

# ϕγστψοοη

THE CHRONICLES OF NOVGOROND

LOREBOOK AND SETTING GUIDE



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Within the following Lorebook, Chapter headings are tied to the Chapter related information as it 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.

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# CHAPTER ONE

## AN INTRODUCTION TO MYSTWOOD: THE CHRONICLES OF NOVGOROND

### SOCIAL STRUCTURE

Throughout most of the League of Novgorond territories are ruled by Princes who wield nearly absolute hereditary power. The two key exceptions to this are the Prelacy of Kyiv which is ruled by a Prelate, or Archbishop, and The Free City of Novgorond where the Chronicles of Novgorond primarily takes place, albeit on the outskirts of the free city. The Free City of Novgorond operates as a republic, with the Veche being the main legislative body. All power stems from the Veche, even the power of the Prince. As they say in Novgorond “We know how to find another prince”. The Prince of Novgorond works with the Mayor of the City to uphold justice and represent the city in larger state affairs, the prince also commands the city's citizen army. The prince can remain secure in his or her power so long as they follow the will of the people and their party maintains a majority in the Veche. However, if the Prince loses popularity the Veche may “show him the way out”, this is often treated as a type of exile where the fallen prince is allowed to leave with his or her family and some possessions. Occasionally, however, showing the prince out is a violent affair with mobs and lynching.

Social status in Novgorond stem from three places, the Church, the Prince, and the City Government...

### Knights

Unlike most parts of Europa Knights possess very little social status. Crusader Knights, for instance, are without their manors, serfs, and often leave much of their retinue behind limiting their wealth and influence. Local Knights may exist, but without being granted a station by the Prince, local knights often are forced to give into the will and desires of local bureaucrats and city officials. One thing that knights retain is their martial prowess and skill in wearing heavy armor.



## Gangs of Novgorond

In the free City of Novgorond many citizens append themselves to a variety of political parties, gangs, clubs, guilds, and organizations. Occasionally rivalries form, or honor is challenged, and these groups take it upon themselves to find satisfaction. Gang fights are an ancient and noble tradition in Novgorond and follow strict rules of honor and courtesy. A challenge may only be called with good cause. The challenged is entitled to select the weapons for the fight which may include fisticuffs, blunts, knives, blades, etc. Magic is typically permitted in any fight if used with decency.

The fight is over when the leader goes down or yields to the other gang. After a gang fight is over the injured will be seen to, it is commonplace for a medic from one gang to assist members of the other. Once a gang fight is resolved custom dictates that members of both gangs show one another respect and the losing gang openly concedes the point being settled. Its not out of place to see members of “rival” gangs enjoying a laugh and a drink with one another, even directly after a bloody fight.

In the winter of 961, delegates of the Veche were debating a law that would place a one lira tax on all parchment goods to raise funds for city doors and gates. When the clergy heard about this, an organization that uses more parchment than any other, they put pressure on the Anti-Muscovy League to block the law. In the Veche, a unanimous vote is required to pass any law except at the allowance of the prince to use a simple majority vote. This is sometimes used in cases of extreme urgency or to avoid a particularly large political gang fight. That being said, the prince did not choose to make this allowance in this case and with the Anti-Muscovy League blocking the law it was doomed to fail. However, just before the vote was to take place the Anti-Muscovy League was challenged to a fight, outside the city walls, by the Free Laborers Guild Party.

The two gangs, as they were, marched through the city banging drums and shouting battle cries. By the time they reached the city gate several smaller gangs had joined in on both sides. The Anti-Muscovy League, being the gang who was challenged selected blunt weapons. After many declarations the fight began. Soon after it began roughly one hundred combatants had fallen to the ground and submitted to their attackers. And the fight was over when the leader of the Anti-Muscovy League, Alexa Kastlav was struck unconscious by a thrown stone.

Though quite battered and bruised, most combatants survived and re-entered the city. On their way back to the Veche both the Laborers Guild Party and the Anti-Muscovy League stopped in a large drinking hall and subsequently missed the vote on the One Lira Tax on parchment. Though the law passed in 961 it was repealed in 964. So things go in the Free City of Novgorond.

Throughout the Chronicles of Novgorond players may issue gang challenges, or may be rallied to fight in challenges for political allies. It is possible to belong to one or more gang, and from time to time the village itself may unite against another village or party. Gang fights constitute player vs player scenarios and so may be avoided if you choose, but they are designed to be fun and after a gang fight it is encouraged that members of both sides come together in camaraderie.

# THE TERRITORIES OF THE LEAGUE OF NOVGOROND

## Free City of Novgorond

The Free City of Novgorond is comprised largely of free commoners. There are guilds for every craft and service from chandlers to limners, thief-takers to apothecarist. Though there is a Guild of Guilds its power and influence is weaker than one would think, likely due to the fierce spirit of independence common to most dwellers and groups within the city. The Free City is often sieged but its walls are almost never breached. When the outer walls are breached the enemy forces find themselves mired by narrow streets and corridors, fortified buildings, and alleyways that only a local would not get lost within. Never has a force more than barely breached the walls before being turned back by the interior forces of Princely Partizans and the fiercely protective common folk. Though the city is largely safe from outsiders, the dark corridors so common in the city are hot spots for crime and violence. Gangs provide most with some layers of protection, at the cost of participating in gang conflicts when they arise.

The Free City is governed by Mayor Piotr Tretzak Pitrov, who is also the Voivod of the Red Rus. However, there is also the Veche, a legislative body filled with individuals both elected and appointed which meets within the Citadel of Government.

Lastly the City also maintains a Prince for foreign diplomacy. The elected office of Prince pays homage to the city's history, and while the current office is largely ceremonial, the Partizans are sworn to his service over the Mayor and the Veche. The current Prince is Oleg the Seer, though a well-known quote in Novgorond about the office in general is “If we do not like him, we know how to find another prince.”

## Black Rus

The Black Rus tribe shares Novgorond's longest border with Teutonia, a land ruled by those who draw their strength from Chaos. The Black Rus maintains its border through a series of wars and truces with the Teutonic Order, the knightly class of Teutonia.

The mercenary companies of the Black Rus carry a black banner and have a fierce rivalry with Red Rus. They are ruled by Voivod (Warlord) Bran Blackfish, whose peculiar name stems from his upbringing in the wild lands of Muscovy. Their martial forces would rival that of the Red Rus, if they had time to engage in warfare.

## Red Rus

The Red Rus tribe dwells in the northern region of the territories of Novgorond. Currently, it controls the Free City of Novgorond but boundaries are flexible and it is possible this will not always be the case. The ruler of the Red Rus is Piotr Tretzak Pitrov, called Voivod (Warlord) and Protector of the Wall. As the title would indicate Pitrov is in power because of his military strength. He leads the host of the Red Rus, mercenaries who carry the Red Banner. Though he is the elected Mayor of the Free City of Novgorond this was not without significant coaxing of the populace, some coaxing taking the form of a prolonged siege during which the condition to lift it was a favorable election for the position of Mayor.

## Land of Muscovy

The Land of Muscovy is a mad place, largely without government. The closest thing the Land of Muscovy has to government is its war-chieftains which oversee small villages. When wandering the Land of Muscovy (something seldomly done by most) you may encounter the war-chieftains Gazgrim, Gorfand, Edkrumpa, Hedkrakka, Mad Braka, and many others. Each village has its own customs, and some even have their own language. One thing that is common is the style of dress, furs play a dominant part in nearly all articles of clothing from cloaks, to hats, to boots and mittens. Folks of Muscovy tend to be warriors, scavengers, fortune tellers, and herbalists. Most attribute Muscovy's rough existence to its geographic region, as Muscovy shares a very long border with Thule.

## Prelacy of Kyiv

The Prelacy of Kyiv is undoubtedly the religious capital of the League of Novgorond. Ruled by the Archbishop, Prelate Theodota its power is on par with the Red Rus and the Free City of Novgorond combined. The Prelacy of Kyiv is located to the south, but its power is tied to the Wall between Thule and truly all or Europa. There is an eternal crusade dedicated to maintaining the wall and its defenses and as such the church's power and authority is unquestioned along the hundreds of miles of the Wall. Kyiv is home to a vast host of scribes and members of the clergy, but is also home to Crusader Kings, artisans and philosophers. Though much further north Kyiv bears a strong resemblance to the city of Byzantium.

## TRAVEL AND THE LARGER WORLD

Most people do not travel far from their homes unless they are part of a warband, merchants, or caravan guards. Paths are quite dangerous, particularly in the dead of winter when the land turns to ice. Ambitious merchants will sometimes travel to Byzantium, or to distant Cathay trading in the unusual wares that are common to those places. It should be noted, that although the average Novgorondian does not travel they are bound to meet many folk from distant lands who have journeyed to Novgorond to answer the Triarchs call to crusade. Crusaders are tolerated by the local Novgorondians, for the residents of Novgorond understand the great help they bring. That being said there is animosity between crusaders and the locals, and sometimes conflict, particularly when a visiting knight thinks they deserve to be treated better because of the station they were born to or perhaps earned in some distant land, like Navarre or Albion. Characters from other chapters are discouraged from “visiting” Novgorond unless they intend to spend a few years away from their home chapter.

## WAR AND REBELLION

War, sadly, is perfectly commonplace in Novgorond. There is an eternal war with the forces of Chaos spawning from Thule, occasional war with the Teutonic Order of Knights, periodic bouts of war with the League of Rothenburg, not to mention the pseudo war with the Ice Queen of Karelia. Yes, war is a fact of life. Perhaps because conflict is so common it has ingrained itself in the Novgorondian culture. Leading to gang wars, family fights and the like. Rebellion, on the other hand is fairly rare, and would likely end poorly for Outpost Divitnatstat due to the reliance the Outpost has on the Free City which stores and more importantly provides the grain over the long winters.

In striking contrast with Navarre, stiff drink is not controlled by the nobility or city government in Novgorond, indeed, drink can be found anywhere and quite cheaply, but in its abundance, or perhaps poor quality it doesn't have what it takes to renew the drinker's spirits. A hearty loaf of bread, baked with care, ritual and the city's grain stores hits the spot for most weary adventurers, filling them with vigor and power. In the event of the outpost declaring rebellion, good bread would be far more difficult to come by in the Chronicles of Novgorond.

## Currency

Currency is probably the most sought after form of treasure. In the Chronicles of Novgorond, there are three competing currencies, Rubles, Grivna, and Lira. The Lira is minted by the Prelate in Kyiv and is the currency most of the clergy and crusaders use to trade with. The lira's value is constant, equaling about half a crown, the currency used in much of Western Europa. Unfortunately, the Lira's silver or whitish color makes it almost impossible to find in the snow.

The grivna is a black coin worth roughly 12 Lira.

The ruble, a reddish or gold coin minted in the Free City of Novgorond, is worth about 6 lira.

As power and influence shifts between the various regions of Novgorond, so too does the value of the Rubles and Grivna. For some this flux brings great gains for others great losses. Those who wish to be more conservative with their finances choose to keep most of their wealth in the Lira, as the Lira's value is guarded by the Church and does not change. However, those who wish to be seen as patriotic to the Black or Red Rus will often choose to only trade in the coin of those tribes.

Each Event those with the Buy/Sell skill, Commerce, or News and Rumors Ordinary Skills will be given the values of the grivna and ruble against the lira for that Event. Rumors will point to future changes in the currency but can be difficult to piece together.

Behind the scenes, Staff will make a roll for each currency on the chart below each Event to determine the fluctuation in value of the Grivna and Ruble. The result may be somewhat impacted by both world and local Events with the Novgorond Staff pushing one result one level in either direction.

1D20 Roll	Ruble	1D20 Roll	Grivna
1	-3 lira to the ruble	1-2	-3 lira to the grivna
2-4	-2 lira to the ruble	3-6	-2 lira to the grivna
5-9	-1 lira to the ruble	7-9	-1 lira to the grivna
10-11	no change	10-11	no change
12-16	+1 lira to the ruble	12-14	+1 lira to the grivna
15-19	+2 lira to the ruble	15-18	+2 lira to the grivna
20	+3 lira to the ruble	19-20	+3 lira to the grivna

## **LAWS AND JUSTICE**

In the Free City of Novgorond's environs, the right of administering justice falls to several courts each responsible for conducting trial in different circumstances. Punishment often depends on the court within which the trial occurs.

The Prince's Court is typically presided over by a Princely Servitor. This court's purview is criminal cases, and may be appealed to by a someone unjustly found guilty of a crime by the People's or Defender's Courts.

The People's Court tends to focus on civil matters and commercial crimes. The people's court is presided over by the village law giver who is elected each year.

The Ecclesiastical Court is a direct extension of the church in the Prelacy of Kyiv and sees to matters of heresy and blasphemy against the church. The Ecclesiastical Court also presides over all matters relating to the clergy. The Ecclesiastical Court is the only court with the authority to perform executions, and may assign this punishment when it deems appropriate. It is ambitious, and loyal to the Archbishop of Kyiv.

The Defender's Court is presided over by the Childiarch, the captain of the militia. Defenders of the Wall are tried by this court rather than the people's court due to the multitude of regions crusaders hail from.

In cases where more than one court claims the right to preside over trial, arguments between the courts is common.

The League of Novgorond has many laws, some fair and enlightened, some not so much. The vast majority of these constitute The Code Civitas, and rarely play a role in the game. There is a penalty for failing to keep your livestock out of your neighbor's field, but it's not likely to be an issue for your character. Nor are you likely to be punished for mixing sand in your baked goods, failing to keep up the sections of road near your house, or failing to maintain your weapons for time of need. Indeed, even fewer of the tenets of the Code Civitas are enforced in Mystwood: the Chronicles of Novgorond than other Chapters. Several notable exceptions include:

### **Blasphemy, Gibbering and Ranting**

This is a polite way of saying "Talking out of game in game areas". NPCs and other players will react to such talk as foul profanity. The fine is 10 lira. There are some areas that are fine for talking out of game- but the main areas of the game such as the tavern and town square are not them.

### **Due Payment**

It is illegal to take labor or goods from a non-serf without payment. Although intended to prevent enslavement, this law is also used to discourage vagrancy, and enforce a guild's fees. This is punishable by a fine of twice the value due, with half of the fine going to the victim.

There are further clauses to the law of Due Payment-

- \* One who is cured of an affliction must pay the healer as agreed, pay 6 lira, or offer one hour's service.
- \* Those who request to be depicted favorably in song, story, text, or illustration shall offer crown, a minor service, or payment as agreed.
- \* Those who receive food and drink shall offer coin in payment, or if they have none, they shall perform a service such as the washing of dishes.

### **Public Nuisance**

Acting inappropriately within the town or failing to show respect to those with higher social status. This is punishable with a warning or a two Grivna fine, placement in the stocks or a crow cage.

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## **THE CODE JUSTINIAN**

The Code Justinian deals with grave crimes, and is far more likely to come into play during a Mystwood Event. All Justinian Code crimes require an accuser in order to be prosecuted. Without someone willing to swear that the accused is guilty, no prosecution is possible. However, the accused has no particular right to face their accuser, and it is perfectly acceptable to make an anonymous accusation before a magistrate. False accusation is a crime, and thus only the brave or certain will do so, and any accusation that does not result in a conviction is deemed false.

### **Assault**

Punishable by a fine agreed on by the assaulted person and the magistrate, or Chastisement. Note that there is a wide range of assault. Sometimes, assault is punishable by a small fine. Other times it may be immense.

### **Corruption**

Any action that raises Undead, or causes one to become Undead is Corruption. Similarly, summoning Daemons, willingly accepting a mark of Chaos, or willful actions that lead to yourself or another receiving a Mark of Chaos. Action that results in harm through traffic with Chaos is also Corruption, (such as releasing a plague), as is actual worship of a Chaos being or accepting Unlife. Harm resulting indirectly, such as a summoned undead that kills somebody) is punishable as if the character caused the harm themselves. Punishable by a fine of 600 Lira.

### **Consorting with Undead or Chaos**

This is the use of Chaos or Undeath with intent to gain, that does not result in harm to others. Trafficking in Death or Chaos components is considered Consortium. This is considered a lesser offense than Corruption. Punishable by a fine of 100 Lira, or Chastisement. Second offense punishable by Branding, third by Serfdom.

### **Dark Magic**

Defined as use of the Chaos or Death components in magic without a permit, or the casting of any spell with "Chaos" in the name. Other, more amorphous magical acts deemed to be dangerous to the public good also fall into this category. Punishable by a fine of 50 Lira or Chastisement, unless it results in harm to innocent individuals, in which case the sorcerer is punished as Consortium or Corruption in addition to the 50 Lira fine. Third offense punishable by Branding.

### **False Accusation**

If an accused individual is not found guilty, the accuser will face the punishment the accused would have received. For instance, the false accusation of murder could result in the punishment of Death for the accuser.

### **High Treason**

High Treason is criminal disloyalty to the city- here defined as the Mayor or the Prince of Novgorond. Participating in warfare against Novgorondian soldiers, spying, assassination, forgery, and sabotage of Princely holdings are the most commonly encountered. Punishable by serfdom in all cases.

### **Murder and Attempted Murder**

Punishable by a fine: 200 Lira for a serf or slave, 600 for a commoner, 1000 for a Princely Servitor. The Justinian Code makes no distinction between the two crimes. In Mystwood, sending someone to be resurrected is Attempted Murder.

### **Theft and Vandalism**

Punishable by a fine of twice the value of the stolen or destroyed goods, or by Chastisement. Half the fine goes to the victim, half to the court. Second offense punishable by Branding, third by serfdom. Fraud is treated as theft.



## Judgment and Trials

The accused may either submit to the judgment of the court, or demand a trial. If a trial is chosen, the punishment is often heavier.

Normally the accused may choose the type of trial, however the court does have the right to overrule the accused in special circumstances. Trials take three forms.

**Trial by Witness:** The court will appoint five witnesses, one shall be the oldest member of the village because their years belie them wisdom, one shall be the youngest in the village for the youth have not yet learned to lie, one shall be the finest craftsmen for their eyes are trained to see faults, one shall be a warrior whose blade strikes true, and one shall be a scholar to examine the facts. The witnesses will be given a short time, often a day, to investigate the case. Upon their return, they will render their verdict. They are thus a cross between lawyers and detectives.

**The God's Judgement:** The accused undertakes some kind of test, usually dangerous, painful, or both. Survival or success is taken as a sign of innocence. This is most often used in cases where there is little chance of establishing the facts of the case, but strong circumstantial evidence exists.

**Judicial Duel:** A Judicial Duel may be requested by the accuser when they wish to carry out justice themselves, or by the defendant when they allege the accuser has harmed them in turn. In a Judicial Duel both the accuser and accused MUST represent themselves, however, they will also each select one Poslukh (witness) to fight alongside them in the duel. The Poslukh may be a close friend or a hired warrior.

## Punishments

**Fines:** The most common form of punishment in Novgorond are fines, in fact, capital punishment is almost absent from Novgorondian Law. Fines can be in any amount and often the victim will claim a portion of the fine collected. Of the remaining fine half must be sent to the Prince of Novgorond and the other half may be kept by the presiding court. If a fine cannot be paid the criminal will suffer Chastisement (see below) and will enter a state of servitude until the fine is paid.

**Branding:** Branding is an affliction ("Afflict with Branding"), which results in a permanent mark which must be worn. Branded criminals are obviously not usually welcome in polite society, but in some places it is a mark of honor.

**Chastisement:** Chastisement takes many forms, at the discretion of the court. Chastisement sometimes consists of half an hour in a crow cage, the maiming of limbs, or being made to wear a sign describing one's misdeeds. In addition to the "in game" portion of the chastisement, it comes with a penalty of hard labor, assumed to take place between Events, the result of which is to reduce your Maximum Hit Points by 1 (to a minimum of 1) for the entirety of the next Event.

**Death:** Death is carried out by an executioner in a manner determined by the court. Due to the Book of Life and other wonders, many in Mystwood will survive their own executions. If they repented before their deaths, this is considered sufficient punishment for their crime, but if they do not, they are usually banished from the village for several hours. Death by Execution always consumes the Gift of Justice first, rather than the Gift of Mercy, and next the Gift of the Wild if the Gift of Justice has been used. The Gift of Mercy is used last in this case.

## THE CHURCH

The Church in Novgorond is ambitious, with its power stemming locally from the Prelacy of Kyiv and more distantly the Holy Triarch in Byzantium. The Prelacy of Kyiv is governed solely by the Archbishop, who can also be called the Prelate. Though Kyiv is a city of Novgorond it tends to clash with the other territories as it encroaches on their sovereignty when it can, aiming to extend its power and influence throughout the whole territory. One instance of this extension of power can be seen in the regions of Novgorond along The Wall. The Church ordered the Crusade on the wall many years ago and those who journey to serve the church's cause fall under the governance of the church.

Ecclesiastical Courts are also plentiful in Novgorond and are in fact the only court that can enact a death sentence. Ecclesiastical courts will often attempt to deliver judgement and justice in civil and religious cases swiftly in order to circumvent the authority of the Free City. After all, the appearance of power and authority breeds more power and authority.

The Goddess of Courage, the Lord of Gold, and the God of Wisdom are all worshipped in Novgorond, and it is common for priests and lay clerics to conduct religious ceremonies together out of solidarity and support for the three and the Triarch. To be without faith in Novgorond is often considered heresy by the ecclesiastical courts, so even those who do not in truth accept the three can be seen at religious services, paying lip service to the three publicly while leading secular, or even heretical lives in private.

## THE BESTIARY

### Strigoi

The Strigoi are bestial vampires who are known for their strength and ferociousness. Many have the ability to transform into great dire wolves or enormous bats, and some may even pass between mortals invisible to the naked eye. Their primary sustenance is blood, and human blood is what they covet most.

### Yhetis

Yhetis can be found in the more mountainous regions of Novgorond. They are tall lanky creatures that fight with a combination of long claws and ice weapons. They cannot speak the common tongue, but seem to have their own customs and culture. They hunt in packs and rarely discern the difference between animals and human kind, stalking each of them as opportunities arise.

### Polar Bears, Ice Wolves, Sabercats

Most wild animals found in the League of Novgorond are large, dangerous predators. Polar Bears and Saber Cats tend to be solitary creatures hunting and killing to survive the long winters. Ice Wolves, on the other hand, travel in large packs and are known for their agility. These animals may be hunted, but some villages choose to leave them be in hopes that they will act as a defense against wandering marauders from the other side of the wall.

### Ice Goblins

Much like regular goblins Ice Goblins are small excitable creatures. Their skin color varies from grey to green to blue. Ice Goblins engage in trade with some and warfare in others. One thing they are known for is their skills in mining and metal working.

### Lycanthropes

Lycanthropes are often confused with Ice Wolves and Dire Wolves but are in fact much different. A Lycanthrope is a human that transforms into a supernatural wolf once a month who wreaks havoc on nearby farms and villages. Some Lycanthropes live among humans and take special precautions to prevent their transformation while others live in small communities in the forest stalking and stealing from other humans to survive.

### Ogres

Ogres sometimes called Giants, are warlike humanoid creatures that dwell in Thule and parts of Novgorond. They are sentient but tend not to be very clever. Although they are not protected by any law some villages choose to enter into very simple treaties with them, which often include an offering of food in return for protection. Many merchants keep ogres in their employ as bodyguards, but this can be risky, for when the merchant runs out of food to feed the ogre they may become their "bodyguard's" next meal.

## Fae

Fae are perceived based on mortals' imagination and the folk lore they were brought up with. In ancient Greece the Fae would have appeared as Satyrs, Nymphs, Centaurs, and other small mythological creatures. In Burgundar, Fae often take the form of Dark Elves which are common in Norse legends. In Novgorond, notable fairy folk include Baba Yaga, Rusalka, Leshy, Koschei, Vodyanoy, Lady Middyay, and the snow pixies.

Baba Yaga often appears as an elderly woman, and can be found deep within the darkest parts of the woods. Baba Yaga may assist you in your quest, sharing her immeasurable wisdom, or she may poison you with a cup of tea and feast upon your flesh.

The Rusalka is a being most commonly found near a body of water. A water spirit, they are associated with fertility and protection of the nature around her. Though Rusalka are not inherently evil, they often resent mortal kind for the harm they inflict upon nature.

A Leshy is a forest spirit often having the appearance of a tree. Some villages claim that Leshy are evil, stealing their children in the night for their own amusement, but other villages are known to consider the Leshy guardians.

The Koschei is an immortal fairy known for stealing brides on their wedding night, seducing the would be brides with kind words, false promises and physical attraction. It is unknown whether there is only one Fae named Koschei or if there are many, but in any case no more than one has ever been seen at a time.

The Vodyanoy is said to appear as a haggard old man with a frog-like face, greenish beard, and long hair, with his body covered in muck, sometimes covered in black fish scales. He has webbed paws instead of hands, a fish's tail, and eyes that burn like red-hot coals. He usually rides along his river on a half-sunk log, making loud splashes. Local drownings are said to be the work of the vodyanoy. In their underwater world the Vodyanoy are subjects of the Vodyan Tsar who lives in the clouds and has the power to create rivers and lakes.

Lady Middyay appears only during the warmest part of the day. In the summer she is violent and feared, causing burns on the necks and backs of workmen and deadly exhaustion. During the winter however she is welcomed and more pleasant in temperament, she brings warmth to the day. She can appear as a young woman, a grizzled hag, or even a young child. Many speculate what causes these differences in appearance, but none truly know.

Snow Pixies are some of the most pleasant fairy folk in the area, they are kind, easily excited and enjoy building snowmen and engaging in snowball fights. Their joy can sometimes grate against the stone faced defenders of the wall and haggard villagers who know death is likely near, but the children seem to adore them.

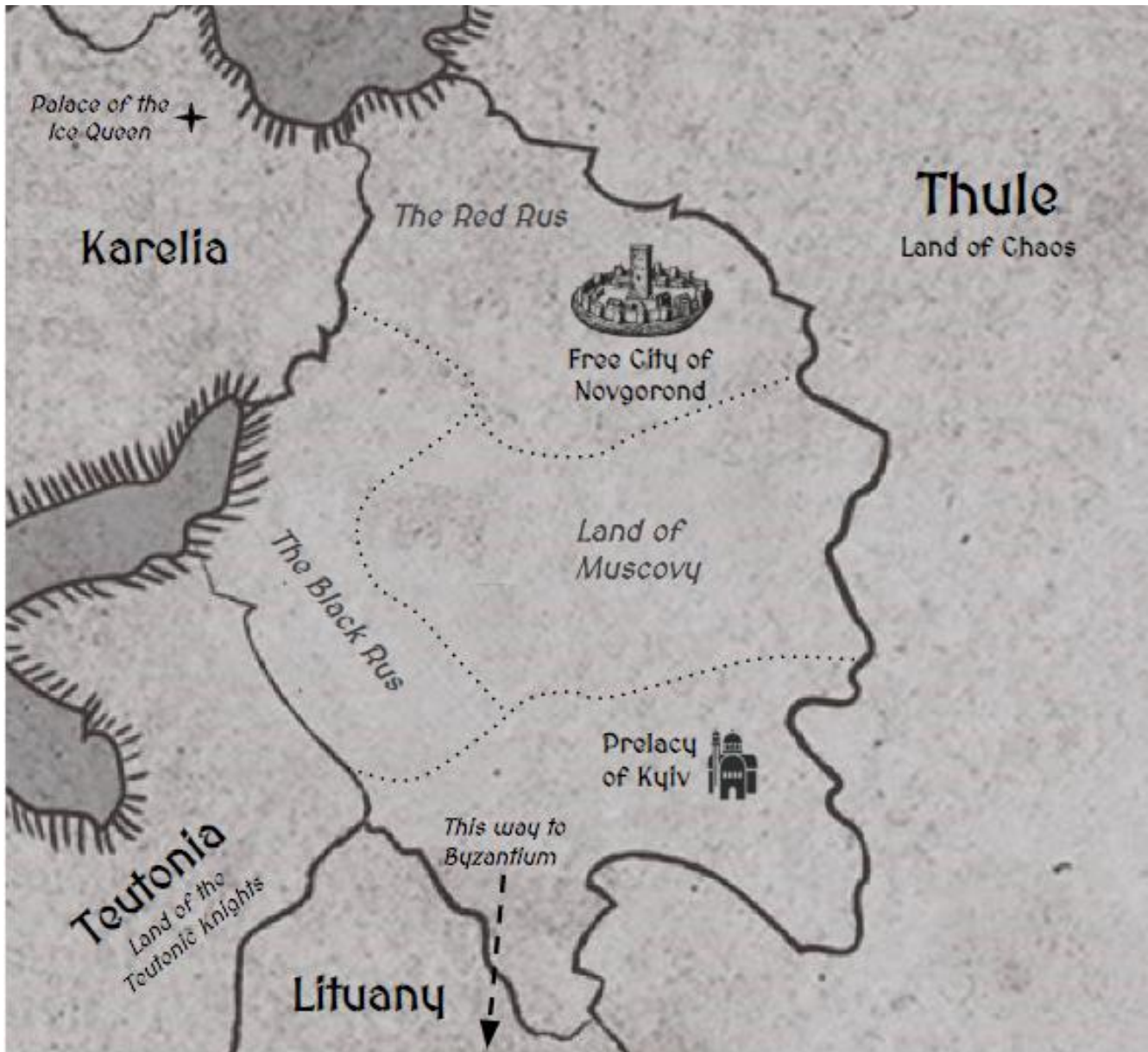
## The Ice Queen of the North

Far north in the Kingdom of Karelia there is a Queen of Ice and death. Living memory does not reveal a time when the Ice Queen did not exist, it is possible she is the frozen world personified, or perhaps she is a mortal who was cursed by the fairy folk. One thing is for sure, she is a powerful and wicked sorceress. With little more than a gaze, and a whispered incantation, she can freeze an army into a solid block of ice. Her mastery of ice magic has made her such a formidable opponent that the forces of chaos stay clear of her territory. Although she is rarely seen outside of the icy walls of her northern palace her forces are sprawled out all over the northern lands. Her armies consist of wolflike soldiers, trained polar bears, and ice bound slaves. Those bound in her ice may not be fully living, but it is said they can never die, they simply exist, as if in a stasis. Novgorondians fear the shards of the Ice Queen, these shards, likely pieces of a broken mirror from long ago burrow into one's mind, causing doubt, fear and longing. Those who bear the shard for too long begin to fall prey to the frozen monarch's will as she promises to dispel the doubt and cure the fear...



## Teutonic Knights

The Supreme Order of Teutonic Knights are the oligarchs of Teutonia, led by Grand Master Alberist the Danziger, Knight of the Flayed Wolf, Baron of Danzig. They are devoted to the powers of Chaos and parlay with daemons to enrich their own power. Although it is a realm dominated by the forces of Chaos there is a high degree of law and order. Authority stems directly from one's strength and influence rather than title and birth. Justice is quite overtly the will of the stronger party over the weaker. Due to this power structure coin and commerce is nearly absent from the land as the peasants of Teutonia realized long ago that it is far more difficult for a herd of pigs to be taken from them than a small bag of coin. With the powers of Chaos so entrenched in Teutonia, the fairy folk stay hidden away, and forces of undeath are crushed swiftly. The Teutonic Knights themselves dabble in Chaos, and take what strength they can from the unholy force, but they also follow strict codes which help to prevent them from falling too far into the void and turning spawn. Like with any bordering land there are times when Teutonia is at war with Novgorond, and times where it is not. Even in a time of peace, however, it is not uncommon for Teutonic forces to travel through Novgorond to Thule to parlay with the raw chaotic powers on the other side of the Great Wall. Along the journey the Teutonic Knights maintain their customs and hold on to their truth that strength is power, this more often than not lead them into conflicts with villages, towns, and outposts they cross through...



## CHAPTER TWO

### NOVGOROND SITE AND GAME RULES

#### SITE AND SAFETY RULES

##### Bathrooms and Facilities

Outhouses will be available, though possibly very cold.

##### Parking

The typical Burgundar Parking lot will be plowed and available.

##### Warmth during the Event

Main buildings like the Hearth, the Counting House, Booker's Biblioteka, and the Kazakh House will have safe kerosene heaters located within. There will also be a fire in the fire pit, and roman style stoves around.

#### DEATH AND DYING AT NOVGOROND

The Great Wall of Novgorond has stood since the days of unification. It separates the civilized world from Thule, the realm of Chaos and waste. Villages exist down the length of the wall and from these villages defenders are chosen to guard the wall in shifts throughout the day. The Novgorondians are not alone in their struggle, however, by the grace and wisdom of the three the Triarch in Byzantium has called for an eternal crusade upon the wall. Warriors, mages and healers travel from every kingdom and territory of Europa to prove themselves on the wall. In addition to willing crusaders the wall also attracts exiles those who have done something so reprehensible that they are sent to the wall to sacrifice themselves against the forces of chaos or pay for what they did. The village that the Chronicles of Novgorond is set in is one of these defending villages. Were it not for the gods miracle of resurrection defending the wall would be deadly. In the Chronicles of Novgorond, the names of all faithful mortals in proximity to The Wall appear on the Roll of Defenders. This list of those who defend the walls against the Chaos hordes are granted three blessings by the gods, three reprieves from death annually, one from the Goddess of Courage, one from the Lord of Gold, and one from the God of Wisdom.

#### SPECIFIC RULES FOR WEAPONS AND SHIELDS

##### Unusual Weapons

Name	Special Attacks	Description
Shashka	Lethal, Maim, Special	One Handed Sword. A straight bladed sword with a gently curved handle. Once per Renew you may use a Special Attack to call "Resist" against Shatter.

## Town Economy

Unlike other Mystwood games, not everyone in town will have an Occupation that contributes to the local economy. Many characters will be crusaders from near and far who have traveled to Outpost Divitnatstat, the village, to defend the wall not to labor and trade. One thing the crusaders will have is coin, coin to spend with the local merchant, storyteller, and cook. Local folk of the village will have typical Occupations, some receiving materials at check in, others accessing the Buy/Sell skill and some will work at a craft. Overall, the economy of the village will run and balance itself with little interaction from staff.

### Typical Cost of Goods and Services

Here is a short list of typical goods and services, to give you an idea of what money is worth. Many things that are fairly cheap today (clothing for example) are more expensive relatively, because they must be handmade. Prices fluctuate considerably, however, in today's terms, think of a Lira as about \$1.00

### Examples

A mug of water, watered wine or poor beer	2 Lira
Enough porridge and mangelwurzels for a day	4-8 Lira
A live chicken (1-2 units of Food if butchered)	4-8 Lira
A unit of Metal or Wood	6 Lira
Curing an Affliction	5+ Lira
A good, (Hearty) meal	8 Lira
A mug of good ale ("Renew" effect)	10 Lira
A night at a good inn	10 Lira
Sending a Swift Letter	10+ Lira
Silver and glass jewelry	10-50 Lira
New clothing (most people own only one set)	20-100 Lira
A laborer's wages for a week	30-40 Lira
A live pig (6-15 units of Food if butchered)	30-80 Lira
Hiring a teacher for a short session	40 Lira
Gold jewelry	40+ Lira
A skilled craftsman's wages for a week	60-80 Lira
A live cow (12-40 units of Food if butchered)	60-150 Lira
A serf's life savings	100 Lira
Gold jewelry with cut gems	300+ Lira
Training for an extremely difficult skill, or at a University	600+ Lira
A new suit of plate armor	1600+ Lira
A prosperous farm (quite rare in Novgorond)	3000+ Lira

## CHAPTER THREE

### CHARACTER CREATION

#### STEP TWO: CHOOSE A HOMELAND

Unlike most Mystwood Chapters, starting characters at Mystwood: The Chronicles of Novgorond can originate from anywhere in Europa and may have nearly any family lineage they desire. There are petty princes, knights, and all types of nobility who come to defend the wall, just as there are beggars, escaped serfs, and peasants of all description.

Many characters however are locals hailing from the Red Rus, the Black Rus, the Prelacy of Kyiv, Land of Muscovy, or the Free City of Novgorond itself.





# CHAPTER FIVE

## CHARACTER OCCUPATIONS

### UNAVAILABLE OCCUPATIONS

The following Occupations are not available to characters whose Home Chapter is Mystwood: The Chronicles of Novgorond.

**Basic Occupations:** Herdsman, Town Guard

**Youth Occupations:** Town Guard Recruit

**Advanced Occupations:** Beekeeper, Freeholder, Miller

**Plot Occupations:** Captain of the Guard, Corporal of the Guard, Knight Paladin, Knight Errant, Knight Penitent, Knight of the Realm, Knight Templar

### CHAPTER SPECIFIC OCCUPATIONS

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

### BASIC OCCUPATIONS

#### Crusader

*Battle Mage, Duty 1 (defend the wall), Income 20 Lira, Wear Armor 4*

Crusaders come from near and far to answer the Triarch's call. From Albion to Byzantium, and Navarre to Aegyptus warriors come to defend the wall that holds back the chaos waste and safeguards Europa. Crusaders come from every walk of life, while some may be nobility out to prove themselves others are vile criminals sentenced to fight on the wall or be executed, a fair share of Crusaders also claim to be knights. Whatever a crusader's past may be, they are treated the same while on the wall, both by locals and the Ecclesiarch Commanders. Crusaders may come from any place on the map, and may claim whatever past they desire. A player wishing to come from outside of Novgorond must select this Occupation if it is their first Novgorond character.

#### Fire Warden

*Duty 2 (build a fire, light torches, and/or feed an existing fire), Production (2 Fire, 1 Charcoal), Serene Contemplation*

Fire Wardens fulfill an ancient purpose in the villages throughout Novgorond, as they are charged with keeping the fires burning. Fires in Novgorond not only provide light and warmth, but also protection from the evil spirits and wild beasts that lurk in the cold night.

#### Guide

*Agility, Pathfinding, Scavenging, Serene Contemplation, Woodwise*

Though travel is not advised during the winter months some adventurers are too restless to wait. As a result local Novgorondians with a firm grip on their surroundings offer their services as guides. For a small amount of coin distant religious shrines can be ventured to or ruins of the past approached. Travelers should be warned however that failing to offer due payment to a Guide is likely to result in death, as some Guide have been known to leave their would-be customers hopelessly lost in the frozen wastes.

#### Ice Cutter

*Engineering, Production (2 Water), Toughness, Work Rhythm*

The Ice Cutter lives a harsh, cold, and often unforgiving life. For this they are hardened in both mind and body. Ice is harvested and sent to many distant realms, most notably the near east and distant Cathay which lies at the end of the Silk Road. When kept in deep pits and coated in sawdust, a harvest of ice can last throughout even the warmer months.

#### Princely Partizan

*Income (2 Rubles), Livery (Grey Coat and Purple Mantel), Production (1 Unique Weapon: Hewing Spear), Warcaster, Weapon Specialization (Hewing Spear), Wear Armor 3*

The Partizans are the sworn personal guard of the Prince. No one but them knows for sure what the swearing in ceremony consists of, but they are fiercely loyal and serve until the age of 50. While guarding royal property and the Prince are their most well-known tasks, the Partizans are also charged with enforcing the peace inside the Prince's Domain. This is accomplished by enforcing the Code Civitas. Clad in their grey coats and known for carrying their signature Partizan spears they are easily recognizable.



## ADVANCED OCCUPATIONS

### Miser

*Buy/Sell (500 Currency), Commerce, Cosmopolitan Connections, Income (20 Mixed), News and Rumors, Retainers 1.*

**Requirement:** Must have previously been a Money Changer and invest 600 Lira to expand his/her connections. Greedy, some call the Misers, but how can this be true when Misers are known for extending lines of credit to worthy folk and crusader alike. Money Changing is one aspect of being a Miser but the more skillful members of this Occupation also dabble in speculating on the rising and falling values of the more local currencies, and some more distant ones. After hearing enough rumors, or perhaps seeking the aid of a fortune teller, Misers are often able to predict when a currencies value will fluctuate and capitalize on the fluctuation by exchanging their own wealth. Occasionally this is disastrous for the Miser, but often it can be quite fruitful.

### Money Changer

*Buy/Sell (250 Currency), Commerce, Income (10 Mixed), News and Rumors*

Lira, Rubles, Grivna, Crown, Nobles, and valuable gems, OH MY! In a place where crusaders visit from near and far changing money has become quite a lucrative trade, even in the smaller villages. A crusader from the distant isle of Albion may find it difficult to secure accommodations, equipment, and even food with the pouch of Nobles they brought on the trip. This is where the money changer comes in, offering aid to the weary traveler... for a small fee of course.

### Yheti Slayer

*Agility, Battle Rage, Detect Health, Livery (White fur cape), Pathfinding, Precision, Slayer (Yheti)*

**Requirements:** Must have slain a Yheti.

Of all the terrible things in the lands of Novgorond, none is more feared than the fabled Yheti. Secretive and shy, these monsters are known to slowly pick off lone travelers and animals, disappearing into the snow when hunting groups arrive. The Yheti Slayer knows the secret ways of hunting these beasts, having done so successfully at least once. They spend significant amounts of time planning hunts, sharpening their shashka-knives, and drinking to forget the results of the hunts which were unsuccessful.

## PLOT OCCUPATIONS

### Knight Crusader

*Battle Mage, Duty 2 (defend the wall), Income (30 Lira), Livery (Chosen colors and symbols), Wear Armor (8)*

**Requirement:** Must have previously been a Crusader for 1-3 years who is noted for bravery by their commander.

Crusader Knights are battle hardened warriors, often having spent several years faithfully defending The Wall. The rank of Crusader Knight does not often return home with the Crusader, but upon The Wall they are honored and respected. Often Crusader Knights are given the opportunity of first kill as the hordes of chaos pour through cracks in the wall.



## CHAPTER SEVEN

### ADVANTAGES AND DISADVANTAGES

#### ADVANTAGES

**Defender (1-4):** This Advantage functions similarly to Talent from the Core Rulebook. Defender 1 grants Wear Armor 2. Defender 2 grants Wear Armor 3. Defender 3 grants Wear Armor 4, and Defender 4 grants Fully Armored and Wear Armor 4.

**Cossack (2):** You gain the trait "Cossack". Once per Renew, you may call "Detect Cossack". Whenever you call "Here" to Detect Cossack, you receive one use of "Heal 2 to Self" which you may spend a 10 count of role play catching your breath, wiping blood from your eyes, etc. to use. This must be used before your next Renew, or it is wasted. This benefit is also wasted if you already have an unused "Heal 2 to Self" waiting from this Advantage. If you possess Battle Endurance, you instead gain an additional use of that ability- so you may use it on "Disengage", "Heal 2 to Self", "Purge Maim to Self", or "Reduce to Harm", depending on your level of Courage.

#### DISADVANTAGES

**Frostbitten (1-3):** You have suffered from frostbite before, which makes you more susceptible to it now. Any level of this Disadvantage gives you the "Frostbitten" trait.

- \* 1 point: If you spend 15 minutes away from warmth, such as outside a building or away from a fire, you suffer the Doom Effect. You will receive Purge Doom if you make it back to warmth before the minute elapses.
- \* 2 points: as above, but the duration is 10 minutes and the Doom will not automatically Purge.
- \* 3 points: as above, but the duration is 5 minutes, and you suffer Death instead of Doom.

**Vordalak-blood (2):** You are affected by negative Effects delivered "to Undead", but do not possess the Undead trait and are not affected by potentially positive Effects directed "to Undead", such as "Heal One to Undead".

