Skandia runs in the veins of many of the inhabitants.

Inland along the shores of Lake Soloy is Dawnwater's Edge, a village built entirely on stilts for protection from the Skandian raiders. This land draws travelers with interest in its natural beauty and rich adventure.



## Pelancia

To the west of the March lies the Barony of Pelancia. It has a mild climate and rich agricultural land with much trade coming up the river Lucerin. It is ruled by the masked Baron Baldwin Rochvall, a kind yet secretive lord, and its colors are brown and blue.

The Rochvall seat of Tiras Ethanor lies nestled between the Grey Mountains and the edge of the Mystwood forest. Said to have been built by the Fae, Tiras Ethanor is one of the great wonders of Navarre, it's towers seeming too tall and graceful to have been built without magic. Indeed, Fae blood is known to run in the veins of many who call Pelancia home. It's court home to the glamoured.

From Tiras Ethanor the River Lucerin flows to the village of Driftford or Driftfield, whose inhabitants are mostly concerned with the floating of logs down river, the raising of sheep, and arguing over whether the proper name of the village is Driftford or Driftfield. Further west lies Summermill, the summer home of the Rochvall line, and Shandlin's Ferry which prospers from trade with Burgundy the south.

When the March of Luceval was founded, Pelancia lost the County of Elwash from its own holdings, which many consider a punishment from the Duchess for Baron Baldwin's lack of direct support in the Civil War.

## Eastmarch (The Ducal Lands)

To the west, beyond Dragonshire, is the baronial lands held directly by the Duchess, Genevieve. In her seat, newly won through war and compromise, she is much concerned with the affairs of the larger kingdom and her people. Having been involved in the daily operations of Eastmarch (both barony and duchy) prior to her uncle Duke Gulford II's death, Genevieve is well prepared to oversee the complex economic and political workings of the capital. The only true cities of Eastmarch, Trieste, the capital, (pronounced Tree-Est) and Tweaksbury (boasting several paved streets) are found in the duke's lands. The Duke's colors are Black and White. In Trieste is to be found the great Cathedral of St. Amelia, recently finished and considered a great wonder. Another cathedral remains un-finished in Tweaksbury, but the funds for its completion have started to flow to the church. Tweaksbury has grown a great deal in recent years, and is now rather too large for its walls.

Rich farmlands surround the two main cities, with populations much greater than those of the baronies, and a number of lesser villages. The Ducal lands are the center of Guild activity, both legitimate and otherwise.

Though the heartlands of Eastmarch are shielded from the perils of the Mystwood and the forces of Chaos beyond it, they have recently been ravaged by the forces of Albion. Albion's Queen Elspeth claims lordship over all Navarre, and many of the lords along the coast have sworn allegiance to her. Past Dukes have been able to avoid war for many years through skillful diplomacy, but now each summer brings skirmishes along the coast as bands of Albionese soldiers raid inland, sometimes reaching as far inland as Tweaksbury. In 957, even the ducal seat at Trieste was besieged. The power imbalance of 968 has left the seacoast victim to easy passing of Albanese spies and bandits.



## **The Villages and Keep of Mystwood**

The lands within the Mystwood are a loose collection of villages, farmsteads and land grants held by nobles and knights. There are several places of importance that have recently been reclaimed and still others that remain on the edges of untamed wilderness and lawless lands. The Keep is the central location within Mystwood. Its boundaries strengthened through the efforts of Duke Guilford II and the many people that have relocated to the Mystwood from around Navarre at his call over the 10 years past. Now a prosperous free-town, the Keep is a center of trade, a respite from battles with chaos and home to an enchanted library. This library, once founded in the ancient city of Aquila, holds many tomes spanning the histories of the surrounding lands, great scrolls on the nature of magic and blessed artifacts such as the Three Books of Power- the Book of Life, the Book of Heroes, and the Book of Woe. The primary entrance to the ruined city of Aquila also falls nearby the walls, and is under the protection of the Keep.

The Keep is immediately bordered by Low Town, a shanty village of laborers, cast offs and pilgrims whose busy work and steady determination have allowed the Keep finding its prosperity in the darkest part of the wood. They are people of craft and cunning instinct. It is said that the people of Low Town managed to find their own prosperity alongside the Keep as they are quick to adapt from illegal brewing activities to endorsement as the sole legal brew suppliers for the local town tavern and for the Lord-Mayor's house of the Keep.

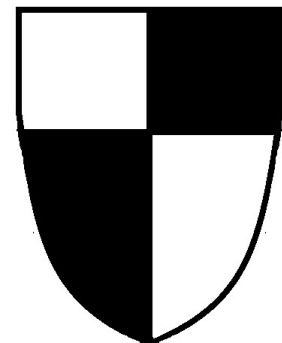
Beyond the gatehouse and gullies of the Keep are rolling hills and fields that make the bulk of the inhabited Mystwood, a land still held by the ducal court. From the stonewalled cattle fields of Notchwood, with its small estates and jealously protected history, clouded but not forgotten. To the superstitious aldermen engaged in the political activities of Eastwall, a mountainside village shadowed by chaos and a secreted town governance. Travel over the mountain top and beyond the rocky crag where you will find several homes of the local nobles and notables, namely a stately manor and lands once owned by the Belsom family, resettled as a home to Sir Ibbyoui of House Militaris, Knight of the Realm and his retinue. Bordered by densely wooded forests that hold tight the paths to the secrets of the Mystwood including the gentle monks of Rosehaven who spend their days brewing wine and pondering the philosophies of the gods and man. They are said to be welcoming to visitors, if the traveler can find their doorstep. They offer wine, good words and trade in salt for those interested.

## **The Waystones**

Off many of the forested paths of the Mystwood, you will find secret places and ways protected by the fae through ancient elven magics. A shrine worshipped by the lizard-kin, a colony of the diseased, a hive of large, ever skirmishing rats, a den of thieves that gamble away the daylight and set traps fit for a true rogue, dark spider infested woods and the veiled path to the Rosehaven Abby. Many of the waystones are known but each must be found anew as the secrets of the waystones have been affected by the forces of Chaos and thus may change without warning. Following the unrest of the civil war upon the Mystwood, and the subsequent rise of the Chaos Knight known as Sir Baldric, waystones began to behave unusually. Chaos has shown an interest in the magic of the ways and these protected paths have been rumored to have changed location, affected those who sleep with illness and may even be changing the very forest around their threshold.

## **The Guard Tower**

The Ducal Guard, garbed in the black and white livery of the duchy, watch over all of the Mystwood from their outpost atop a prominent hill near the crossroads. All matters of concern within the Mystwood fall under their purview in service to the duke or duchess. That is all matters save those of the free-town of the Keep and the Lord-Mayor's guard who answer directly to the duchy through the guard but are tasked with managing the affairs of the keep and the land within sight from its walls. The ducal guard often travel to and from the Keep on the business of the duchy and often have work and tasks for those so equipped.



*The Duchy of Eastmarch*

## **CHAPTER TWO**

### **THE KEEP SITE AND GAME RULES**

#### **SITE AND SAFETY RULES**

This Mystwood Chapter utilizes the Maine Adventure Society Inc (MASI) game site located in Jefferson, Maine. The Chronicles of the Keep follows and enforces all Mystwood site and safety rules found in the core rulebook. In addition it is important to note the following site specific rules and guidelines:

##### **Accommodations**

Anyone attending an overnight Event should be aware that Mystwood the Keep Events take place on a wilderness site. There is limited room available within the bunk house and additional buildings on-site but you should plan to have available your own tent, sleeping gear, food, sensible shoes, bug spray, sunscreen, and water for a weekend at a minimum. Non-Potable water will be made available for washing. There are no shower facilities on site but simple primitive toilets are available in the areas of play. There are local stores within a few miles with limited supplies and hotels/accommodations can be found within 30 minutes in Augusta, Maine.

##### **First Aid**

There will be at least one person trained in first aid on site and basic first aid supplies will be provided for players and staff of the game. If you have specific health needs please inform the Game Master (GM) and be sure that you share any relevant allergies or other health risks via your character submission to be referenced by all Mystwood games.

##### **Food**

Mystwood provides little to no food for players. If you plan to stay the whole weekend, you will want to pack a lunch or two, breakfasts, and snacks. There is often an out of game pot luck dinner Saturday night coordinated online through social media. If you plan to participate, PLEASE bring an item to share.

##### **Gear and Equipment**

You generally do not need to worry about costumes, foam swords, spell packets or the like for your first few Events, as Mystwood is happy to loan new players such items. However, as you travel deeper into the hobby, you will need to acquire your own items. There are several crafters and merchants of LARP goods that attend games. Please be aware of where you store or leave your items and mark anything that you do not wish to lose.

##### **Liability**

Everyone needs to sign a waiver for Mystwood activities at the MASI game site yearly, prior to your first game. A waiver is available by request through email [thekeep@mystwood.org](mailto:thekeep@mystwood.org) or at game check in. Those under 18 must have it signed by a parent/guardian in advance of arrival if not accompanied by a parent/guardian.

##### **Parking/Transport**

Parking is provided by the MASI site owners in approved and marked parking locations. Please remain on the road ways and drivable trails that are marked for MASI participants. Players will be allowed to drive to the town for transport only if approved by the GM and if all requirements for transport are met as set by the MASI site owners. Please see a GM to get clearance for personal transport. A vehicle for transport of personal items will be provided prior to game start on Friday evenings from 7pm until 9pm. Additional transport can be arranged for Saturday and Sunday prior or after game play, but a GM must be notified ahead of time. Removal of personal items from the game site is required and transport will be made available from game end on Sunday until complete. Please collect and place personal items by the town gate house for transport. Be sure to collect your items in the parking area. Mystwood the Keep and MASI are not responsible for forgotten or lost items.

##### **Pricing**

Pricing varies, based on the type and length of play. Generally, you can attend an Event for as little as \$15 for a single chronicle of play or as much as \$50 for full weekend play. Each Event will have its pricing information detailed on the Facebook Event page.



## **Rules**

You should at least be somewhat familiar with the rules of Mystwood, although by no means do you need to memorize them in full. If you are going to NPC, all that you need is a knowledge of the Core Rules and a willingness to learn. Copies of the Mystwood rulebook will be made available in the game library, tavern and NPC buildings.

## **Signs and Site Limits**

Some areas of the MASI site are off limits. These locations will be posted and directions provided when necessary to avoid confusion. Please follow directions and all signs carefully for your safety and respect of the site owners. The homes of the site owners are off limits and should not be disturbed. Please use discretion when traveling to and from the parking areas. Do not wander on the site alone if you are not familiar with the geography. Ask a player who is familiar or a staff member for assistance. There are many locations for the game that can be found at a distance or in remote locations. There are many stonewalls on the property and when in doubt do not cross over them but return on the path you have taken. Rest assured there will be plenty to do within the limits of the town and well-worn trails.

## **DEATH & DYING AND THE BOOKS OF THE MYSTWOOD KEEP LIBRARY**

### **The Book of Life**

The Library of Mystwood, located at the Keep, is a wonder. It rivals that of any lord in size, with many ancient texts, some said to have come from the library of Alexapolis before it was destroyed. Yet the most treasured tome within is the Book of Life, said to be a blessed gift from the gods themselves. Many come and attempt to write their names upon one of the book's blank pages, yet few succeed. How the book chooses those who may write in it is unclear, for many a great lord or paladin has been rejected by the tome, while simple peasants may scratch their name in charcoal.

The Book of Life is an in-game prop located in the library of the keep. Unless you have recorded your character name in its pages as a player you do not benefit from the Miracle of Resurrection (One free reprieve from death each game, each season and once ever). With each death you should take the spirit's journey to the library, or current location of the Book of Life and record your death, along with the miracle used to resurrect (Gift of Mercy, Gift of Wild, or Gift of Justice). There you should wait to rejoin the townspeople once all combat and activities have passed. You may seek out assistance from players or staff to locate and enter your name within the book. Entering your character's name within the Book of Life is not required but there are no other known miracles or regular methods of returning to life after death within the Mystwood.

### **The Book of Woe**

This book contains listings of possible Afflictions you may encounter, with descriptions of the effects of each and the required cures. Read the full description of your Affliction. You must also read the cures for your affliction so you will understand if it has been resolved but your character does not have knowledge of these cures. Some Afflictions may vary between Chapters and some will have effects specific to Mystwood the Keep.

### **The Book of Heroes**

This is the last of the books of power that share their knowledge and gifts with the people of the Mystwood Keep. The Book of Heroes records the deeds of adventurers both passed and retired. Reading the stories of these heroes may grant a character benefits and powers. Be sure to read all parts of the entry. A player may benefit from an entry in the book only one time ever recording their name if used upon the page. The book can be read only once per Event by each player.

## CHAPTER SPECIFIC GAME MECHANICS

There are many things you will learn as a new player character at the Chronicles of the Keep Chapter but the following topics will give you a general idea of what to expect at our chapter.

### The Town

Within the gates of the Mystwood Keep players spend much of their time employing their craft, trading, plotting and working collectively to meet goals. Mystwood is foremost a player cooperation game, and while there will be times players find themselves challenged or engaging in activities that seem opposed to each other, everyone succeeds together against the forces of chaos. The town hosts a tavern, said to be the oldest of the buildings raised in the Mystwood, where you may purchase renewing drinks and food. The privies (primitive toilets) can be found down a short path through the rear gates of the town and near the NPC building, up the hill from the crossroads. There are several other buildings within the walls of the town that are clearly marked and include the Green Griffin Inn, the Needle and Leach Apothecary, the Library of Aquila and the Bunkhouse. Additional buildings in the town and on the property can be found but may require permission to be used. Please do not enter a building if you are unsure and seek clarification from players or Staff as to the buildings purpose and use. Also please be aware and courteous of people's personal belongings and by the same rule please keep your personal belongings (in-game and out-of-game equipment) tidy and securely stored when possible. Those who litter the Keep with articles of chaos (food rubbish, clothing, and camping gear) are known to pay a hefty fine to the guard.

Three shrines to the gods of Mystwood exist within the area of the Keep. The shrine to Mercy sits between the Needle and Leech and the rat catchers building. The shrine of Justice is affixed above a great rock on the back side of the Green Griffin Inn. While the shrine to the Wild is found in the nearby woods of the gully located out the side gate of the town. Each of these shrines have boxes that offer tasks to those players that worship them. You may take a single task from the box each day and return the task tag when completed to collect your karma reward. There are additional divine sites throughout the lands of the Mystwood that offer tasks, boons from patron saints and other opportunities for those who have faith in the three.

Combat can and will likely occur within the town as well as in the buildings of the Keep. When engaged in combat within the town please remain aware of safety around building, rocks, personal items and equipment. When in a building such as the tavern please be cautious with weapon attacks and attempt to move any combat to a safe location. There is no combat allowed between levels within the walls of the Keep including from raised platforms, on stairs or from the parapets and second stories of buildings.

### The Library

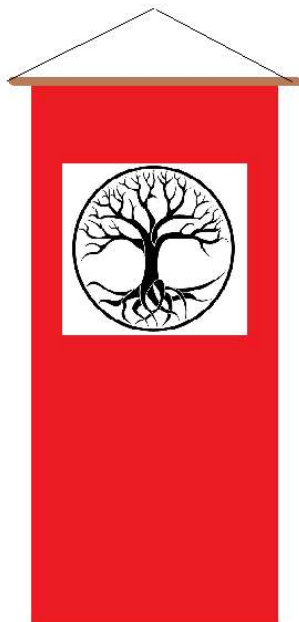
The library of the Keep is sacred and has great power. It is also a central mechanic to the Mystwood the Keep Chapter as it houses the books that manage player resurrection, afflictions and rules for the game (see Books of Power entries above). As a game location the library is said to be a relic of the ancient roman city of Aquila and the magics held within that library prevent the removal of books, scrolls and scholarly articles once they were placed within the library holdings. This is true of the library within the Keep. Please leave all books, scrolls and articles that belong to the library within the building but any and all articles placed here are available to players to read, use and interact with. There are several items in the library that offer the “renew” effect, new spells can be learned from the library catalog and lore of the world can be further researched. There is a crafting binder that remains in the library so that you may access crafting rules, tags for items that you may create and a dross pouch for you to turn in tags used in crafting. The “rules of the world” can also be found in the library with Mystwood 5th edition rulebooks available in the library and the tavern for reference.

## Matrices & Hedge Magic

There are several powerful matrices and places of power within the Mystwood due to the ley lines found throughout the wood and the historical magics used here in ages past. Oftentimes great calamities and events lead to the forming of a font of power that takes shape as a matrix. The most recent example can be found behind the posted town charter commemorating the efforts of the adventurers, laborers and craftspeople that have resettled Mystwood and delivered the town it's charter. Here you will find the Town Matrix. Several ancient scrolls and books within the Library contain grids for hedge magic. Locals also know of areas for thaumaturgy such as the matrix at the crossroads which requires components of chaos. Shunned, and against the code Justinian, use of a matrix such as the one found at the crossroads is considered dark magic and possibly consorting with chaos which can lead to consequences including fines, branding or even death, if you're caught. There are even worse consequences for regular use of matrices such as these, with the most notable causing the rise of the castle daemons that destroyed the protections of the town and laid low several of the keeps' inhabitants with their ritual visits. Other magical formula tablets are said to appear on items throughout the Mystwood and must be discovered in game. These typically appear as a yellow or white grid of squares where required components are cross referenced for mixing of 2 or more elements/components or where the required components will be listed on a square you're seeking to reveal. (See the Town Matrix entry in the appendix for an example.)

## The NPC Building

This building sits above the town, off of the crossroads as the location for the Game Masters to stage the Events. As a player you may approach the NPC building to ask game questions, perform game activities such as buying/selling or delivering letters, or to request a GM to respond to a player concern or need. If you are approaching the NPC building please announce your approach by shouting "Player" and await a response from a distance to avoid interrupting any module preparations or NPCs awaiting to leave to the play area. There are times when players will approach or pass the NPC building as we travel the paths. The NPC building is considered to be the location of the ducal guard post upon the hill. Primitive toilets and first aid supplies can be found at the NPC building as needed.



## Waystones

There are several waystones to be explored throughout the site. You will find all waystones marked by the following flag with rules on determining who sleeps at the gate to the waystone and who journeys on. Beyond the flag you will find a tote with further instructions and all of the props and tags needed to complete the self-running module. The waystones within the environs of the keep have been affected by the powers of chaos and as such may have additional effects or changes in their typical functioning. Be sure to read all instructions and tags carefully. The locations of the waystones must be discovered in game but there are two such waystones within the walls of the keep. The Low-Town waystone is located through the entry point to the tenting area (Low-Town). In this waystone you may enter and take on a town personality for a period of time to add atmosphere and change up role-play. You will also find the Midden Heap waystone behind the tavern. Here you can take a task for general tidying about the town and in return pull possibly valuable items from the midden heap, a pile of refuse growing at the edge of the town.

## CHAPTER THREE

### CHARACTER CREATION

#### STEP TWO: CHOOSE A HOMELAND

The first character that a player makes for *Mystwood: The Chronicles of the Keep* must come from one of the following homelands: Dragonshire, Eastmarch, Fenwyck, Pelancia, or the local lands around the *Mystwood Keep* itself, such as the minor villages of Lowtown, Eastwall, or Notchwood. Other homelands surrounding Navarre and neighboring the *Mystwood*, such as Rothenburg, can be selected for established players in future character creation with GM approval of character history.



A character's parents or family may be from another area, but the character themselves must have grown up a "local". This is so that a player character can have more ties to the area, to foster a sense of realness when other PC or NPC characters might recognize the character or have heard of their pre-existing history (see below). It also assists the Game Masters, since it allows them to focus only on the area that is their responsibility.

# CHAPTER FIVE

## CHARACTER OCCUPATIONS

### UNAVAILABLE OCCUPATIONS

No Core Rulebook Occupations are unavailable at Mystwood: Chronicles of the Keep.

### CHAPTER SPECIFIC OCCUPATIONS

The following Occupations are specific to The Keep, and may only be taken by characters with The Keep as their Home Chapter.

#### BASIC OCCUPATIONS

##### **Brewer/Vintner**

*Brawler, Cooking 4, Sell Drinks, Unarmed Combat, Woodwise*  
Drink makes the world go around and nowhere is that more true than in the Mystwood. Renewing drinks are sold in established taverns under the authority of the Duchy, and as part of feasts and celebrations sanctioned by the Lord-Mayor within the Mystwood Keep. This edict has made wine and beer making a viable Occupation within the walls of the Keep. Not all drinks brewed, sold or consumed within Mystwood are through wholly legal methods and only the strongest make their living in this trade.

##### **Night Watch**

*Duty 2 (patrolling the road ), Income 10, Production (1 fire component), Wear Armor 2, Weapon Specialization (Hand Crossbow, Normal Crossbow)*

The roads around the Keep are dangerous, filled with foul creatures, and often people more foul than that. The night watch patrols the road day and night, looking for anything that might disturb the denizens of the keep. They are often the first defense against monsters and act as a vital scouting resource for the town and ducal guard.

##### **Treasure Hunter**

*Agility, Aquilan Exploration, Deep Lore, Scavenging, Warcaster, Wear Armor 1*

Legend has it, if you want to become rich, the ruins of Aquila hold everything you are looking for. Even the heartiest adventures struggle with travel into Aquila. But those who make it out generally find wealth and riches beyond imagine.

#### ADVANCED OCCUPATIONS

##### **Mystic/Spirit Talker**

*Bardic Voice 2, Divine Lore, Fortune Telling, Income 10, Increased Mana, Mage Lore, Scribe 2, Serene Contemplation, Occupational Spells (See Appendix)*

**Requirement:** Must have directly interacted with and completed a task for an intelligent/aware spirit. This practice is considered illegal and enforced under the Code Justinian as consorting with undead unless in possession of a writ from the Knights Templar.

As long as there has been death, there have been those who are in touch with the spirit world. These practitioners travel the lands to offer solace to families who experience loss and help poltergeists travel beyond the veil of the living. Most practice their skill openly under the order of the Knights Templar, while others serve their own masters or even themselves.

##### **Naturalist/Cartographer**

*Duty x1, Scribe x2 CP, Serene Contemplation, Woodwise and one of Aquilan Exploration, Information Gathering, Pathfinding, or Research*

**Requirement:** Must have Patronage, and an approved area of study.

Travelers and documentarians, these scholars toil over the fine details of their study to produce manuscripts and records for others. Charts and field guides are valuable among adventurers for their rarity, even more so preserved specimens of the Mystwoods unusual flora and fauna.

## PLOT OCCUPATIONS

### Head Librarian of the Keep

*Bardic Voice 2, Commerce, Copyist, Duty 1 (cataloguing the library), News and Rumors, Occupational Spells (See Appendix), Research 2, Scribe 4*

**Requirement:** Must be chosen for this position by one in the lineage of the Great Librarians of Aquila. Must be approved by the Chapter Game Masters.

The library within the keep is renowned for its collection. The head librarian works tirelessly to catalog and protect its recorded treasures. Once part of the great lost city of Aquila within the Byzantium, the keep library possesses the secrets of many fallen civilizations and tomes of forgotten lore. It is said that the spirit of the librarians of old live on in the most ancient of books and in the work of the library's head steward.

### Lord Mayor

*Bardic Voice 2, Duty 2 (holding Court or Council), Income 25, Improved Leadership (Townsperson), Information Gathering, Livery, News and Rumors, Retainers 2, Wear Armor 2*

**Requirement:** Must be elected by the townspeople and authority granted by the Duke or Duchess. Must be approved by the chapter Game Masters.

As the identified leader of the Mystwood Keep and its environs, the Lord Mayor is tasked with keeping order, enforcing the town charter as authorized by the current duke or duchess of Navarre, and of course attending meetings, so many meetings.

### Shadow Guild Superintendent (Bellmeire)

*Agility, Buy/Sell 30, Commerce, Evade Trap, Fence, Flee, Income 20, Information Gathering, Leadership (Guild Members), News & Rumors, Retainers 1, Set Trap, Tarot Mortis Punchinello*

**Requirements:** Must be a member of the Shadow Guild for a year and named to a position of control over the local territory by an eldest of the Shadowguild. There is one such position in the Mystwood Keep. Must be approved by the chapter Game Masters.

Every guild needs a regional manager to oversee the mission and the members, the guild of shadows included. As the Bellmeire you are tasked with ensuring the flow of information and the protection of the members. In return it's members will ensure the Shadow Guild provides you comfort and success in your endeavors. There are few career tracks away from this position and retirement for most comes only after death.

## OCCUPATIONAL ENHANCEMENTS

### Lowtown Brewer/Craft Brewer

*Retain your Basic Occupation, plus add Sell Drinks and one of Apprenticeship, or add +2 Craft Points to Apothecary or add +2 CP to Cooking*

**Requirements:** Accept an offer of apprenticeship under another who possesses the Brewer/Vintner Occupation, or spend 50 crowns for supplies and training in the basic craft of brewing.

With the town charter complete and ownership of the tavern becoming local, more people have been trying their hand at brewing and tending bar as an apprentice under a local brewer/vintner from Lowtown or just as a passing hobby. Brewing follows the rules set out in a Treatise on Brewing found in the appendix

### Shadow Guild Initiate

*Retain your Basic Occupation, plus Apprenticeship (under Shadow Guild members only) and Scavenging or Improved Scavenging if you already possess the Scavenging skill*

**Requirements:** You must be issued a task or given an offer to join the Shadow Guild from a standing member. This Occupational enhancement ends if you leave the guild or take another Occupation that requires guild membership. This network of criminals is easier to stumble across than you would think and requires members from all walks of life from guardsmen, to bakers and even scholars. Membership in this secretive guild has many benefits and offers advancement into Occupations that can be lucrative and are essential for the economy of the Mystwood.

### War Veteran

*Retain your basic Occupation, plus add one of the following, Livery or Weapon Use (1 type) or Weapon Specialization (1 type)*

**Requirement:** Must be decorated by a Baron, Lord, or Ducal Authority for service in war, or have their war acts recorded in song or writing by the appropriate crafter to be cataloged in the keep library.

Those who triumph in war are not the nobility or the commanders, but instead those who survive after being drafted into the fight. They return to what is left of their homes to rebuild. Perhaps they move on to new lands to remake themselves. With the civil war recently ended, many war veterans are looking to make a life for themselves as something more than soldiers.

# CHAPTER SIX

## SKILLS

### ORDINARY SKILLS

#### Aquilan Exploration [Unavailable]

This Ordinary Skill may only be used at The Keep.

This is a “plot skill”- it does nothing during Events, but if you submit a Post Event Letter within two weeks after the Event, you may indicate 3 locations in the Ruins of Aquila, in order of preference, that you would like to find your way to. You must specify your 3 chosen locations, which may include places previously explored, specific levels of the ruins (including those for which you do not currently possess the key to access with the Conveyor of Daedalus), or even specific artifacts you are seeking which you know to be in the ruins.

In the event you possess Pathfinding, you must choose to use Aquilan Exploration or Pathfinding between any two Events.

#### Deep Lore [Unavailable]

This Ordinary Skill may only be used at The Keep.

You may seek deeper lore on one information tag topic once per game Day. Whenever you choose, you may select single type of flag- Commerce, Divine Lore, Engineering, or Mage Lore. Call "Bestow Deep Lore". You may then read any example of that tag within the duration of the Bestow- six hours. At any time during the Bestow effect, you may ask a grey monk, Game Master, or travel to the NPC building to receive possible deeper lore about the tag. Once you have done this, or six hours pass, you must call "Purge Bestow".

### CRAFTING SKILLS

#### Woodworking

Item	CP	Type	Components
Small Cask	1	1 Wood	Tool
A 1 gallon wooden barrel built specifically for brewing small batches of ales, beer and spirits. Can store 5 drinks.			
Pin Cask	1	2 Wood, 1 Metal	Tool
A 4 gallon wooden barrel built for brewing moderate batches of ales, beer and spirits. Can store 20 drinks.			
Firkin Cask	2	4 Wood, 2 Metal	Tool
An 8 gallon wooden barrel built for brewing large batches of ales, beer and spirits. Can store 40 drinks.			



# APPENDIX ONE

## SPELLS

### OCCUPATIONAL SPELLS

#### Head Librarian

##### **Bibliothecarius Defense**

Room, 3 Mana

"Repel Enemies to Room by Magic" or "Heal 5 to Allies to Room by Magic"

##### **Mend Manuscript**

Bolt, 1 Mana

"Purge Shatter"

Note may only be used on a book or scroll that has received the "Shatter" effect.

##### **Quiet the Hall**

Room, 3 Mana

"Silence to Room by Magic"

#### Mystic/Spirit Talker

##### **Befriend the Dead**

Voice, 2 Mana

"Charm and Speak to Undead or Spirit by Magic"

##### **Bolster the Mind**

Bolt, 2 Mana

"Bestow one Resist Will"

##### **Expose the Unliving**

Voice, 1 Mana

"Detect Undead"

##### **Spirit Shield**

Spray, 1 Mana

"Repel to Undead by Magic"x3



# THE KEEP APPENDIX ONE

## BREWING

Brewing is a system to use the Apothecary or Cooking Crafting Skills to create role played alcoholic drinks. The basic use of these is to provide the Renew Effect. Brewing is a time consuming system that is primarily pursued between Events.

The prospective brewer must begin with a Barrel made by a character with the Woodworking Crafting Skill. There are three typical sizes used for small-scale alcohol creation. The different barrels are provided in a table in Chapter Six of this Lorebook.

When you begin to make any kind of alcohol, you must notify Staff with the amount you are making and where your apparatus is located. You must also turn in any and all Components or Materials prior to beginning your endeavor. Certain monsters seem to have an uncanny ability to sense the location of alcohol, and it is entirely possible to find that boars, thirsty goblins, or stranger things have gotten into your workings, should you choose not to periodically check its progress.

For proper aging, the barrel must be full, or very nearly so, so purchase the right size barrel for your needs. Once a barrel has been made, the actual work of creating alcohol may begin. Once a barrel is empty, it may be re-used for the same purpose again. When a batch is complete, Staff will give you a number of Drink tags equal to the size of the barrel used to brew the batch. Like Warpstone, these will be unfolded by the individual using the drink, and they will immediately take on the effects listed within the tag.

Once per Event, you may make a barrel of any size for no cost in Crafting Points. You may make one more of any size by spending the appropriate number of Crafting Points, as below.

Any reference below to CP can be taken to mean Apothecary or Cooking CP.

### Brewing Beer, Mead, or Wine

Creating this type of alcohol takes two Events- Staff must be notified that you began the process during the first Event, and will notify you it has ended sometime during the second. It is generally more expensive, but faster than distilling.

Item	CP	Type	Components
Gallon of Ale or Beer Makes 5 drinks.	2	Enhancement	5 Food, 1 Life or Water 2 +4x3 +3
Pin (4 Gallons) of Ale or Beer Makes 20 drinks.	4	Enhancement	20 Food, 5 Life or Water in any combination
Firkin (8 Gallons) of Ale or Beer Makes 40 drinks.	6	Enhancement	40 Food, 10 Life or Water in any combination

### Distilling Spirits

Creating this type of alcohol takes much longer- three Events must pass before the alcohol is ready. Thus, you begin Event 1, must tend to your still Event 2, and can harvest the fruits of your labor Event 3. The still must remain undisrupted- with the best way to confirm this being checking on it regularly by approaching Ops at least once per event and informing them that you wish to check your batches.

Item	CP	Type	Components
Gallon of Spirits Makes 5 drinks.	2	Enhancement	3 Water, 1 Food or Life
Pin (4 Gallons) of Spirits Makes 20 drinks.	4	Enhancement	10 Water, 4 Food or Life in any combination
Firkin (8 Gallons) of Spirits Makes 40 drinks.	6	Enhancement	20 Water, 8 Food or Life in any combination

### Modifying Alcohols

The enterprising brewer, after having some success, may find they desire to make unusual concoctions, such as flavored beers, exotic wines, and champagne such as is enjoyed in Western Navarre. Such potables are beyond the scope of this work, and might require Information Gathering, Research, or a visit to a Waystone.

## THE KEEP APPENDIX TWO

### THE TOWN MATRIX

An example of a matrix of power can be found in the newly established town within the Keep. Attached to the Town Charter you can find a matrix that has been ascribed to the acts and events leading to the formation of order and law. The keep is known to lay upon powerful ley lines and fonts of power. When great acts or events take place in time a spirit can linger to power a weapon or in this case to fuel a matrix.

In order to use the matrix, you must have the appropriate skill such as Hedge Magic to combine elements, with passion hedge mages limited to use of Air, Earth, Fire and Water elements. Following the diagram from the Town Matrix below, a wisdom hedge mage could choose to combine an element of Life chosen from the left column and Earth from top row.

*The Town Matrix (As found attached to the Keep Town Charter in game)*

*Be it known that through the concentrated effort of craftspersons and traders, the Keep of the Mystwood has become known as a destination for quality goods and fine curiosities. For those crafters that weave the latent magics within the world we offer this study in thaumaturgy to aid the materialization of your craft. Study here the nature of your arts and craft a small item to receive the spirit of these arts. (Spend 5 minutes organizing your notes, materials and plans for your combination of elements based on the matrix provided. Craft a small item of local materials, this need not be an item crafted from the rule book but a trinket or favor to hold any effects uncovered when you complete your work and reveal the results of the matrix. Record any results on an available Mystwood tag to accompany your item)*

	EARTH	WATER	AIR	FIRE	TIME
WATER					MAGE LORE TAG
DEATH					
LIFE		MAGE LORE TAG			

After spending the required 5 minutes of roleplay crafting an item to reserve any effect generated from your hedge magic combination, you would reveal the results following the path of both components to their intersection. In this case you would uncover the square at the intersection of Life and Earth to reveal the following message “grant the use of One “Bestow 2 Armor Points” upon crafted item”. This would create an item that you would then complete a tag for as written “Bestow 2 Armor Points” One Use. Blank tags are made available at the matrix or in the crafting binder located with the library.