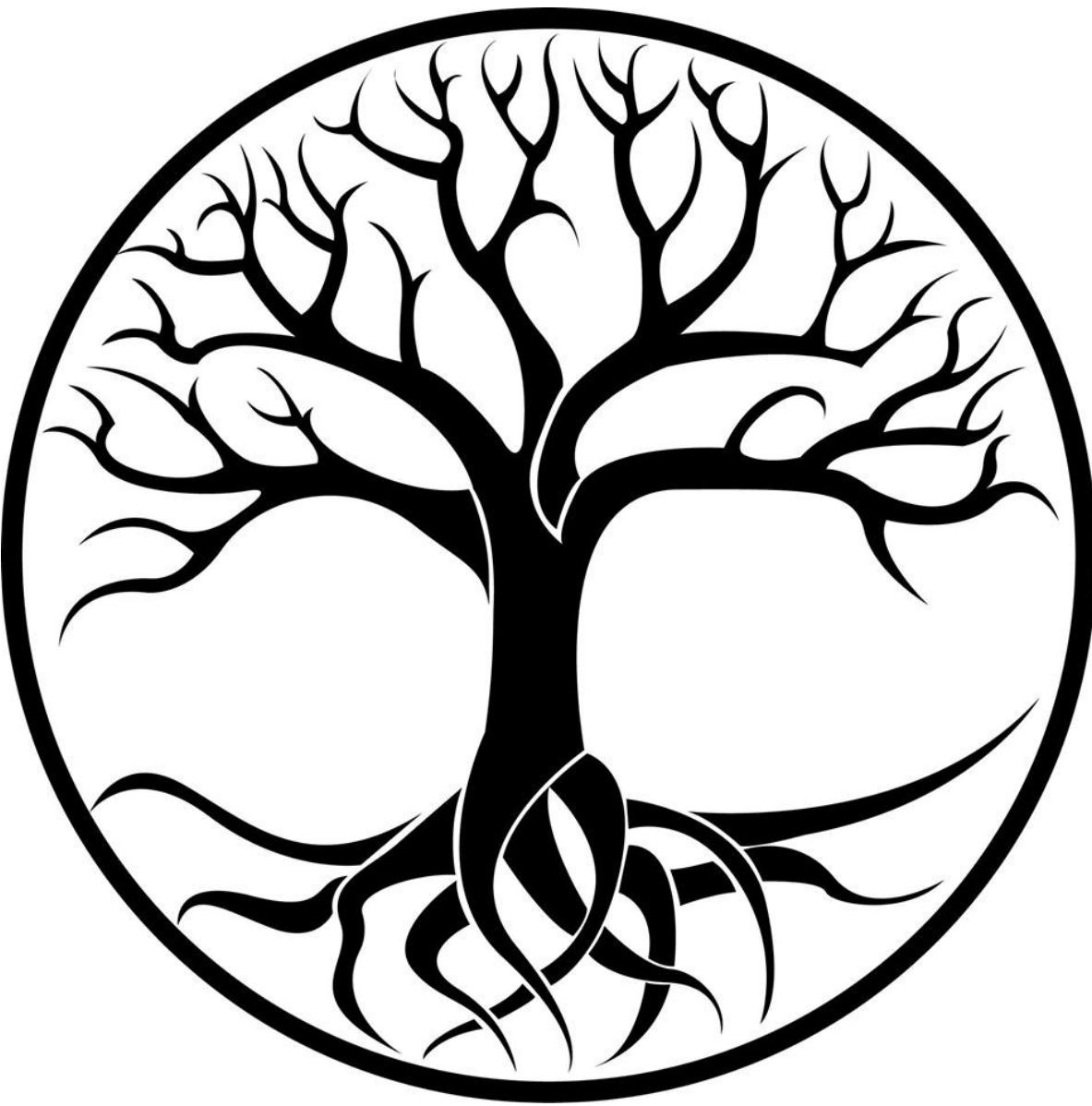


ΦΥΣΤΦΟΟΔ



*It is a time when danger lurks in the mists, when things long buried emerge from the depths of the forest,
when ordinary folk may win fame and fortune with sword and spell, or perish unremarked.*

In short, things are as they have always been in the Mystwood...

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CHAPTER ONE

AN INTRODUCTION TO THE WORLD OF MYSTWOOD

Mystwood is a Live Action Role Playing Game of heroic adventure, set in a fantastical version of medieval Europe. The World of Mystwood is not entirely unlike our own- so similar, in fact, that it makes the differences all the more obvious. While our own Middle Ages in Europe were plagued by wars of religion, the intrigues of noble houses, and the slow rise of a mercantile class, in Mystwood we add the fantastic and the horrific to the already rich tapestry of history.

Pulling inspiration from times and cultures between 800 and 1500 AD, with heavy doses of the folktales and mythologies of the people and places of those times, we create a world of magic, intrigue, and danger. A world of loosely knit feudal kingdoms, where magic lies forgotten in forlorn places, waiting to be sought out by the brave. Where the glory that was Rome lies just beneath the surface, buried centuries ago by the actions of the Dragon and its kin. Where the Three Gods silently watch the lives of their faithful, sending Saints to return to life, that they might help guide humanity toward a brighter future.

And where you, portraying a person of humble birth but potentially great destiny, can help shape the future of the small towns and war-torn fortresses that each Mystwood Chapter portrays.

At Mystwood, adventurers face the ever-present threat of Chaos, whose forces strive impatiently to sweep the lands of men under a tide of daemons, mad cultists, horror and death. They match swords and wits with the looming specter of Undeath, ever aware that those who stand against the darkness must fear for the peace of their graves. And they thwart the machinations of the courts of the Fae, who are at times fickle friends of mankind, and at others bitter and unpredictable foes. Countless monsters of all shape and description, drawn from real world myths and the fevered minds of the game staff, stalk the quiet places between the lonely towns and villages of Europa, waiting for an easy meal of hapless travelers. And, perhaps worse, even amongst the “civilized” bastions of humanity, there dwell folk who would tear all asunder for power, for wealth, or for glory.

But not all is constant battle and hardship. Friendships are won, trust earned, and glory garnered from heroic deeds. The lowest peasant may become a magistrate, a ratcatcher find themselves an official of the crown, a peddler become a trade baron. Mages may learn spells that reshape their world, healers may restore the dead to life, and warriors win priceless magical artifacts from the broken cities of old Rome.

These things, and many more, await you in the **World of Mystwood**.



A BRIEF HISTORY OF EUROPA

Most readers will notice many similarities between Historical Europe and the Known World of Mystwood, but it would be a mistake to assume too much.

Mystwood is a place interwoven with Magic and the threat of Chaos, with its own past, religion and culture. Though we have used some of the history of Europe, and elements of its history and culture between 800 and 1500 AD (roughly 1300 for most places) to help build Mystwood and to give players a reference point to help them understand the world they will inhabit, we have not followed it strictly, and while some historical figures, names, and place names are similar or identical, they may be used in wildly different ways. As the wise say, “Expect only what occurs”.

Many inhabitants of Europa know little more about geography and history beyond the environs of their local barony, and what has occurred in their own lives.

The nations of Europa are weak and fragmented lands, where the majority of peasants live in quiet hardship, farming and laboring. The Church of the Three is ubiquitous in most nations, but many could not tell you that it is headquartered in Byzantium. Barons, Counts and Knights are the nobility most peasants interact with, and many may not even know the name of their higher lord or King. The reasons for war are often a mystery, but the effects are clear enough- most peasants have a sibling or cousin who has died in bloody hardship in the skirmishes of nobles, or worse, to the dark inhuman forces that plague all people in the world of Mystwood.

Legend tells that much of Europa was once under a great Empire of the Romans, their descendants still lingering on in small enclaves and on the edge of Europa in Byzantium, City of Wonders. Brave Imperial soldiers drove back the Beastmen and other denizens of the forests and built roads, wall, forts and towns. Many of the great cities of Europa were built and prospered under Rome, including the three great capitals of the Empire- Rome, Byzantium, and Aquila.

Of these mighty cities, the greatest was the city of Aquila, which long stood as a Northern bulwark against monsters and barbarian hordes as the Empire collapsed, besieged from without and gnawed from within by the insidious forces of Chaos.

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 legions perished in flame, and to this day the ruins, fused to blackened glass, still rise among the trees of the Mystwood in Eastmarch.

Living memory extends back only about sixty years. Around 910, hordes of Chaos cultists, Danes, beastmen, daemons, and worse under the leadership of the Teutonic Knights swept through the League to the Navarran border, pillaging and burning. The great nations of Europa believed all was lost. But through some unknown providence, the horde was broken up and peace returned, though at great cost.

The ensuing years have seen both highs and lows in the nations of Europa. A strong queen rules in Albion, while several prominent nobles have recently died in Navarre, causing strife and civil war. The City States of the League and Italia continue to war amongst themselves, and Teutonia continues to quietly strengthen itself for another horde. Aaragon plans a recovery of lands lost long ago to Khemtian Tripartites, and the hordes of Thule stir uneasy against Novgorond and Araby.



TRAVEL AND THE LARGER WORLD

Chapters are largely concerned only with their local environs, and it is expected most characters native to Europa would know very little about the lands and nations more than a week's travel or so away from their home. The following details are the sorts of information foreigners might know about the various nations of Europa. More detailed information can be found in the specific information (the Lorebook) for a given Chapter.

Eastern Europa

Hellas and Illyria

Hellas is claimed by many Europans to have been the birthplace of civilization, with the nations of Athens, Sparta, Thebes and others educating the Romans who would follow them in the arts of magic, medicine, architecture, philosophy, and many more. Today it is a quiet land, much given to introspection of its past, and troubled by Fae who masquerade in the images of old gods and monsters. Illyria, also called Carpathia, is a mountainous land of many small villages and fortified towns with no central government. The folk of Illyria are much troubled by the Undead, the greatest of which rule as lords and ladies from ruined castles deep in the wasteland.

Lituany

Once the mightiest nation in Europa, Lituany has suffered much from the expansions of Teutonia, Byzantium, Thule, and even Novgorond. Today, the subjects of the Grand Duke dream of lost glories, and plan endlessly to reconquer their ancient capital, Vilnius, which has long been held by the Knights Teutonic.

Novgorond

A mercantile state formed by an alliance of Norse and Rus centuries ago, Novgorond has expanded far beyond its original borders. There is great disparity, and many rivalries, between the wealthy and cultured townsfolk and the mean and poor serfs who dwell in the villages. Nevertheless, all are united in the protection of their homeland. Novgorond's most famed feature is the Wall of the Defenders, an unfinished yet mighty barricade against the worst of the Thulian menace.

Teutonia

Once led by goodly knights, long ago those same warriors fell one by one to Chaos, and now Teutonia is the mightiest nation of Chaos in the known world. It was they who led the vast Chaotic armies which drove the barons of Cairnwoods and Luceval from what is now the Mystwood. This Chaos horde caused the nations of Italia, Burgundy, Albion and Navarre to leave aside their conflicts for a time to unite, however briefly, and drive them back. The dark knights of Teutonia have since bided their time, marshalled their forces, and quarreled amongst themselves, dreaming of a day when a new and charismatic ruler will rise to take control of the forces of Chaos once more.

Western Europa

Aragon (and Vasqony)

The westernmost peninsula of Europa, Aragon is a land divided by history. The north is divided into many small states, headed by powerful and chivalrous knights. They follow strict interpretations of Church doctrine and are beholden to a figurehead king, while the south holds a wealthy Tripartite nation famed for scholarship and trade. The jealous northerners ever seek to drive the southerners back across the Pillars of Hercules to Khemt, and hire many mercenaries from the League and the Italian states to reinforce their armies.

North of Aragon, however, is the land of Vasqony, a land wholly given to Chaos, whose raiders are quick to attack Bretony and L'Isle when given the chance. The Vasques neither speak the Common tongue, nor allow worshippers of the Three to live if captured.

The Britannic Isles- Albion, Eire, and Pictland

The island kingdom of Albion prides its self as a land of virtue, loyalty and strength. Queen Elspeth Longshanks rules from the Sovereign Throne in Londinium, her power spread over 13 shires and a number of colony states in Eire and Europa. In the winter of 968, it was discovered that the chaos-worshiping clans of Pictland planned to invade the kingdom and bring it to ruin. The Queen has ordered a Call to Arms, a drafting of all able-bodied citizens of the northern shires to march to war in defense of their homeland.

Albion is the setting for a Mystwood Chapter, **Chronicles of Albion**.

Eire is a green and pleasant land settled in several small kingdoms whose borders are nearly ever changing, as clan and family alliances shift. The following of the Three in Eire is unusual, having pre-existed official Church involvement by centuries, and so full of peculiarities (such as howling during Wild ceremonies).

Pictland, sharing the northern portion of Gran Britannia, was once not dissimilar from Eire. The Church never became strong there, though, so the worship of Chaos and the Fae has continued unabated. While there may be goodly folk in Pictland, the majority of those in power are devoted to Chaos and the strife it causes.

Burgundy

A land much similar to Navarre, though warmer, wealthier, and more prone to infighting amongst their nobles and knights. The last two hundred years have been a slow decline for the nation, as disaster after disaster has struck- in the last hundred years, heresy brought low the city of Carcassona, Nuragian pirates captured the Duke of Toulouse, and even now, the Duke of Provence continues to threaten civil war.

The Central Sea- Corsica and Nuragia

The major islands of the Central, or Mediterranean, Sea have always been at odds with one another. Corsica was a highly populated and civilized spot in the time of Rome, where emperors had their summer homes and the wealth of three continents came together to entertain and enlighten. When Rome fell, Corsica remained “Roman” in nature, and even today the use of Roman names and styles continues.

On the other hand, Nuragia has forever rebuffed attempts by the rest of Europa to bring them into the fold of society. Chaos worshippers, pirates and exiles call the island home, causing the isle to be a danger to trade and travel for all the seafaring nations. One hundred years ago, a fleet of Aragonese and Roman galleys whose goal it was to assault the Nuragians was sunk off the coast by great and fell magics, and no major sorties have been attempted again.

Italia- Milan, Napoli, Roma, Tarant, Venezia

The Italian city-states are each proud nations with their own rich histories, though foreign Europans often name them all by the peninsula upon which the nations rest. Milan and Venezia are both wealthy, seafaring nations of traders- Venezia holds a colony in Bulgaria, Varna, while Milanese crossbowmen are present in nearly every major battle in Europa, often on both sides. Napoli is an expansionist nation, while Roma and Tarant content themselves amongst the ruins of former glories.

Skandia- Danemark, Karelia, Kvenland, Orkney, Norroway, and Ultima Thule

In Skandia lie three weak kingdoms, Norroway, Kvenland, and Karelia. The many Jarls, petty kings, and war-chiefs of those lands take ship to raid Albion, Navarre and the League when they are not fighting each other and will not let any merchant pass through their seas without heavy payment. Across the Maer Sueicum from Skandia proper squats Danemark, where since time immemorial Skandians devoted to Chaos have established their footholds before raiding their southern neighbors. North of Pictland is a tiny nation of Norrwegian exiles, called Orkney, who ambitiously dream of someday reconquering ancestral lands in the north of Albion. Lastly, far away in Oceanus can be found the treeless isle of Ultima Thule, or Issland, a fractious land of clans and farms where freedom-loving Norrwegians fled long ago.

Skandians do not generally speak the common tongue, making them strange and foreign to the rest of Europa. Though the Skandians are not wholly given over to Chaos, they nonetheless are easily seduced by it, lacking a proper church, and are warlike in the best of times.

The League

The rough analog of medieval Germany, the League is a group of many different petty nations and free towns within vast forests. The people of the northern part of the League are much hardened by their struggle with the Chaos followers of Danemark and Teutonia, and little given to mercy. Much of the commerce of the League relies on trade and travel between Novgorond, Albion, and Navarre, and heavily armed merchant caravans and coast-hugging trade ships ply the roads and waves. The southern city-states of the League often struggle against Milan in trade wars and boundary disputes.

Navarre

A strong, if decentralized nation, Navarre is comprised of three duchies- Eastmarch, Flanders, and L'Isle- and two Marches- Bretony and Burgundar. The last few years have been tumultuous for Eastmarch and for Burgundar, with a new Duchess and a new Margrave both rising to power in 968 after civil war. The rest of Navarre is largely concerned with a simmering war with Albion over the lands of Normandia and Gascon, with both nations having interests and claims in those regions.

Navarre is the setting for two Mystwood Chapters. **Chronicles of the Keep** takes place in the Duchy of Eastmarch, while **Chronicles of Burgundar** takes place in the March of the same name.

The Borders of Europa

Aegyptus, Barbary, and Khemt

Across the Middle Sea is Khemt, land of great serpents, pre-human ruins, and cyclops. Along the north coast of Khemt is the lawless land of Barbary, home of vicious pirates. Aegyptus, tomb-haunted waste of the ancient world, is in the northeast of Khemt. Most Europans are familiar only with Barbary and Aegypt, little aware that there is a huge continent full of good and noble people across the mighty Sahar desert.

Araby

The homeland of the Tripartites, the land of Araby is the source of many strange and wondrous tales, such as flying carpets, magic rings, and the great Elemental lords known as “genies”. The ruins of mighty civilizations- Sumer, Ashur, and Babylon- dot the wastes, summoning treasure hunters from all over the world. Alas, beastmen and worse haunt the stony desert.

Byzantium

Mightiest nation of Europa, on the very cusp of Asia, the Empire of the Byzantines stretches from Thule and Araby over the Anatolian peninsula to Lituany and Teutonia across the land of the Bulgars. The city of Byzantium is called “the City of Wonders”, and is the home of the leaders of the Church.

The Distant East- Thule, Hind, Cathay and Scythia

The Eastern edge of Europa is dominated by the vast, trackless steppe of Thule- little known and seldom visited. The majority of the populace of those lands are nomadic. Some of these nomads will trade with Europans, and may even worship the Three. Others, however, are Chaotic through and through, such as the vile Scythians.

Beyond Thule, it is said there are two great and foreign nations- Hind, where one thousand gods dwell, and Cathay, a mighty empire more ancient and glorious than Rome. But few have been there, and returned to describe them.





SOCIAL STRUCTURE

Disclaimer

The Europa of Mystwood is a far more accepting place, in some ways, than our own world. Players may present their characters as any gender, or lack thereof that they prefer. While Knights typically are addressed as "Sir" or "Dame" for male or female-presenting knights, respectively, knights of either gender may choose to go by either as they prefer. Along the same lines "Priest" and "Priestess", "Father" and "Mother", "Brother" and "Sister" are often used as addresses for religious characters. Any character may use any of these addresses, or a more neutral "Holy".

Further, unless one is noble, the issue of whether one's parents were married is a matter of faith, not of law. It is not unusual for same sex couples to marry, raise children, possess property together, etc. Further, it is uncommon, but not noteworthy, for a person to have multiple partners, especially for followers of the Wild. Two or more people cohabitating as partners are treated the same way by the law, regardless of religious marriage, and many people address one another as "husband", "wife", or "spouse" with no legal documentation. Any child, regardless of gender, is equally eligible for inheritance, if the deceased has accepted that they are their child. Adoption is freely accepted with no stigma, especially in dangerous places where many families are sundered by battle, plague, and famine. Some characters may choose to call themselves "bastard" children, but this is entirely their own social construct- society is accepting of such offspring, reserving "bastard" status for unclaimed children whose parentage may be unknown.

While all people are equal by the above definitions, Mystwood is still a land of stratified classes. The nations of Europa all possess hereditary, landed nobility, and most possess a knighthood or similar position which is gained by merit. There are also downtrodden peasants, and, below them, serfs. These social distinctions are described below.

Nobility

At the top of the social structure in most nations of Europa are the nobility- rulers of great realms and their extended families. Their positions are hereditary and derive, in theory, from ancient claims of descent from legendary kings and queens. In their own minds, their power is near absolute. In practicality, it often extends no further than their reach. Nobility are bound by only one law- that they must keep their oaths. It is common, therefore, for them to be forced through various political maneuverings to swear to uphold certain laws or practice. This effectively grants various rights to the lower ranks of society, but these same rights are subject to change from generation to generation.

Each noble holds a castle as their seat of power, and extensive lands, which are often somewhat intermingled with those of other nobles. Nobles theoretically own all land, but parcel much of it out to others in return to for service, much like the feudal system of historical Europe. No player character may be a noble in Mystwood- after all, why would a noble dwell in rough villages in the midst of monster-infested wildernesses?- but becoming a noble may be a goal that can rarely be achieved in character retirement.

Nobles do not collect taxes as we understand the term in the present day. Instead, they must earn the money to run their affairs through the renting of their land, most often in the form of collecting a portion of the harvest, charging of various fees for the use of their roads, forests, mills and so on, and through various monopolies.

In certain cases there may be "levies"- cash payments demanded from every person in a domain for wars, weddings, castle building and so on. These are one time occurrences, and generally very unpopular- often enforced at the point of a sword.



Knighthood

The true backbone of most kingdoms is not the nobility however, but Knighthood.

Knighthood in most lands is NOT hereditary. Instead, anyone can become a knight through acts of valor and proving their worth. It is the usual state of affairs that there are far more squires than there are knightly households. Since the time of Charlemagne, any person of sound mind may declare themselves "Esquire" and so begin the arduous tasks of proving themselves to the knightly orders and local lords.

Normally, baronies or duchies will have public lists of tasks that a would-be knight might attempt, commonly collection of funds for the Church or for the duchy, the destruction of Chaos or Death components, the slaying of some famed monster, or the like. It is traditional that a person accomplishes seven of these tasks before they are considered worthy of the title of Knight, though exceptions have been made for the truly impressive. Meanwhile, some obviously unworthy fellows have labored for years at dozens of tasks, only to be rebuffed- though this is rare. Often, at some point during a person's questing for the tasks, an existing knight or lord secretly takes an interest in the further career of the fellow, and will arrange to be the sponsor of the candidate's knighthood. A would-be knight would do well to contact their barony's heralds, as well, who will in turn contact the various knightly orders with news and description of the candidate's heroic deeds.

Knighthood is bestowed by the nobility, but it is required that the College of Heralds concur. Since only a knight can inherit stewardship of a knight's land, this means that land changes hands frequently from generation to generation. Abuse of the system, such as knighthoods being purchased or knighthood denied in order to "break" a knightly family is rare, but not unheard of. Truly virtuous and courageous Knights are favored by the gods themselves, and such is the kingdom's pride in this system that it is rarely corrupted.

By law, knights are given a number of privileges- leadership in time of war, bearing arms in almost any situation, and the right of Trial by Combat.

Free Commoners

Below the knights are Free Commoners, who comprise perhaps half the population. These are the folk of the villages and towns, who are not tied to the land by custom or necessity. They practice trades such as blacksmithing, herding, and tailoring, and may hold land directly from a lord themselves. They are generally free to pursue any path they wish, and travel more or less freely. They provide the bulk of the armed forces of the nobility, and in time of war form militia bands to defend their homes. They are generally well armed, but rarely own armor, which is unsurprising given that a suit of armor costs about the same as a car in modern terms. Most player characters are free commoners.



Serfs

Last and lowest socially are serfs, slaves and thralls. Most were free peasants who were forced, in time of famine, to voluntarily bond themselves to a lord in exchange for food. Others are those who have become debtors in other ways, children of serfs, or (rarely) prisoners captured in war.

Their status varies a great deal. In some villages, the difference between free folk and serfs is merely a legal point, and you cannot readily tell who is who. In others, serfs are not permitted to bear arms, and are ground down into abject poverty by the demands of their lord or lady. Serfdom is hereditary, as debts are inherited by children from their parents along with property. No serf is allowed to leave their land without their lord's permission.

By a custom as ancient as that of knighthood, any serf can purchase their freedom for a cost of equivalent to the cost to feed a family for a year, generally equal to what caused their family to become serfs in the first place, or about 200 crown. A thrifty and fortunate serf can save this amount in a few years, but a poor harvest can easily cast down a free family, forcing them to place themselves in their lord's hands in exchange for grain from the castle stores.

Slavery and thralldom are practiced in unpleasant, out of the way places throughout Europa, often practiced by Chaos worshippers and Skandians. In the Duchy of Eastmarch, the buying and selling of men is variably punished, and most nefarious folk who would desire to own the lives of another name it serfdom and find legal precedents.

WAR AND REBELLION

War ebbs and flows across the Known World. Armies march, and great battles are fought. These battles are decided most often by the charge of armored knights, massed ranks of archers, and hordes of poorly armed peasants. The Queen of Albion presses her dynastic claim to much of the coastal land of Navarre. The League wars against raiders from Teutonia and Danemark. Illyria and Hellas squabble forever over shifting borders. Aragon drives off pirates from Barbary, and both Byzantium and Novgorond ever-struggle against Thulian raiders, both Chaotic and the merely desperate.

The lands where Chapters are located are normally outlands and marches, where great armies cannot easily traverse unreliable paths and hostile denizens. Nevertheless even remote places see a near perpetual state of conflict between small bands of warriors (less than thirty in most cases). Most of these battles are against various raiders, fell beasts, and chaos spawn.

The downside of being in out of the way spaces is that it is generally easy for a kingdom to block trade and travel to the areas where Chapters are located. If a popular revolt rises up in a town or village, nobles are quick to move and end such treason. It is possible that some combination of events could lead to the player characters at a Chapter rising in rebellion. Open conflict with the lords of the kingdom will cause the economy of the Mystwood to collapse, and many Occupations will lose the use of some of their skills and abilities. Extended rebellion will result in famine, disease, and armed retribution. This may be a price worth paying, but it should be understood in advance.

LANGUAGES AND WRITING

Most of the peoples of Europa speak a “Common” tongue derived from Latin and a mix of local languages. This language was spread by the Church in the last several hundred years in order to facilitate communication and education, and sounds remarkably like real-world modern English. The Latin alphabet is used for all writing and is, again, largely the same throughout Europa. Spoken Latin is a dead language, though still used in ceremonies, mottos, and incantations. Other real-world languages common in Medieval times- German, French, Norse, Spanish, Russian, and dozens more- exist in some minor form and are used especially in place names, oaths, and mottos.



LAWS AND JUSTICE

The Code Civitas

The kingdoms of Europa have many laws, some fair and enlightened, most not so much. The vast majority of these are compiled in various “Codes Civitas”, usually descended from the laws of old Rome, and rarely play a role in the game. There may be 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, few of the tenets of the Code Civitas are enforced on player characters in Mystwood.

There are several notable exceptions, which will affect the everyday life of your character, and these follow. If a character cannot pay their fine, they may be subject to public humiliation, a short period of work, or brief exile from the town. Your local Chapter may have other or additional laws which you will be expected to follow.

The Code Civitas is enforceable by local guards, and is not subject to trial.

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 5 crown. 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.

Brandishing

Armed strangers allowed into towns with their weapons bared have destroyed many villages. To that end, guards often require that weapons be sheathed or peace bonded. Brandishing weapons is punishable with a warning or a 1 crown fine. Bows, staves, tools and the like are exempt from this requirement.



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 4 crown, 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

One must always act appropriately within the town, and failure to show respect to those with higher social status is a crime. Serfs must be respectful to commoners, commoners to knights, knights to nobles, etc. This is punishable with a warning, or a 1 crown fine.

THE CODE JUSTINIAN

The Code Justinian, based on the law code of the Byzantine Empire, 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.

The following are overviews of the law, and the spirit of these laws is more important than their letter in most cases. Enforcement of these laws is the privilege of magistrates (or a similar Occupation), and so their judgment is as important (or more so) than the letter of the law. It is likely that local Chapters may have specific guidelines on how these laws are to be enforced, and if there are additional or differing laws which are important for that locality.

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 Death.

Consorting with Undead or Chaos

This is 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 50 crown, or Chastisement. A second offense is punishable by Branding, a third by Death.

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 25 crown 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 25 crown fine. A 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 state- the local Baron, Duke, or other high nobility. Participating in warfare against soldiers of your own lord, spying, assassination, forgery, and sabotage of noble holdings are the most commonly encountered. Punishable by Death in all cases.

Murder and Attempted Murder

Punishable by Death or a fine: 100 crown for a serf, 300 for a commoner, 500 for a knight. The Justinian Code makes no distinction between the two crimes. In Mystwood, sending someone to be resurrected at the local Miracle is Attempted Murder.

Theft and Vandalism

Punishable by fine of twice the value of the stolen or destroyed goods, or by Chastisement. Half the fine goes to the victim, half to the local ruler. Second offense punishable by Branding, third by Death. Fraud is treated as theft. Poaching is considered High Treason, see above.

Judgment and Trials

The accused may either submit to the judgment of the magistrate, 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 magistrate does have the right to overrule the accused in special circumstances. Trials take three forms.

Trial by Juror: The magistrate will appoint three jurors, who will be given a short time, often a day, to investigate the case. Upon their return, they will render their verdict. Many jurors are semi-professional, and it is common to allow both accused and accuser to choose one juror. They are thus a cross between lawyers and detectives.

Trial by Ordeal: The accused undertakes some kind of test, usually dangerous, painful, or both. Survival or success is taken as 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.

Trial by Combat: This is a right of all Knights. It 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. It is permissible to have someone fight for you in most cases.

Punishments

Branding: Branding is an Affliction (“Afflict with Branding”), which results in a permanent -1 reduction to maximum Hit Points, and a permanent mark which must be worn, normally a letter or image representing the crime (T for theft, C for Corruption, and so on). Branded criminals are obviously not usually welcome in polite society, but in some places it is a mark of honor. In the event you would be reduced to 0 maximum Hit Points, you instead are reduced to 1 and cannot run, jump, or shout.

Death: Death is carried out by an executioner in a manner determined by a magistrate. Due to local Miracles of Resurrection 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 settlement 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.

Chastisement: Chastisement takes many forms, at the discretion of the magistrate. In the Keep of Mystwood, for example, it normally 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 this is to reduce your Maximum Hit Points by 1 (to a minimum of 1) for the entirety of your next Event.



THE CHURCH

Long ago, there were many cults and sects devoted to many gods. Though holy men and women sought to lead others toward what was good, differences often led to bloodshed between those who should have made common cause against Chaos. Over time, wise folk came to understand that there were but three true and holy gods, and those were unified in a single Church, though each sect preserves many of its own practices.

The followers of Justice build tall churches and uphold what is good and just- honor, law, order, chivalry, marriage, and family. Their rites are solemn and thoughtful.

The followers of Mercy believe less in ceremony and more in action, above all striving to live lives worthy of their goddess. They labor on behalf of the less fortunate, collect alms, and are always ready to spill their blood in battle for a worthy cause. Many throughout history have been martyred for their beliefs.

The followers of the Wild hold their ceremonies in field and forest. Their god has dominion over all natural things, and over the bodily needs of the people. There is much mysticism in the cult of the Wild, ancient rites that others look askance at.

The Church is governed from Byzantium by the Triarch, consisting of:

The High Theocrat of Justice

The Arch Druid of the Wild

The Enlightened of Mercy

Below these three individuals, who serve for life, each faith has its own structure, rites, places of worship, and sects, though all three do hold certain places sacred. Monasteries and abbeys are often, but not always, consecrated to one of the three, while chapels and temples usually have altars to more than one. Considerable variation exists in the details of theology and practice from kingdom to kingdom, and even village to village, but all within the Church are united in certain core beliefs.

More information on the religious aspects of Mystwood can be found in Chapter Eight: Religion, on page 107.



THE BESTIARY

Humankind, the children of the gods, make up the vast majority of the population of the world of Mystwood. Over time, however, Magic has touched the bloodlines of many, and their appearance varies. Some show pointed ears or small horns, others unusual markings on their skin, or colors in their hair. These are accepted by society as long as they are not too extreme.

Local Genesis of “Monsters”

Many philosophers, witch hunters, knights Templar, and the like have studied the creatures which plague humanity in various areas. It has been observed that the strength and nature of the supernatural varies, depending on location and the peoples who dwell nearby. Thus, a peaceful village in the heart of well-patrolled lands is unlikely to be troubled by great monsters regularly. On the other hand, a superstitious folk dwelling in a land known for stories of gods, men, and monsters is likely to be harassed regularly by all manner of creatures drawn from myth and folklore. The incursions of Chaos, depredations of war, and the panic spread by rumor all serve their part in engendering new horrors to plague humanity. It is believed that one day, when the Three have triumphed, such monsters, supernatural plagues, and evil phenomena which serve to harm mankind will finally be undone.

Regardless of area, there are several orders of beings that are common. These creatures are listed below.

Chaos

Chaos, the Great Enemy of Mankind, comes in many forms. Cultists dwell secretly in every city, corrupting their neighbors and friends to sin. The Knights of Teutonia serve the Lords of Chaos in parody of goodly kingdoms, mutants haunt the forests, and daemons contrive ways to leave their strange realms to corrupt reality. As cults, mutants, and daemons are common throughout Europa, most have heard a tiny bit about these things, but Chaos is fickle and fecund, and the best assumption when facing Chaos is to expect nothing.

Cults

Cults of Chaos come in many forms, with wildly different ways based on the vice which is preferred by the Cult. Chaos cults fight amongst themselves nearly as much as they fight against law and civilization, and two cults both nominally allegiant to a given vice may fight to the death upon encountering one another.

Throughout Europa, there are many hundreds of cults, though a few in service to mighty powers of Chaos permeate the nations- The Sisters of Slaughter, the Changer of Ways, and the Grandfather are all great beings of Chaos whose cults are common and widespread. Most common folk know nothing more than the names of these cults and that they leave horror and death in their wake.

Mutants

Those whose flesh is marred by Chaos often bear extreme changes- hands mutated into claws or tentacles, spines, large horns, additional eyes, and the like. These are called Mutants. Proximity to corrupted places, beings, magic, and the like seems to cause mutation through little-understood ways. Mutation is most common at birth, but can occur later in life as well.

Most mutants can speak, and will at times trade or negotiate with ordinary folk. The Church teaches that they are to be pitied and showed charity and mercy, so long as they did nothing willfully to bring on their state. Alas, most mutants are loyal to the forces of Chaos. Those who are not are said to bring misfortune, ill luck, and further mutation with them, and thus are often driven out into the wilderness. Despite the teachings of the Church, many lords order the killing of mutants in their lands out of hand.

While common mutants may be pitied, there are greater creatures that must be feared. Chaos may work a greater transformation in powerful Gifted individuals, one fitting to the vice that lured them into darkness. Their very souls are consumed, and they become Chimera. These beings are the monsters of legend- Medusae spawned by Vanity, Draconians of Greed, Gorgons of Rage, plague-bearing Harpies, and many more.

Mutation can touch animals as well as humans, and it is so that Beastmen are created. Beastmen most often have the heads of beasts, but the form of men. Minotaurs are the greatest of their kind, but nearly any animal can be so changed. Beastmen have enough intelligence to make use of weapons and occasional scraps of armor and clothing, but can rarely speak more than a few words of the common tongue. Universally they are savage servants of Chaos, with a great hatred of humankind.

Daemons

Worse than Beastmen are the Daemons of Chaos. Creatures of pure Chaos, they are summoned briefly into the mortal world for purposes of mayhem, after which they disappear once more. They have a thousand forms, from the least warriors and nuisances, to greater Daemons of enormous power and intellect. Often they come in near unending waves from gates, portals, or icons. Thankfully such occasions are rare.

Knights of Chaos

The most powerful of Chaos' mortal servants are the so-called Chaos Knights. Clad in strange armor and capable of great feats of evil, the might of a Chaos Knight is as much or more the product of the armor- always powerful artifacts of magic- as it is the wearer. Indeed, many Chaos Knights are often known and described more by their harness and heraldry than their own personalities. For example, the mighty Stormbringer armor, which plagued the Mystwood Keep for many years, was worn by no less than four mortal beings in the course of a decade, its own daemonic personality usurping and controlling the mortal within. The armor of Chaos Knights is notoriously difficult to destroy, and can regenerate from even small pieces. Invariably, such mortal lords of Chaos attract followings of evil beings- cultists, daemons, and worse.

Elementals

Chaos is not responsible for all the daemons that find their way to the mortal world. While less common, Elementals are the daemonic counterparts of the other elements besides Chaos- Air, Fire, Life, and the like. Where ley lines cross, or places of great connection to an elemental plane can be found, elementals follow. Some form from the natural world, while others are beings of great power and age which normally dwell in strange places of their pure element and only visit Europa when called by magicians, or for their own inscrutable purposes.

Many elementals are mindless, existing only to rampage the lands or protect the wellspring that formed them. Others are sentient, even named, and can be bargained with or even served.

Fae

Less easily categorized are the Fae- woses, pucks, redcaps, kelpies, korreds, sprites, sylphs and the like. The Fae themselves are largely silent on their ultimate origins and abilities, though a few things are known.

The Fae are nonhuman beings whose native form, at least for the most powerful, is spirit-like. Some fae, especially the so called common fae, link themselves to elements, places, animals or the like and take up traits of those beings. The more powerful make use of mind-affecting magic called glamors to appear as regal lords and ladies of men, but usually with strange variations, such as pointed ears, wings, horns and the like.

Most fae are mischievous and powerful, talented in the arts of magic, long lived and restive. The fae are known to never lie, but they often speak in such a way as to mislead and trick the listener. Their culture makes use of favors owed and due as bargaining chips in the unknown economies of their nations, which are called Courts. The greatest Courts are the Seelie, who aspect themselves toward sun, summer, fire and emulating human nobility; and the Unseelie, who aspect themselves towards cold, darkness, night, and the terror of the dark forest. There are many other Courts of Fae, as well as independent fae of many types.

Goblinkind

Common throughout Europa are green, grey, or blue-skinned goblins who move nomadically in tribes, stealing and slaying, living much like human bandits. Some count the goblins as fae, and this seems proven by their ability to twist way stones, using them to travel to and from their own lands. They are seldom a powerful force, and even small villages tend to be able to drive off goblins when they approach. In this way, they are much like giant rats- a nuisance, and part of life in the dark medieval.

Much feared but rarely seen of late, the powerful Orcs of the Gray Mountains were once a plague on both Burgundy and Navarre. With underground strongholds and mines boring deep into the stone from their base in Mt. Draka, these goblins are slavers and murderers of great cunning and skill. The Duergar of the Gray Mountains, never friends of the orcs, have long battled with them for control of precious metals and other resources. The orcs of the Gray Mountains are much devoted to the worship of Chaos, often going painted with the Star of Discord and prone to berserk rages.

Meanwhile, in the area of Fenwyck and the northern portion of the Mystwood, the swamps are infested with quiet goblins of a much different disposition. These so called "marshlings" are furtive, stealthy creatures, fond of robbery, but little prone to overt malice or murder- indeed, some of these goblins can be spoken to and traded with. Marshling goblins tend to favor the hit-and-run tactic, using bows and thrown weapons with great precision.

The League (and thus, the Mystwood) is sometimes bothered by a breed of goblin which is, bizarrely, blue-skinned. These so-called "Hobgoblins" dress in strange garb reminiscent of the East, and chant in odd tongues. They do not appear to worship Chaos, at least not openly, but neither are they friends of man.

Ogres and Trolls dwell nearly everywhere, in small numbers. Typically, ogres are brutish gray-skinned wretches, speaking the common tongue, but not much given to great thought. They live in families, which are often convoluted, in-bred affairs, and mutation is common- in fact, some scholars believe Ogres may be human in nature, but wholly transformed through some unknown mechanism. Many ogres raise pigs, bears, and other animals for meat, milk, and hides, and may even peacefully trade with humans. Most ogres, though, allow hunger to rule their lives, and are hard pressed to decide whether to greet a human or merely eat them. Some ogres are able to wield magic, and these beings are greatly feared.

Far more wicked than Ogres are Trolls. These beings usually live alone, often under bridges or near water. Most are gray or green skinned, often having long arms, tails, massive teeth, humps, or any of a dozen other foul features. Trolls, more often than not, cannot speak, and instead exist in states of joyful slaughter, moving from creature to creature, reveling in the pain they can cause. Some few, with low cunning, are hired as mercenaries by the truly wicked or desperate.

Some scholars believe every once in a while, a goblin of great malice will undergo a change, possibly a form of Chaos mutation. These wretches become Orcs, losing much of their mind in exchange for brutal power. Others point to Ogre families who dwell near humans, and blame orcs on the wicked by-blows of their commerce. Still others think, quite oddly, that orcs can be bred in huge vats out of meat, wood, and cast off magic. There are few who know the truth, if there is but one truth to be had.

Lastly, there is some evidence that these four types of humanoids collectively worship a "god" of sorts, the Moon made manifest, for much of their art depicts full and crescent moons and they are most active at night. If this god has a name, or is able to grant powers to its followers in the way the Three are, such information is largely unknown.

Near-Humans- Duergar, Elvenkind, and Shapeshifters

There are beings in Europa who are not dissimilar to humans, but who have their own cultures, technologies, traditions, and the like. The most common of these are Shapeshifters such as seablooded, werewolves, werebears, and the like. These creatures normally live in small savage, camps in the wilderness, spending time in the shape of both man and beast as suits them. Shapeshifters were driven to the outskirts of society by the Romans, and are little trusted due to their crude manners and violence.

Duergar, on the other hand, are often welcome in human society, though they tend to dwell in their own villages and mines. These so called “Mountain Fathers” or “Dwarves” are master smiths, miners, and warriors, who keep their own counsel, and live, work, and worship in their own quiet way. The Duergar do little to meddle in the affairs of humanity, though they can be ferocious enemies when their rage is risen.

Lastly, long ago in Europa there was a race of human-like beings who were masters of magic and civilization. Said to be kin to Fae and mortal alike, the majority of the Elves died out, or disappeared, long before even the time of Rome. Though rare interactions with beings who seem to act and appear as Elves, and even call themselves such, do still occur, it is assumed that most modern “Elves” are the mostly-human descendants of such beings, or of Fae-mortal liaisons.

Near-Animals- Chimera, Dire Animals, Great Rats, and White Beasts

There are many types of nearly natural animals that dwell in Europa. The most common are Dire Animals, which are sometimes mistaken for Beastmen. They are larger, more humanoid, more aggressive versions of natural creatures. These are understood to be free from the taint of Chaos. Boar, bear, and deer are all common dire beasts. Dire Animals are distinct from ordinary creatures in that they are played by NPCs. Unlike beastmen, they are edible. They are prized as game, and some are illegal to hunt without the permission of a noble, though it is generally allowed to kill them in self-defense.

Chimera are strange beasts possessing the traits of two or more animals. Many of the famous creatures of antiquity- griffins, manticores, pegasi, and the like- were chimeric in nature. It is believed that many are the results of Chaotic influence, for the armies of Teutonia and the Danes sometimes make use of chimeric creatures, even sometimes creating Beastmen of them.

Whether Chaos is a part of their ancestry or not, chimera tend to be quick tempered and capable of great violence, and are best left alone in the hidden places where they dwell.

Great Rats are bipedal, speaking creatures who may be the descendants of beastmen or dire beasts, or something unique to themselves. They often mimic portions of human society, with amusing or dangerous results. Thieves and scavengers, most places in Europa count them as vermin, and pay well to have them eradicated.

Lastly, White Beasts are generally typical representations of their animal or dire animal species, but are possessed of intelligence and wisdom far surpassing others of their kind. They are said to be sacred to the Lord of the Wild, and the hunting or harming of them is forbidden in many lands, despite the valuable magical properties their flesh and blood are rumored to possess.

Undead

Lastly, there are the Undead. A soul may be awakened from its rest, sometimes due to its own pain, suffering and unfinished business, more often through the foul magics of necromancy. With or without their bodies, they walk among the living in many forms- zombies, skeletons, haunts, wights, revenants, ghouls, and more. The source of necromancy is the greatest of the Undead- Vampires. True Vampires have betrayed the three gods and lost their soul for it. They are able to create other, lesser vampires, who in turn can do the same, until thin vampire blood flows through the veins of many mortals.

Ghosts

Not truly undead, mortals who left unfinished business sometimes find themselves lingering in the real world as spirits or ghosts. These pitiful beings often seek out the living, either to take out their frustrations or for assistance in releasing them from their pain.

TECHNOLOGY AND MEDICINE

Technology in Europa

Most of Europa's general level of advancement is at the equivalent to our real world 13th to 14th century. Roman numerals have given way to the Arabic, and the concept of zero is common. Cities have knowledge of cranes, water hammers, hourglasses, and there are even rare mechanical clocks, the province of the rich.

There are windmills, compasses, and glass windows, and spectacles are common. Plate and chain armor is relatively common, and relatively cheap, though full plate armor of the "Gothic" or "Milanese" variety is very rare, being technically newer than the time period Mystwood emulates most closely. Crossbows are not uncommon, but firearms have not been invented- nor is it likely they will be. There are rare printing presses, but moveable type is not common.

Generally speaking, Mystwood would prefer that you make use of primitive or less obvious options where they are available- knives instead of scissors, contact lenses instead of modern glasses, etc.- but the conveniences of modern life are hard to entirely eschew, and Mystwood recognizes this.

Medicine and The Four Humors

The germ theory of disease- that diseases are caused by microorganisms such as bacteria and viruses- is not true and is largely discredited in Mystwood, one of the many ways the game world is different from ours.

In the Mystwood, the ancient theory of humorism is the dominant medical paradigm, and is related to a number of mechanics. This theory, while long ago discredited in our real world, is true in our game world, and can have a number of effects and results.

In humorism, the human body has four basic substances, called humors, which are in balance (or nearly so) when a person is healthy, and are imbalanced or absent when they are not.

Afflictions may be caused by absence, overabundance or corruption of humors, and a person's basic personality is also related to one of the four humors, especially for characters with the Gift of Passion. Diet, exercise, environment, and a number of other factors can also contribute to increasing or decreasing the levels of the humors, in a complicated and sometimes contradictory manner that is outside the scope of game mechanics.

The four humors and the inclusion of humorism help characters with Cure Affliction diagnose and treat the things which are afflicting their friends and companions. An individual character may role play their personality however they like, regardless of whether or not they have the Gift of Passion or whether they have an affliction based on a humor, unless that affliction states a personality change.

The four humors are described below.

Blood (Sanguine)

An overabundance or affinity to Blood, produced by the liver, causes a person's personality to become sanguine. Such people are often extroverted, enthusiastic, active and charismatic. Blood is associated with the element of Air and the season of spring. It is considered to be "warm" and "wet" for purposes of correspondences. Too much blood might result in inflammation, feebleness and lassitude, or parasitic infection. The most common associated cure related to blood (for the skill Cure Affliction) is bloodletting.

Yellow Bile (Choleric)

Yellow Bile, produced by the gallbladder, causes a person to be choleric. They tend to be decisive, goal oriented, enjoy being in charge and are considered logical. Yellow bile is associated with the element of Fire and the season of summer. It is "warm" and "dry". Too much yellow bile can result in fever, aggression, and issues with the joints. The associated physician cure is sweating.

Black Bile (Melancholic)

Black bile, produced by the spleen, causes one to be melancholic. Such folk tend to be analytical, deep thinkers, and introverted. They are often anxious and self-reliant, striving for perfection. Black bile and melancholy is associated with the element of Earth and the season of autumn. Black bile is "cold" and "dry", and overabundance can result in depression, insomnia, and mental weakness. The associated cure is activity.

Phlegm (Phlegmatic)

Phlegm, produced by the brain and lungs, results in a phlegmatic personality, being relaxed, peaceful, and easy-going. They tend to compromise and hide emotions. Phlegm is associated with Water and winter, and is "cold" and "wet". Overabundance can result in nausea, and pain. The associated physician cure is warming.

Possession

Some Afflictions of the humors have little to do with the action or inaction of a person, and are instead are the result of external forces, such as daemons or bodiless spirits infesting and altering the body. Such afflictions tend to be harder to cure and have more unpleasant effects. The Great Plague, for example, is often associated with Chaos, Leprosy with Undeath, and Madness with the Fae. These afflictions of Possession must often be treated with Exorcism, requiring both medical treatment and spiritual.

For more information on in-game Afflictions, see page 44.



CHAPTER TWO

MYSTWOOD SITE AND GAME RULES

WHO CAN PLAY MYSTWOOD?

Mystwood is designed for a "PG-13" audience. Violence and death are common in the fantasy setting portrayed, including animal death. Profanity is occasionally uttered, though it is frowned upon. The cultural mores of a medieval society do not always perfectly align with modern sensibilities- for example, there is a rigid class system in the game, captives are sometimes forced to work by antagonist and/or non-human cultures, crimes are punished harshly, etc.

More important than the setting of the game, though, is that Mystwood's rules are somewhat complex. The game is designed for the enjoyment of adults, and adherence to the rules is expected from all participants. The ability to read, understand, and implement the rules in play is fundamental to building the shared experience of all players. Basically, if one person is unable to play the game at a basic level, the experience for the whole suffers.

On the other hand, we strongly believe that the inclusion of children in the game enhances the atmosphere of our play space, and welcome family participation. Family groups that participate together have been a fundamental part of Mystwood since our beginning, and we want parents, older siblings, and other adult guardians to feel comfortable bringing younger attendees to games, with the belief that the passing of time will see these young LARP attendees become pillars of the community.

The following are Mystwood's guidelines on age and participation.

Children Under 10

Children under 10 are allowed on site on a limited basis. An adult participant must sign a waiver for the child, and it is expected that children will be closely monitored and kept well away from boffer combat areas.

Costuming is requested for young children, but at the least solid colored clothing with no modern or garish images or patterns should be worn.

Mystwood suggests that small children be on site for limited periods of time. If a small child is deemed disruptive, Mystwood reserves the right to request that the adult participant leave with their child.

Attendance by children under 10 is free, subject to any site fees outside the basic Mystwood Chronicle structure.

Youths 10-14

Children between the ages of 10-14 may attend, observe, and role play. They may interact with other players and with NPCs, but do not choose Gifts or an Occupation. An adult guardian must be on site and the youth must be in the same role as the adult at all times, meaning they must PC or NPC the same Chronicles. Costuming is required for youth and older attendees. Youths between 10 and 14 may not take part in boffer combat and must keep well away from areas where it is occurring.

Attendance by Youths 10-14 is free, subject to any site fees outside the basic Mystwood Chronicle structure.

Young Adults 14-16

Players between 14 and 16 must choose a Youth Occupation and may be fully involved in the game. Young adults are paying participants if portraying a player character or may cast/NPC for free just as adults might. They must pass a combat test administered by two Staff members in order to take part in boffer combat- see Appendix 6, page 157. An adult guardian must be on site with participants under 16, but the young adult and guardian need not both PC or NPC at the same time, unless desired.

Young Adults 16-18

Participants between 16 and 18 may choose a Youth or an Adult Occupation but are otherwise treated as an adult participant. A waiver must be signed by an adult guardian, but that guardian need not participate in Mystwood or be on site.

For Adult Guardians

Generally speaking, a child under the age of 16 will not have plots directed at them but may find enjoyment assisting their adult companions with their role playing. Mystwood strongly suggests that you build and portray a character who would be involved with children, such as a craftsperson who requires an apprentice, or a monk who assists with orphans. Since your child may not be as involved in the game itself, consider giving them errands, playing medieval games, or going on walks with your child to make them feel that their presence is valued and important.

Supervision and Safety

Mystwood is primarily an adult organization. Participants, whether youths or adults, are expected to be mature enough to take care of themselves and able to follow Mystwood's often complicated rules. Mystwood endeavors to provide a safe, supportive environment for all participants. No drugs or alcohol are allowed at any Event, and high standards of courtesy and safety are required. However, Mystwood provides no supervision of any sort, and should not be thought of as a "camp" or daycare activity.

Safety Concerns

Like any contact sport, there are risks associated with live action role playing. Good judgment in running and jumping is the most important safety skill. Injuries are rare, but they do occur, almost always from falls in rough terrain.

Padded LARP weapons, properly constructed, are extremely safe. If your child trains at home, you should be sure that they are following Mystwood safety standards for sword construction and for sparring. No attacks to the head, no body contact, no pushing, wrestling, punching or kicking. No "baseball bat" type attacks, and no more than 3 swings before a break. Sparring should take place on a level surface free from obstacles. Following these rules will help keep your child safe, as well as ensuring that they properly prepared for Mystwood Events.

All participants must have a signed waiver of liability on file for the site the game is to be played. Anyone under 18 must have their waiver of liability signed by a parent or guardian.



WHAT ARE "PCS" AND "NPCS"?

PC stands for "Player Character". A person who participates as a PC plays a single character for an entire Event- a hero or heroine of the story. This character is created by the player, and has various skills and abilities defined in the rules. Such characters are the central focus of the story, and the action revolves around them. Think of them as the main characters of a movie. As time passes, Player characters progress, and gain power and experience.

NPCs are "Non-Player Characters"- the extras, crew and cast of the game. During an Event, an NPC will play many roles, often enemies of the PCs. Thus they might be peasants, marauding brigands, wise sages, winsome maidens, foppish rakes, or hideous monsters.

These NPC parts are assigned by the Staff (the people who actually organize the Event), and NPCs must play the part assigned as best they can, until it is time to receive a new one.

Generally speaking, PC participants are paying players, while NPC participants do not pay, but also have more restrictions on their actions.

SITE AND SAFETY RULES

Live Action Role Playing is exciting, but it is a contact sport. You wander the woods, have daring escapes, close calls, delve into ruins, and battle against your foes with padded swords. You must always keep real life safety firmly in mind.

Mystwood is a game, but the most important thing is keeping everyone safe. Common sense must always be used no matter how much fun you are having. Don't hesitate to stop the game, or take other steps, to protect yourself and others from injury.

In order to maintain safe practices for all participants, Mystwood makes use of several physical and emotional code words, or "calls", to make it simple and easy to call attention to issues as they are occurring.

Physical Safety Calls

Caution: When you see a safety problem, call "Caution!" This is used for things such as someone about to back over a rock, into a tree, or get stepped on. The Caution creates a sort of mini "Hold" during which you should be ignored by others, as should the person at risk.

Hold: In the case of MAJOR safety problems, injuries, lost glasses during combat, and the like, call "Hold!" ALL action stops within line of sight, and should start again only when the problem is resolved and "Play-On" has been called. Do not call "Hold!" for in-game reasons, but do not hesitate to call one when you think it might be needed.

Clarify: When you did not hear or do not understand a spell or in-game Effect, call "Clarify". The person should explain what has happened or answer your question. If the participant cannot explain what they just did, the Effect does not work, and play proceeds.

Excessive Force: When you are struck for an attack that is uncomfortable or hurts, call "Excessive Force". The attack does not count. See Combat Force for further clarification.

Break: This is a reminder to cease attacking a target after three attacks. If you hear this, take a few steps back, or pause in your attacks. It is not an Effect, and cannot be resisted.

Mental/Emotional Safety Calls

Okay Check In (Thumbs up, Thumbs down, flat hand): When you are concerned for your own emotional or mental safety, or that of another, you may either say "Okay Check In" or flash the "thumbs up" symbol after making eye contact. The other player will respond with a thumbs up (all is fine), flat hand (not sure), or thumbs down (not okay). A flat hand or thumbs down must result in the intensity and subject matter of the role play being reviewed, and the role play stopped if necessary. A player may proactively flash the "thumbs up" signal when displaying strong emotions, taking a break alone, or role-playing choking or a seizure, for example, to let approaching others know this was role-play.

Lookdown: At any time, if there is a role play scene which you are not comfortable with, you may place your hand over your eyes as if shielding them from the sun, look away, and leave the area. Other players should continue role playing as usual.

In addition to the safety calls, Mystwood requires that you follow some basic site rules in order to limit dangerous situations. These are listed below.

Blocking Doors

Blocking or holding a door with your body or furniture is not allowed. Do not try to force doors open.

Carrying other People

Unless you have an in-game power ("Animate" or "Carry") that allows you to role play moving people, you may not move them. If someone is down in a position where they are likely to be stepped on, you may say "Caution" for them to move quickly out of the way.

Fire

No unattended flames are allowed at any time. Fire rules may even be stricter, depending on the situation and current fire hazard in the woods. No combat may occur within 10 feet of an open flame. Please do not yell "Fire!" unless there is really an out-of-game emergency.

Light

No lights with directed beams may be used. You can modify flashlights and lanterns so that they aren't "aimed" by adding a diffuser or film. Glow sticks are also safe and useful.

Physical Contact

No physical contact is allowed without the other player's permission. No direct physical contact is allowed in combat AT ALL, and if you are within arm's length during combat YOU ARE TOO CLOSE.

Running at Night

The single greatest safety risk you face in live role playing is NOT combat. It is running at night over rough terrain, risking falling and bashing your brains out on a rock. Always use extreme caution when running. Avoid pursuing other players at night.

Stay in Control

Blatantly losing control of your actions or emotions leads to dangerous situations and out-of-game offensiveness. If you feel like this is happening, just step back from the situation for a moment to settle down and remember—Mystwood is just a game. You may certainly role play that you have lost control, but even in that situation, you must always keep safety first, and stay within the boundaries of good taste. Whenever extreme emotions become involved, you should be a bit theatrical, and try to avoid creating a tense situation between players. The same applies to "Berserk" fighting. When your character is enraged, leap forward, give a great shout, and then FIGHT NORMALLY.

Tobacco

Smoking, e-cigarettes, and other tobacco products are to be used only in designated areas. If you are found to be littering or smoking outside of these areas, you will receive a Warning.

Unsafe Stunts or Climbing

Please do not climb trees or buildings, or jump out of windows. You may be able to pull off such stunts safely, but others less capable might imitate you.



WARNINGS, SUSPENSION, AND DISINVITATION

Mystwood is run by volunteer Staff solely for their enjoyment, and that of the players and cast. Everyone who attends an Event does so by the invitation of the Staff. The invitation is an open one- anyone is initially welcome! However, if you are not fun to play with- because you are abusive, cheat, are discourteous, etc.- you may be issued a warning, suspension, or Disinvititation. Please review **Appendix 6** on Page 157 for more details.

ROLE PLAY!

To reiterate, Mystwood is about role playing. You are an actor, and your audience is the other people playing the game., whether they are players or Staff.

It's simple. Stick to the character you're playing. Do not say or do things that are out of game. Do not confuse player knowledge with character knowledge. Maintain character at all times. Everyone will enjoy the game much more if you are striving to do your best. You should always portray the character you are playing to the best of your ability, trying to react and think as they might. You must role play the pain of injury in combat. You should try to maintain a style of speech consistent with a person from the past, avoiding modern anachronisms and obscenities. When dead or critically injured, you should obey the rules, falling and lying still until everyone leaves, if possible.

All public areas of the game are "role playing zones". It is REQUIRED that you always stay in character in these places. Not everyone likes to, or is able to, role play every minute of a game, but no one likes to role play while someone else is blatantly out of character. Being out of character while others are role playing is rude, and will NOT be tolerated. Failure to role play will first be met with swift, sudden, in-game retribution- criminal charges, accusations of heresy, etc. Continued rules breaking regarding role play will result in Disinvititation.

There are few exceptions. If you are on a path or other secluded area alone with only other people who choose to be out of game, you may fall out of character, but only until someone who IS in game enters. Finally, at night after a Staff member calls "All Clear", then you may fall out of game. Please be aware that some players will choose to continue role playing after All Clear, and keep their interests in mind when you do fall out of character.

THE RULES OF REALITY

The Mystwood rule of reality is quite simple: The game is "real". What this means is that you can never "say" you are doing something. Nor should you ask other players out of game questions, generally. Questions like "Do I recognize you?" "What do I see?" "What happens if I do X?" are irrelevant. There are a few cases where you will need another player to clarify a situation, but they should be rare, and done as discreetly as possible.

The Spirit of These Rules

In the event that you cannot determine the precise nature of a rule, or two players disagree on the exact result of a situation, the player(s) should assume the following-

- If some situation of the in-game rules causes there to be confusion, or a conflict over whether an Effect has worked, you should assume that whatever is least beneficial to you and your character has occurred, and continue accordingly. The Effect works on you, the item tag is used up, the ability use is spent, etc.
- When in doubt, Effects work successfully on characters, especially nonplayer characters. For example, if you are not sure the monster you are portraying is subject to the Lethal Effect, assume you are.
- Effects do not work on items or props unless specifically noted. For example, if you are not sure a door is subject to the Shatter Effect, assume it is not.
- Effects, skills, advantages, items, and the like only work in the way they are written- Elemental Burst cannot be used to burn down a house, Crushing Strength cannot be used for mighty handshakes, etc.
- When otherwise in doubt, assume "it didn't work", unless it working would cause problems for your character.

This should not be construed as an invitation to make things up- you should play by the rules- but in the context of those rules, if something affects you negatively, roll with it, smile, and keep going. When you get a chance, consult with the Chapter Staff, who may be able to clarify the situation.

EFFECTS

The bulk of the Mystwood rules consists of Effects- shorthand words that stand for mechanics of the game. For example, rather than striking someone with a sword and saying “I cut the tendons of your arm and make it useless”, we call “Maim”. Instead of saying ‘I throw fire at you!’, we can emulate this with a small packet full of birdseed, and call “2 Fire” as we throw it. This chapter contains the rules for Effects.

Calling Effects

Effects can be delivered in a variety of ways, but they must always be called BEFORE the weapon or packet strikes the target. You cannot swing a weapon, strike another player, and THEN call “Lethal”, for example. Called Effects do not do damage. In most situations, being hit with a melee weapon does 1 point of Damage, but if someone calls “Maim” before they hit you, you DO NOT take damage- you only suffer the “Maim” Effect.

Duration of Effects

Unless specifically noted, all Effects last either 5 minutes (a 300 count), or until you receive the appropriate “Purge”. The Curse Effect, for example, is a common Effect that does not normally last only 5 minutes.

Counts

Effects and skills sometimes refer to a count. You may silently, somewhat slowly, count to the number noted. This count should be roughly the number of seconds which have passed. This may be for an Effect duration, or may determine how long you must wait before performing a certain action. It’s generally not a big deal if you are a few seconds off on your counts, and it is usually recommended to overestimate slightly. Depending on the Effect, you may choose to count silently, or you may role play (for example, prayer in the case of the Smite Karma power, a pep talk or bandaging in the case of Healing Hand.)

DEFENSIVE EFFECTS

Defensive Effects are called when you are struck by a spell or attack, to let your foe know it didn’t work, because you had some sort of defense against it.

Reduce to ___: The target takes a lesser Effect than what was called, but did not wholly resist what was called. This Effect is most commonly encountered when using “Lethal”, “Maim”, and “Death” against certain powerful enemies. Generally, the enemy instead suffers some amount of damage, but there are other possibilities. For example, an “Enslave” used against a character with a powerful mind might let them call “Reduce to Charm”.

Reflect: The effect bounces back, and affects the person who called it, precisely as if they used it on themselves instead of their target. Once an Effect has had “Reflect” used against it, it may not be again redirected.

Return: The caller has some manner of countermeasure which, under certain circumstances known to the user, instantly triggers and affects the initial character. For example, if a Mirror Beast was struck with a sword, it might call “Return 1 Damage”, which would harm the character with the sword. An Effect which is delivered with Return may not itself have Return used against it. Depending on the countermeasure, the character calling Return may or may not still take the hit.

No Effect: The particular attack or spell did nothing, and it never will. Once someone has called “No Effect” to an Effect, you may not continue using it against them. This is so that the person can accurately keep track of what is happening to them, without being confused by extraneous calls.

Not Taken: The Effect was not taken, either because it did not hit or was not delivered properly. You may role play this instead of calling “Not Taken”. For example: “Hah! Your blow was mighty- too bad it missed!”

Parry: An Effect delivered “by Weapon” is negated because the character blocked it with incredible skill at arms. While the particular strike or effect was ineffective, it was an effort to ward off, and another one might succeed.

Resist: The attack or Effect does not work on you, as if you had moved out of the way and avoided it, or the particular attack or spell was ineffective. It implies that it was an effort to ward off, and another Effect might later succeed.

Stonefast: As long as the character does not move their feet, they are unaffected by uncalled weapon attacks. Any “called” Effect works normally.

Threshold: The creature has unusually powerful defenses. See Threshold, page 38.

MEDICAL EFFECTS

Animate: The target of this Effect must move at a shambling walk directly toward the caller. Any Effect sustained by the target ends the Animate. The target character must be unable to resist- suffering from the Paralyze Effect, or be in the Unconscious, Unstable or Dead state- to be moved. Unlike Carry, Animate may be used at any distance.

Carry: The caller and the target may move step-for-step at a slow walk, while the caller role plays carrying the target. The target must be unable to resist: Unconscious, suffering Paralyze, or willing, for example.

Diagnose: When whispered to a fallen, nonresponsive character, that character must answer the state they are in- Dead, Unconscious, or Unstable. The character must answer truthfully.

Heal: The target is restored to full Hit Points and Armor Points, and all limbs suffering from “Maim” are restored. This will not work on a Dead character.

Heal <#>: Heal followed by a number (e.g. Heal 2) restores only that many Hit Points (and/or Armor Points). It does not purge “Maim”, nor does it work on a Dead character.

Life: Will only affect someone who is in the Dead state. The character enters the Conscious state at 1 Health.

PSYCHOLOGICAL EFFECTS

Charm: The character becomes favorably inclined toward the person who called the Effect. They will not attack the caller unless attacked first by them and will go along with any reasonable suggestion they make. They are NOT a mindless slave, and will not give away (important) possessions, attack friends, betray a trust, etc. The Effect is broken if/when the caller or caller’s allies do something unfriendly toward the affected character.

Compel you to <Instruction>: The character is compelled to follow the instruction to the best of their ability. The instruction must be a short, uncomplicated action. If there is no duration given as part of the instruction, the compulsion ends after the target has followed the instruction.

Enslave: The character become a mindless automaton. They are bound to serve the caller of this effect without question, following the letter of their requests, even slaying their friends or themselves if so ordered. They have no knowledge of their own personality or memories, but do possess all their skills, and will fight to the best of their ability. Once the Enslave ends, the character will remember everything that occurred during the duration.

Frenzy (at ____): The target is overcome with rage and attack the nearest person in their field of view (i.e. in front of them), even if it is an ally. They will continue to attack until rendered unable to do so or the Effect ends. If the Frenzy Effect has a qualifier, such as “Frenzy at me”, the target will only attack the person who called it. Similarly, if they are told to “Frenzy at Tobald” they will only attack Tobald.

Torment: The character must scream loudly once, and briefly role play mental anguish and horror. No physical damage is associated with this Effect.



OFFENSIVE EFFECTS

Bind: The character's arms and weapons are bound to their sides and cannot be used or moved for the duration of the Effect.

Blight: The character's ability to heal is suppressed. While under this Effect, a character must call Reduce to Heal 1 when affected by Heal Full or Heal #.

Crushing: This overwhelming attack will still do half damage, rounded down, even if blocked with a shield or weapon. Thus a strike that causes “4 Crushing” will do 4 points of damage if it strikes the target’s body, or 2 points of damage if it strikes their shield or weapon. This Effect may not be used to damage an opponent by merely tapping their weapon.

Damage: The target takes the indicated damage.

Death: The target enters the Dead state. Only the “Life” Effect will return them to living. A Death delivered with a melee weapon must strike the target above the knees.

Disarm: The character must drop the target weapon or hand-held item. They must do a silent 3 count after it hits the ground before they may pick it up.

Doom: The target will fall into the Dead state after a 60 count. You must role play the Effect of the Doom during the minute, but can still fight and use skills normally if you so choose.

Harm: The target suffers damage sufficient to reduce them to half maximum Hit Points, rounded down. If already at or below this threshold, they are damaged to 1 Hit Point. Harm has no effect if the target is at 1 Hit Point.

For example, an armored knight with 7 Hit Points is struck by Harm, which reduces them to 3 Hit Points ($7/2 = 3.5$, rounded down). A second strike of Harm would reduce them to 1 Hit Point.

Creatures with Threshold may have a different bottom limit to Harm instead of 1 Hit Point.

Knockout: The target becomes Unconscious, but does not lose any Hit Points.

Lethal: The target drops to 0 Hit Points and become Unstable. In order to be effective, the attack must strike you in the torso.

Maim: The character loses the use of the target arm or leg. Maim does nothing if the torso is struck. With one maimed leg, a character may drag it behind them slowly. With two total to either leg, a character will have to prop themselves up, sit down, or go down on one knee. In any case, they can't move. Maim is PERMANENT until cured by a Heal Full or Purge Maim Effect.

Paralyze: The character cannot move any part of their body or speak, but they are fully aware of what is going on around them. While holding the same pose during Paralyze looks great, feel free to change pose to something more comfortable if needed. Should a character enter the Unconscious, Unstable, or Critical states while suffering from Paralyze, it is their choice whether to fall immediately or remain frozen until the Paralyze Effect ends.

Root: Both the target’s feet are stuck to the ground, and cannot move or be moved until the Effect ends.

Shatter: The target item is damaged. A Shatter will damage that item, so that it loses any special properties it has. Remove and discard any and all tags into the appropriate receptacle, including magic item tags. If the prop without tags is still good for something (for example, a sword), you may still use it! If someone swings a weapon at you and calls “Shatter”, it damages whatever weapon is hit. In the Mystwood world, shattered weapons can still be used by anyone with the right skills, but shattered shields are useless until you can role play repair and must be dropped.

Trip: The target must fall to one knee. If physically unable to fall to one knee, they may instead role play confusion and imbalance for a 5 count, during which time they may only poorly defend themselves.

OTHER EFFECTS

Afflict with <Affliction>: The target is subject to the indicated affliction. This has no immediate effect. See page 44 for more information.

Bestow <Effect>: The target receives the indicated conditions. If no number is given, they may use it once. Examples include “Bestow Resist Fire” or “Bestow two Lethals”. Bestow is subject to several rules.

* You may have up to three conditions Bestowed on you.

* You may not have multiples of the same benefit (i.e. “Bestow Resist Fire”) bestowed on you at a time, and Bestows do not stack. For example, If someone receives “Bestow 1 Hit Point”, and then later receives “Bestow 2 Hit Points” they only get 2 extra Hit Points, not 3.

* A Bestow lasts for 6 hours or until used. If not used during the time, the benefits are lost.

* Bestowed Hit Points or Mana increase the character’s total for the entire six hours.

For example, if you had 2 Hit Points and received 2 more, you would have 4 for all purposes, and a Heal Effect would bring you back to 4 Hit Points, not 2. Bestowed Armor Points last until used.

Curse you to <Curse>: The target will suffer from the specific curse indefinitely. For example: “I Curse you to howl like a wolf”, or “I Curse you to take double damage from Fire”. Curses are permanent until you receive a “Purge Curse”.

Detect <Type or Item>: If the target has the trait, or possesses the item being detected, they must indicate this to the caller. A simple wave or statement of “Here” is sufficient. For example, if something calls “Detect Living”, you would say “Here” if your character is alive.

Detect Health: The target must state how many Hit Points they currently have and their maximum. For example, if you have 7 maximum Hit Points and are down to 3, you would state “3 of 7”. Detect Health works on only one person at a time. Some mighty, or simply strange, creatures may be difficult to size up, and may call “No Effect”.

Disengage: All characters within ten feet of the caller must fall back from the caller until a distance of about ten feet separates them, and wait 1 second before attempting to re-engage. If the target can’t get that far back for whatever reason, they should back off as far as they safely can. The spirit of this Effect is that the person calling it drives their enemies back to get some breathing room, to make a hole in the line, or to escape. Disengage can’t force you into a damaging area. Disengage also doesn’t work through doorways or narrow gaps, so you can’t use it to push defenders out of a fortification, though you could use it once you get inside to make room for others to follow.

Forsooth: This Effect is used when no other Effect in the list covers the situation. Assume that whatever comes after Forsooth is literally true in game. For example: Forsooth: you feel the ground shift beneath you. We have no ability to actually cause an earthquake, so we must role play this.



Purge <Effect or Trait>: This Effect removes **ONE** Effect after a 3 count of role playing. A “Purge Poison” would remove any one Effect with the “By Poison” trait, while a “Purge Maim” would remove any one “Maim” Effect, no matter how it was caused. Note that you do not have any choice about having Effects removed- a “Purge Magic” will remove one Effect caused “by Magic” on you, including a beneficial, protective, or defensive spell if that was the only “by Magic” Effect on you.

* If there are several Effects that a Purge could remove, YOU choose which one is purged.

The Purge Effect will NOT counter an Effect that happens instantly. So if you get hit by a “Death to Living by Magic” Effect, you can’t use “Purge Magic” on it because it has already happened and is done. You can’t Purge “Damage” either- effectively, that is the “Heal” Effect.

Renew: The target regains all of their “per Renew” abilities, and if you have the Gift of Wisdom your Mana is restored. For more information, look in Miscellaneous Rules on page 43, where “Renew” is explained in greater detail.) Renew does not restore Hit Points.

Repel: The target must stay at least 10 feet away from the caller. This Effect cannot be used to “drive back” targets; if the caller advances upon the target, the target may hold ground.

Search: The target must remove in-game possessions from their pockets, pouches, etc. This should take at least a 30 count, and the target must be helpless- in restraints, unconscious, or the like. “Resist” can’t be applied to this Effect, though it might be ignored with the appropriate items. If you have nothing to find, you may quietly call “Nothing”, or you may spend your 30 count role playing searching through pouches and pockets you know to be empty.

Silence: The target is unable to speak, make any vocal noise, cast spells, or summon elemental bolts. They may still call out other game Effects, if appropriate.

Subdue: The target must be stunned, and cannot do ANYTHING but stand and reel uselessly for a 5 count. It is important to give your foe an advantage by role playing the effect on your fighting skills.

Slow: The target becomes unable to run, and can only walk SLOWLY, though they can fight normally.

TRAITS

Many Effects have Traits, which tell you WHAT caused the Effect, or HOW it was caused. They are called as “Effect by Trait”. For example: “Root by Magic”, “Death to Living by Poison”, or “Disengage by Will”. Traits do not change the Effect in any way, but may determine if you able to resist the Effect in some way. For example if your character is immune to poison, you would call “No Effect” to “Paralyze by Poison”, but not to “Paralyze by Magic”.

DELIVERY TRAITS

By Gesture: Effects called “by Gesture” only require that the person point at you to call the Effect. If you are fortunate enough to have a “by Gesture” Effect, be aware that it will not work on enemies who don’t know you are targeting them- in other words, you must have their attention. The best way to get it is to use their game name (you may not use real life names).

By Name: Effects called “By Name” are similar to “By Gesture”, but require that the person say (and know) your name to call the Effect. If they say the wrong name, you may call “No Effect.”

By Packet: These Effects are delivered by a small packet which is filled with bird seed. Generally, they represent magical assaults that envelope your whole person. They affect you even if they strike a weapon or shield. You never need to say “by Packet” Some spells and Effects allow a character to throw multiple packets at a time- if more than one hits, you do not take the Effect multiple times. Spell packets are sometimes called “Dysha”, an in-game name for magical energy.

By my Voice, ___: Effects called “By my Voice” affect everyone who hears them, or should have. The fact that you were not paying attention doesn’t mean you weren’t affected, if everyone around you was. You cannot “stop up your ears” or “talk really loud” to avoid this kind of Effect. If someone seems to have missed a “By my Voice” Effect, you should quietly “Clarify” the Effect to them. The character who calls a By my Voice Effect is not affected by it unless specifically noted. By my Voice Effects with an incant, such as Bardic Voice or Armstraining Effects, should be called at the same volume as the performance, or at a slightly raised speaking volume for Entertainer performances which were physical in nature.

By Weapon: Effects “by Weapon” represent a physical attack-a dart, a sword, a knife, a fist, etc. They must strike you in order to take effect, and they CAN be blocked by weapons or shields. If you swing a weapon and call an Effect, it is assumed to be “By Weapon”- you do not have to say it every time. If someone throws a packet and calls an Effect “By Weapon”, you CAN block it with a shield.

Magestrike: Effects that are “Magestrike” are delivered by a melee or thrown weapon, but count as though a packet had struck you in the location hit. They WILL go through your armor, weapon or shield.

To Room: A packet Effect delivered “to Room” has special rules. These packets typically represent fire bombs, foul odors, or the like. These attacks fill and permeate small, enclosed spaces, but dissipate quickly in the open air.

Consider the interior of any building on the site to be “inside”, as well as any module area which is implied to be a cave, building, or other walled enclosure. Consider “outside” to be anywhere else- the forest, the common areas of the village, etc.

A “to Room” packet thrown “Outside” must hit a single target, who takes the Effect with no other consequences. If the packet misses, nothing happens. Thus the packet is treated as though it were really “by Packet”.

A “to Room” packet thrown “Inside”, or from “Outside” to “Inside”, need not strike anyone specifically- all characters in the room suffer the Effect, whether someone is hit or the packet hits the floor or wall. Thus the Effect is treated like a “By my Voice” Effect, but only inside the room.

Some beneficial Effects are “to Room”, such as rituals which heal everyone within the walls. In this case, the caller of the Effect should touch the packet to a wall, or drop it to the ground.

___ to Self: The Effect only works on the person calling it.



FLAVOR TRAITS

Traits also help you to know how to role play an Effect. These are referred to as “Flavor Traits”.

The following flavor traits are used in Mystwood: Air, Earth, Fire, Magic, Poison, Water, and Will.

“By Air” might refer to a gust of wind, or it might be a bolt of lightning. “By Earth” is often actual stone, or might be acid searing the foe. “By Fire” Effects are usually flames, but may also be bright flashes of light or internal heat, while “by Water” Effects might be crashing waves, healing mist, or chilling ice.

For example, consider Paralyze, which states that you cannot move.

This Effect would be interpreted differently for role play purposes depending on the trait that caused it:

“Paralyze by Magic” would indicate that you were basically frozen in place as a magical statue. You would hold your exact posture from the moment the Effect struck you.

“Paralyze by Poison” would be an Effect like spider’s venom. You may, for example, curl up into a ball.

“Paralyze by Water” could indicate being frozen in a block of Ice.

“Paralyze by Will” indicates that your character was frozen in place in panic and horror. You might stand in place quaking or gasping until the Effect wears off.

Occasionally, you may hear something accidentally called with a trait that is not on this list. Use your best judgment to apply the correct trait to the Effect, defaulting to “Magic” if nothing else makes sense.

For example, a creature might appear to be throwing gobbets of spit from their mouth and calling “3 Damage by Disease”. It would make sense for this to be “by Poison”, so you treat it as such. The most common accidental call is probably “by Chaos”, which is always treated as “by Magic”. These incorrect calls should be rare.

Flavor Traits also tell you if you are affected by something. If an Effect is called “To” a certain trait, you take the Effect only if you have that trait. For example, “Heal to Duergar” would work only if you were, in fact, a Duergar.

Effects delivered without a trait are rarer, and generally more difficult to deal with. If you hear no trait being called—for example, a packet that is thrown and just called “Doom”—then you cannot resist the Effect unless you have a Resist Doom.

All players have the “Living”, “Human”, and “Townsfolk” traits. You have the “Oathbreaker” trait if you have ever broken an oath. You have the “Enemy” trait if you consider yourself an enemy of the person calling the Effect. You have the “Ally” trait if you consider yourself a friend, (or at least fighting on the same side) as the person calling the Effect. If you worship one of the three gods, you also have the “Follower of Justice”, “Follower of Mercy”, or “Follower of Wild” Trait. If you have the “Eternal Foe” Disadvantage, you will have either the “Chaos Foe” or “Undead Foe” trait.

COMBAT

Combat is conducted using SAFE padded weapons. You are allowed to attack a foe three times in quick succession before you must “break” and fall back. If you cannot fall back for some reason, you may pause for a 2 count, or attack another foe.

This means that no single foe can ever do more than 3 points of damage to you in a single uncalled “flurry”, and usually less. If anyone presses on after three swings in the heat of combat, you should say “Break” to remind them, and not count any damage they cause after the third swing. Assume that since they were swinging so quickly, the attacks did not have much force behind them.

Further, each attack should target a different area of the body. Multiple strikes to the same area in rapid succession is sometimes called “machine-gunning” or “drumrolling”, and is frowned upon. Before legally scoring another attack on the same part of the body; a foe must strike at another body part, or parry an attack.

Judging Hits

Judging when you have been hit by a foe is solely your responsibility, but you MUST at all times do so in as fair and scrupulous a manner as possible. You are hit by any attack that, had it been struck full force with a razor sharp weapon, would have drawn blood. Thus, most contacts are hits. Attacks that strike a dangling cloak, backpack, or other piece of costuming may be ignored, IF they would not have hit you had the costuming item not been there. On the other hand, if you have a piece of costuming item that DOES stop an attack, you must take the damage if it would have struck you had the costuming item not been there.

Combat Force

When fighting with padded weapons, you must always pull your attacks so as not to strike too hard. No attack should cause real pain. If you are struck by an attack that you think is too forceful, or if the attack is so forceful that it hits you even after you have blocked, say “Excessive Force”. The hit DOES NOT COUNT! Everyone is different, so you will have to adjust to your opponent’s level of comfort. Attacks that some players would hardly notice are quite unpleasant for others. No one should feel uncomfortable about calling “Excessive Force”. It doesn’t mean you are weak. You are actually helping the game by keeping things under control.

Combat Targets

Do not strike the head or groin. Accidental hits to the hands do not count, though if you purposely block an attack with your hand, you will take the hit.

Multi-Level Fighting

No fighting from one level to another is allowed. Although you may realistically be able to hit someone in a tower or on stairs with your weapon, this lends itself to safety hazards. If you are on a different level than your opponent, only ranged attacks may be used.

Damage and Hit Points

Every player has a number of Hit Points, depending on the character they are playing at the time. These are reduced when you take damage from magic or combat. All hits with a melee weapon do 1 point of Damage, UNLESS the foe calls something else when striking you, in which case you take the Effect they call. Thrown weapons and hand crossbow bolts deal 1 point of Damage. Arrows deal 2 points of Damage, while normal crossbow bolts do 3 points of Damage.

NON-COMBATANTS

Not everyone chooses to fight with padded weapons at Mystwood. By choice, or for medical reasons, one can be a “Non-Combatant”. Non-combatants must wear a yellow armband, or yellow Glow Stick at night, to denote their status. Participants must never strike a non-combatant under any circumstance, and should always be aware of who the non-combatants in the game are.

To harm a non-combatant, an attacker may merely place their weapon pointing at arm’s reach toward a non-combatant and state “I strike you down”. This causes the non-combatant to drop to 0 Hit Points and enter the Unstable state. The assailant must be able to finish this for it to work.

Note that, since non-combatants do have Hit Points, things such as “By my Voice, Damage 1 by Magic” will merely damage them, not necessarily reducing them to Unstable.

ARMOR RULES

Mystwood’s armor system is abstract- you may wear pieces of armor which give Armor Points. These are Armor Points are treated as additional Hit Points. Armor Points may be restored by healing magic, or they may be repaired by characters with the appropriate Ordinary Skill (Armor Repair). You do not need to be hit in an armored area for these hit points to apply. Other benefits, such as Resists to various Effects, may be gained by wearing armor enhanced by a character with Metalworking.

Armor must be “real”- sports equipment or plastic Halloween armor are not allowed unless heavily modified. Foam and EVA armor are generally only acceptable for NPCs- they will be held to a very high standard.

While you may wear any amount of physical armor pieces, you will not necessarily gain Armor Points for all of them. The maximum Armor Points you may benefit from at any given moment is determined by your Wear Armor Ordinary Skill, which comes from your Occupation and any levels of that Skill you have purchased with Moonstone. You may combine all types of armor, and some can be worn on in layers. Remember, when calculating your armor benefit you must round down to the nearest full point.

Plate	AP	Notes
Helmet	1	
Great Helm	2	Covers face and ears
Gorget	1	
Pauldrons	1	Pair
Backplate	1.5	
Breastplate	2	
Upper Arms/Rerebrace	1	Pair
Bracers	0.5	Pair
Gauntlets	1	Pair
Tassets	1	Pair
Thighs/Cuisses	1	Pair
Knee Armor/Cops	0.5	Pair
Greaves	1	Pair
Sabatons/Feet	1	Pair

Chainmail/Scale	AP	Notes
Coif	1	
Mantle	1	Shoulders/upper torso
Hauberk	4	Full arms, to knees
Short Hauberk	3	Elbows, to thighs
Byrnies/Shirt	2.5	Short sleeve, to waist
Vest	2	No sleeves
Gloves/Mittens	1	
Skirt	1	Waist

Brigandine	AP	Notes
Vest	2.5	No sleeves, to waist
Tunic	3	Elbows to knees
Bracers	0.5	Pair
Greaves	0.5	Pair

Hard Leather	AP	Notes
Helmet	1	
Great Helm	1.5	Covers face and ears
Gorget	0.5	
Pauldrons	0.5	Pair
Backplate	1	
Breastplate	1	
Upper Arms/Rerebrace	0.5	Pair
Bracers/Gauntlets	0.5	Pair
Tassets/Hips	0.5	Pair
Thighs/Cuisses	0.5	Pair
Knee Armor/Cops	0.5	Pair
Greaves	0.5	Pair
High Boots	0.5	Pair

Soft Leather/Clothing	AP	Notes
Arming Cap	0.5	
Soft Leather Tunic/Jerkin	1	
Gambeson	2	
Soft Leather Sleeves	0.5	Pair
Soft Leather Gloves	0.5	Pair
Soft Leather Legs	0.5	Pair

DEATH AND DYING IN MYSTWOOD

Death is a frequent hazard for Characters. Fortunately, your character is an individual with a somewhat heroic destiny, and thus not (very) likely to die PERMANENTLY in any given combat. As long as magical healing is available, your character can be restored from all but the most horrible wounds. Once magical healing is used up, however, you will have to rely on surgery, and that carries with it a significant risk of death. Thus, a wise player will carefully consider when to keep fighting and when to run away.

Wounded

If you have less current Hit Points than your maximum Hit Points, you are considered to be "Wounded". First Aid or other healing can help you return to full Hit Points. You will also return to full Hit Points after roughly 15 minutes of resting in the town. While wounded, you may fight and act as normal.

Unconscious

If you are subject to the "Knockout" Effect or are in the Unstable or Dead states (see below), you are considered to be Unconscious (and have the Unconscious trait). You are unable to move, however, if you are likely to be a tripping or movement hazard, do not just fall down- please stumble away from battle so that you do not get stepped on.

You cannot see or hear, and will not remember anything, you experience while Unconscious, however, for safety purposes please periodically open your eyes (especially in battle) to check for danger. Depending on the nature of what made you Unconscious, you might speak a few pained words, moan feverishly, or writhe in pain.

Unstable

If you have 0 Hit Points, you become Unconscious (see above) and start to count down toward death. You gain the Unstable trait. After five minutes (a 300 count) of being Unstable without receiving healing, you reach the Dead state. First Aid and the "Heal" Effect still work while you are in the Unstable state. A character performing any kind of Healing which requires time to work stops your count while they are performing the healing.

Dead

The dead state represents a scenario where, without extremely desperate measures, a character will not recover. It takes anywhere between 10 and 60 minutes for the spirit to leave the body. During this time, a character can receive Heroic Surgery, or another source of the Life Effect, which restores a character to life with full Hit Points.

If you choose not to wait for Heroic Surgery, or Heroic Surgery fails, or 60 minutes pass without the Life Effect, you are truly Dead. See **Death**, below.

Regeneration

Some creatures can re-grow their lost limbs and restore themselves, even when horribly mauled. Such creatures always regain all their Hit Points if they remain motionless for a 60 count. They are also cured of all hostile Effects, such as "Root" or "Maim", when they do this. In most cases, they may even be unconscious while regenerating.

Continuing to strike the regenerating creature does not prevent regeneration. The only way to prevent the oneregeneration is a "Doom" or "Death" Effect. Most regenerating creatures also have a weakness, often damage "by Fire". If they are struck with such an Effect while they are unconscious, they will not regenerate.

Threshold

Some mighty creatures of Europa are extremely tough- so tough that normal attacks do not harm them. These creatures are said to have Threshold. Uncalled Damage has no effect on them. In addition, certain Effects are automatically reduced to 1 point of damage instead of their normal effect: Crushing, Damage (any above 1 regardless of flavor trait), Doom, Lethal, Maim. Death deals 5 points of damage instead of the normal effect. Harm typically has the normal effect, but will not reduce the creature below a certain number, often 5 Hit Points. When attacked the NPC should state "Threshold"- however it is not necessary to repeat it every time they are struck. It is poor form to keep hitting a creature you can't hurt, as this just distracts the NPC to no purpose. Often, the Threshold of a monster has a weakness, such as fire for trolls. This will need to be discovered for each foe in game.

DEATH

If Heroic Surgery fails, or you choose not to wait any longer, you are Dead. In most places, this means no return, however, in certain lands, there are occasional Miracles of Resurrection of various sorts that may allow you to return to life. The specific rules for these Miracles vary by Chapter and by Miracle, and must be found and figured out in game. Here are a few examples of such Miracles.

The Library of Mystwood, located at the Keep, is a wonder. It rivals that of any lord's in size, with many ancient texts, some said to have come from the library of Alexopolis 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.

In Burgundar, a sapling of the world-tree Yggdrasil and the power of the strange Fae Rusalka returns the dead to life. Upon death, the runes are cast by the shade, resulting in joyous return, a short half-life as a vengeful "draugr", or a favor owed to the crone of the Rus.

In the City of Novgorond in Thule, citizens may place their names on the great Roll of the Defenders. This list of those who man the walls against the Chaos hordes are granted similar benefits.

Beyond these, who knows what other secret methods might be available in out of the way corners of the world... When someone who is attuned to a Miracle of Resurrection and is within an hour's walking distance has reached the Dead state, they transform into a spirit, and as a spirit journey to the resurrection place. During this journey, they may not speak or act, but must walk quietly with head bowed. Upon arriving at the location, they must follow the systems in place. During Resurrection, the gift of Mercy is most common or most powerful, followed by Wild, then Justice.

The power of the gods through the local miracle is not infallible. It is possible to lose one's connection to such a Miracle, whether by acquiring seven Marks of Chaos, or committing a heinous act of true evil.

If you have used up the charity of the local Miracle, and have no other options, you are truly Dead. You may role play your body for a while if you choose, to allow others to mourn you and swear vengeance, or you may travel as a spirit to the NPC building to arrange for a proper funeral.

Return To Battle

Resurrection serves little purpose if you are cut down in a losing battle, are restored, and then rush back to the same battle to be slain again. Therefore, you must wait until the current battle is concluded and all enemies are slain, or have departed if the battle takes place near the resurrection location. You may petition a Grey Wanderer or NPC for an exception to this if the battle is long.

If None Survive...

It is possible, usually during a mass assault, for all player characters to be slain. If this happens, you may not be restored to life until the enemy has had a chance to loot the workshops, pillage everything in sight, and carry out any other nefarious designs they may have. During this time, the spirits of the Dead should stay out of the way. On the plus side, the spirits of the Dead are almost always safe from any further harm.



SPECIFIC RULES FOR WEAPONS AND SHIELDS

Weapons

There are many types of weapons a warrior can use, each with strengths and weaknesses. On the charts below, please note the weapon lengths and the Special Attacks. Many characters are capable of making use of Special Attacks, whether from Gifts, skills, items, or other sources. Each weapon type has specific Special Attacks they are capable of, as shown on the following chart. Special Attacks are particularly powerful attacks a skilled warrior can make a limited number of times based on their Gifts, Advantages, and Skills.

Any character may use any single, one handed melee weapon of up to 44" in length, and normal crossbows. Depending on your Gifts (and possibly Ordinary Skills), you may be able to use more advanced weapons.

Any weapon over 44", other than Flails, requires two hands to use.

Weapon Safety

The Staff may choose to inspect weapons at any time. It is a player's responsibility to maintain their weapons in safe condition. Knowingly using a weapon that has become unsafe (worn out foam, broken off tip, etc.) may be grounds for "Disinvitation".

Open Use for Player Characters (Basic Weaponry Skill)

Melee Weapon Types	Length	Special Attacks	Notes
Dagger	18-24"	Doom	Melee only
One Handed Axe	24-44"	4 Damage, Harm, Maim	
One Handed Blunt	24-44"	4 Crushing, Subdue	Club, hammer, or mace
One Handed Sword	24-44"	Lethal, Maim	
One Handed Tool	24-44"	2 Damage, Subdue	Hammer, Pestle, Sickle, etc.
Two Handed Tool	36-66"	2 Damage, Subdue	Pick, Shovel, Broom, etc.

Ranged Weapon Types	Length	Special Attacks	Notes
Normal Crossbow *	20-40"	Lethal	Base 3 Damage

Gift of Courage or Prowess

Melee Weapon Types	Length	Special Attacks	Notes
Two Handed Axe	36-66"	6 Damage, Harm, Maim	
Two Handed Blunt	36-66"	6 Crushing, Subdue	Club, hammer, or mace
Two Handed Sword	36-66"	Lethal, Maim	
Polearm	60-72"	3 Damage, Maim	
Spear	48-72"	Lethal	
Staff	48-66"	Subdue, Trip	

Gift of Dexterity

Ranged Weapon Types	Length	Special Attacks	Notes
Bow *	24-60"	Lethal	Base 2 Damage
Dagger	18-24"	Doom	Thrown
Hand Crossbow*	<16"	Lethal	
Thrown Weapon	<12"	2 Damage	
Javelin	24- 36"	Lethal	

Special Access

Melee Weapon Types	Length	Special Attacks	Notes
Claws	24-30"	Maim	See Claws & Fists. Requires Skin Changer.
Fists	24-30"	Subdue	See Claws & Fists. Requires Brawler.
Flail	32-54"	2 Crushing, Subdue	Requires Weapon Use (Flail) to use.

* For more information, see the appropriate entry below.

Bows

Bows are generally simulated using padded weapons curved into a bow shape. They can be used to block melee attacks, but not make them. If they are used to block, they are damaged, and may not be used to shoot arrows until the character using them spends a 300 count role playing repair, or "Renew", which automatically repairs the bow. Arrows are represented by bird seed packets, much like spells and other Effects, and a player using a bow should call "2 Damage" when an arrow is shot.

You must carry your arrow packets in a quiver of some kind, and must properly role play shooting them.

Claws & Fists

Many enemies, especially non-human enemies, use claws or fists represented (usually) by plain black or red props.

These weapons are immune to the Disarm Effect. Humans are limited to 30" claws or fists, and must have the Brawler skill, Skin Changer gift, or some other special circumstance to use them.

Other creatures may use different sized claws, sometimes even in two hands, to represent enormous bites, snake-like lunges, and the like.

Crossbows

Powerful and deadly, the crossbow is a popular weapon among the common folk of Mystwood. Indeed, some Knights have sought to outlaw them, due to their killing power. Any bolt fired from a normal crossbow does 3 points of damage automatically as long as it is at least 8" long. It is not necessary to call this damage. You may only carry 12 crossbow bolts at a time, but you may retrieve them and use them as often as desired.

Any normal crossbow struck by a melee weapon is damaged and useless until the character spends a 300 count role playing repair, or "Renew", which automatically repairs the crossbow. Thus, they are best used from a distance.

Hand Crossbows

Small, easily carried, and dangerous when skillfully used, hand crossbows normally fire NERF darts or similar projectiles. These do only 1 point of damage, however there is no limit to how many you can carry, and hand crossbows are not damaged if struck by a melee weapon.

Restricted Weapons

Some weapons are rare, difficult to use, or potentially dangerous to their wielder. These weapons are Restricted. The two most common types of restricted weapon are Flails and Large Shields. Flails are jointed weapons capable of crushing blows and able to wrap around shield and blade alike. Large Shields are any over 36" in a given dimension. Restricted Weapons requires special Weapon Use skills to be used.

Shields

Shields are the only "weapons" that are totally useless and must be dropped if they suffer the "Shatter" Effect. If this occurs, the character may either role play for a 300 count restrapping or replacing the shield in order to use it again, or "Renew", which will also automatically repair the shield. All shields must have a padded rim and no sharp or otherwise dangerous projections.

THERE IS NO SHIELD BASHING ALLOWED.

Unusual Weapons

Unusual weapons are obtainable only with a special prop and an item tag, typically from a Smith. They are modifications of existing weapon types, and as such characters with the appropriate Weapon Specialization may use them to gain additional Special Attacks.

The following list of Unusual Weapons are available at all Chapters.

Name	Special Attacks	Description
Court Blade	Disarm*, Lethal	Two Handed Sword. Lighter than most great swords, basically a two handed rapier. Disarm may be used as a Special Attack only once per Renew.
Dirk	Doom, Harm	Dagger. This wide-bladed dagger, often made from a broken sword, is capable of deadly thrusts and slashing wounds.
Double Sword	Lethal, Maim	Two Handed Sword. Heavy staff, with a sword blade protruding from both sides. It is wielded almost like a staff, but can deal far greater damage.
Falchion	4 Damage, Maim	One Handed Sword. A broad bladed sword with most of its weight on the striking end giving it the chopping power of an axe.
Frankard	3 Damage, Trip	Polearm. This polearm sports a wicked hook.
Gouge	Lethal, Harm, Maim	Two Handed Axe. This axe head brandishes nearly 360 degrees of sharpened steel allowing it to thrust as well as chop.
Guttentag	6 Crushing, Harm	Two Handed Blunt. Atop this great club sits a reinforced spike the length of a hand, allowing it to punch through flesh and armor alike.
Hamaxe	4 Crushing, Maim	One Handed Axe and One Handed Blunt. A wood splitting maul adapted for war. Strong and versatile, on and off the battlefield.
Hewing Spear	3 Damage, Lethal	Spear. Little more than a short sword attached to a spear shaft. It can achieve vicious slashes and deadly thrust.
Khopesh	Maim, Trip	One Handed Sword. This curved sickle looking blade is equally suited to taking legs out from under people as taking them off.
Knuckledusters	2 Damage	Claws or Fists. Often made of brass, these metal bars or rings are clutched in a closed fist and cover the knuckles, allowing a punch to have much greater force.
Mace-spear	4 Crushing, Lethal	One Handed Blunt and Spear. Also known as a scorpion, this weapon gives options to a soldier without adding bulk to his gear. You may use Lethal only with the spear end, and "3 Crushing" with the mace end of the weapon.
Pilum	Lethal, Shatter Shield	Javelin- Favored by professional armies, the long slender head can penetrate a shield as easily as a man in skilled hands, rendering either useless in a battle.
Plumbatum	Harm	Thrown Weapon. A heavy, barbed dart weighted with lead, plumbata are often used by warriors hunting great beasts, such as wild boar or chaos beastmen.
Rapier	Lethal, Special*	One Handed Sword. A rapier's blade may be 3" longer than normal. Lighter and longer than most swords, these are excellent in duels where reach can mean the difference between winning and losing.
Reaper Maul	6 Crushing, Maim	Two handed Axe or Blunt- Favored by beast hunters. This fierce looking weapon has many forms, but always consists of a large hammer with an axe blade mounted below it.
Shotput	4 Crushing, Subdue	Thrown Weapon. Shotputs always do "2 Crushing" when thrown with proper form. This solid iron ball is over 4" in diameter and can deal devastating damage.

WEAPON CONSTRUCTION GUIDELINES

Many players will want to make their own weapons. Mystwood will provide weapons to players for their first Event, free of charge, but what you get is luck of the draw from the NPC weapon stockpile. If at all possible, it is better to make or buy your own. For those with the cash, excellent weapons can be purchased on the Internet. Several tutorials by a player of Mystwood can be found at <http://bit.ly/Finnbogi>

LATEX WEAPONS

Many players will purchase and possess weapons made of latex, polyurethane, or plastidipped foam. These weapons are generally NOT suitable for thrusting attacks, as their construction does not take this into account. To that end, no commercially constructed weapon may be used for thrusting attacks without being individually confirmed and approved.

MISCELLANEOUS RULES

Renew and Per Renew Powers

Many abilities are “per Renew”. Once you have exhausted a per Renew power, you may not use it again until you have done something specific to gain the “Renew” Effect if you want to use it again. Thus, you must conserve your per Renew powers, as you will generally not be able to regain them until you get back to town.

The “Renew” Effect typically comes from specific role play. Keep in mind that the Effect will always be stated or written- never assume that you have received a Renew.



Per Day Powers

Some skills are usable "once (or more) per Day". The Mystwood Game Day starts and ends at 6:00pm. Essentially, each weekend Event has two game days, one day prior to 6:00pm Saturday, and one prior to the end of the Event on Sunday.

Per Event Powers

Some skills are usable "once (or more) per Event". This means that you can use the ability a designated number of times over the course of the Event. These skills and Effects are considered to take three or four days to replenish themselves.

Grey Wanderers

Hooded and cloaked, often bearing a light or a heavy tome, these strange beings have existed for as long as history has been recorded. They are human, they eat, they wander, they are highly obscure, but they are guided by the gods, and so some call them “Grey Monks”. They give up their names and past when they join their Order, and are sworn to strict nonviolence and neutrality.

Their power is undoubted. No one is certain what, if anything, they cannot do. Fortunately, they rarely do anything at all. They serve good and evil with equal impartiality. Grey Wanderers serve as the “referees” of the Mystwood game. They provide divine intervention, oversee battles, serve as guides on some adventures, and generally keep the game on track. Minor infractions of rules or role playing may be punished by death or cursing by Grey Wanderer. Nothing personal- everyone messes up sometimes. Anything a Grey Wanderer tells you is true.

They can use "Forsooth" to make clear when they are serving as referees, rather than just role playing.

Grey Wanderers are fully in game. You can see them and talk to them, though treating them with disrespect is never wise. If an action requires a Grey Wanderer and one is not present, you cannot perform the action. Any player can summon a Grey Wanderer by going to the NPC building, and leaving a note as to the place and time the Wanderer is needed. It is best to summon an hour in advance, there is no guarantee of a spirit appearing, and it is unwise to summon without great need.

Grey Wanderers are not on your side. They will aid only if required to do so by their own strange code. Do not expect them to aid or help you without reason.

Unlisted and Unwritten Powers and Abilities

Sometimes, you will obtain a skill, power, or item from an NPC, item, or other source, and this ability will not be listed in the rulebook, tagged, or exist in written form. Unless clarified in writing by the Staff of the Chapter you obtained the skill from, this ability will expire one year from the date you acquire it.

Accolades

Accolades are Mystwood's way of rewarding exceptional role playing, commitment to the game, and role play of your character. An Accolade is a title earned through reputation, such as "Tibolt the Brave", "Pennysworth the Frugal", "Aaron the Merciful", or "Athea the Just". Accolades are similar to magic items- they offer the character a special ability. For instance, "Bartolo the Wall" might gain one use of "Stubborn Courage" per Event. Like most magic items, accolades last only a year- reputation has a way of fading away if the great deeds are not performed often.

Each year, up to four characters per Chapter may receive Accolades. Each Triad chooses one, and the Chapter's Game Masters chooses the fourth. Decisions will be based on player feedback in PELs (Post Event Letters) as well as NPC interactions. It is possible for the same character to be chosen year after year if they are deserving, but it is not possible for a character to have more than one Accolade. Unlike a Magic Item, an Accolade can never be stolen or purchased, only earned.

Thief's Clips

Some characters, primarily those with the Gift of Dexterity, are able to steal from others with supernatural ability. These characters use thief's clips to do so. Thief's clips are not an "in-game" item. They cannot be seen or handled, unless you have the Gift of Dexterity (and then you may only use yours), but their effects are obvious.

If a Thief's clip is successfully attached to a bag, pouch, or pocket without the owner noticing, all of the in game items are magically transported from it to a hidden cache where the successful thief may then go to collect their "earnings".

Every character who wishes to use a thief's clip must assemble an alligator clip or clothes pin with a unique symbol attached to it. There will be a central repository, often behind whatever building is functioning as "Tavern", where players who have been robbed (and their robbers) may go to drop off and collect their items. Each bag to deposit items into must be marked with the appropriate symbol. If you have been robbed, you must leave your items and the Thief's clip behind in the bag. Characters may make and carry multiple Thief's clips if they wish, but all must have the same symbol.

Afflictions

Afflictions represent diseases, magical curses, stains on the spirit, and a variety of other lingering, cumulative effects. When you receive an Affliction, at your earliest convenience, you must travel to the location of your Chapter's 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 description of your Affliction.

If it is a progressive Affliction, there may be postings for "Day 1" or "Hour 2", etc., in which case you should only read the appropriate time frame. Afflictions can potentially vary from Chapter to Chapter, so make sure to look in the rules for the Chapter you were afflicted in.

Afflictions are divided into a number of categories- Physical, Mental, and Supernatural, for what they affect; and Minor, Severe, and Chronic, for how long the condition lasts. Characters might be able to deduce what Cures might work on a given Affliction from inferring category of Affliction.

Physical Afflictions are such things as Swamp fleas and Branding. Mental Afflictions include Needfire and Temporary Insanity. Supernatural Afflictions might include Mana Parasites, Timestrain, and Marks of Chaos.

Minor afflictions tend to last for a Chronicle or a Day, Severe afflictions last for an Event to a season, and Chronic afflictions last until cured.

Unless you are subject to "Purge <Name of Affliction>", an Affliction lasts until the Cure parameters are met.

Sometimes, an Affliction may cause you to suffer role play or costuming requirements which interferes with your enjoyment of the game. In this case, communicate with a Chapter Game Master, and they may allow you to choose another affliction or remove it entirely.

Waystones

In Mystwood, it is common to find strange structures in the forest and along the paths near villages. Most of these appear as some sort of large boulder, although sometimes they might be gates, doors, rings or other shapes. These structures, occurring on ley lines, are doorways into the world of magic- the lands of the Fae, the distant past, or stranger places still. There is, however, always a price for passing through. A portion of those passing through shall sleep, their spirits powering the magic of the place.

Essentially, a waystone is an adventure with no NPCs.

Follow the rules stated on the plaque. The chosen ones (the sleepers) then pass through, and locate the tote of props and items needed for the adventure. They read the instructions, don the masks provided, and act as NPCs for the duration of the adventure. The parts they are called upon to play are quite simple, usually basic combat parts.

Sometimes, a waystone has nothing but combat and danger behind it, but often there are useful items or components, or information to be gained.

In game terms, those who become spirits are able to watch the entire adventure, and thus know what happened on it, but are trapped in the spirit world and cannot leave it until the other party leaves the gate or all are fallen. Some waystones can be entered as often as desired, but most are accessible only once per Day or per Event. This will be specified on the plaque. If you become Unconscious beyond a waystone, your body will materialize outside the gate after the gate is closed, or after 5 minutes, whichever comes first. You may not enter a waystone that is "in use", the only way in is to be part of the original party and take your chances with being possessed. Sometimes waystone locations will be used by NPCs, if this is the case the location ceases to be a waystone, and you may enter it without following the instructions on the plaque.

Ley Lines

Criss-crossing the world of Mystwood are ley lines- paths of magical and elemental power which have a number of abilities, depending on how they intersect and how they are being used. Most places of power and miracle in Mystwood are on or near the conflux of ley lines, which the Game Staff can use to explain unique magical effects in their Chapter.

Ley Lines can also be used to explain the quick travel between Chapters. Not unlike a waystone, these doorways exact a toll on those who pass through them.

Poisons

Ingested Poison, poisoning someone's food, is represented by a yellow card. If you find a yellow card very close to your food that says "Poison", discard the tag and take the "Doom by Poison" Effect. Appropriate dramatic role playing is required.

Contact Poison is represented by petroleum jelly smeared on something. Touching it produces the "Doom by Poison" Effect. This can ONLY be used as a passive defense- you cannot attack someone offensively using contact poison. They must touch it of their own volition.

There are a wide variety of other, special poisons in the world of Mystwood, with a variety of effects and a variety of means of administration. These will either be represented by a yellow card or an NPC using the "Forsooth" call to inform you of what has happened.

Traps

The most common form of trap used in Mystwood is the trusty dart trap, represented by a mousetrap. It affects whoever sets it off, usually by walking into a string, opening a trapped box, etc. Other forms of traps are possible- falling rocks, swinging beams, scything blades, “poppers” that you step on and cause to explode, etc. These will be depicted by props or an NPC to describe them.

Traps are deadly. If hit by one, you take the “Death” Effect, and become Dead.

Traps cannot be set, reset, constructed, or disarmed without special skills. Only a character with Disarm Traps can attempt to “make safe” a trap to prevent it from going off- by cutting trip wires and the like.

Traps may NEVER be used offensively. They cannot be carried around and used on enemies. They must wait, passively, until someone sets them off. If you set off a special trap (such as a deadfall) to strike another, it doesn’t count as a trap. It may still do damage, if the yellow card attached to it says it does. This is to keep players (or NPCs) from rigging up a falling rock they drop on everyone who comes through their door.

Unusual traps may have other effects than killing. If so, this will be made clear, either by an NPC using the “Forsooth” call, or by a yellow card. Not all traps are fully represented- for example, a pressure plate could be placed on the floor, represented by a square of plywood, and the effect of stepping on it called by an NPC.

Searching another Person

You will likely encounter situations where someone has something you want. In this case, you may (once they are dead or helpless), call “Search”. The person must then remove their in-game possessions in a leisurely fashion (often while doing their best to act like a dead body). This should be handled as discreetly as possible.



NPC Conventions

Fair Escape

At times, players and NPCs will be chasing each other around in the woods. Player characters fleeing from monsters can generally escape by reaching the town, but it's a bit harder for NPCs. NPCs with players in pursuit cannot simply sprint to the NPC building, since it is out of game and that would be unfair. Instead, they must get out of line of sight from players and remain motionless for 3 minutes. If they do that successfully, they are considered to have slipped away into a swamp or the like. The NPC may then become a spirit and return to the NPC building.

Recycling

At times, NPCs may "recycle" or "re-spawn" to represent new enemies arriving to join a battle. Generally, they can only do so a limited number of times, how many times being determined by the plot and the person running the module.

Area Recycling: When area recycling is used, NPCs must move out of line of sight of the players and wait for a specified amount of time (usually a minute) before returning.

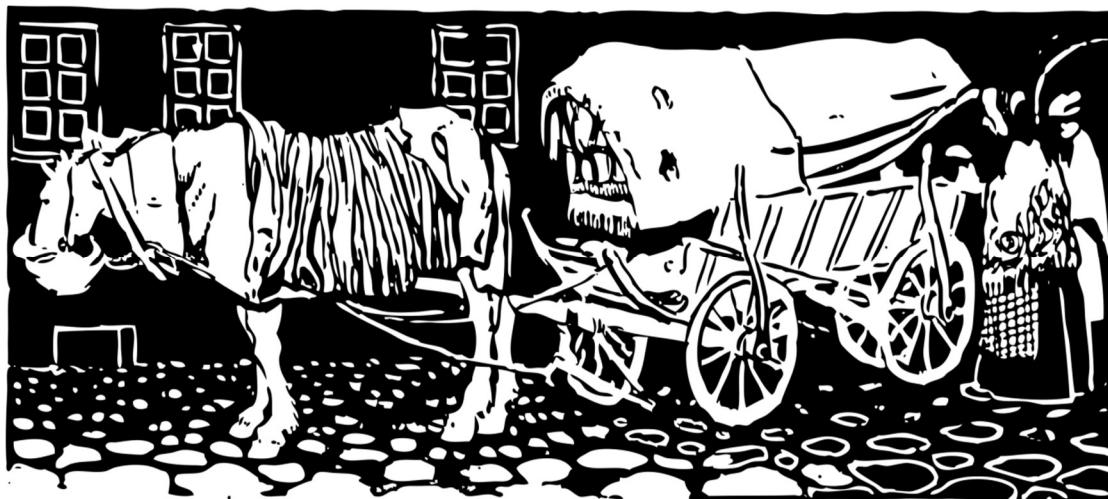
Gate Recycling: In this form of recycling, NPCs emerge from some sort of gate or door- be it a Chaos portal or rat hole. They may call a "Disengage" when they emerge.

Totem Recycling: In this form, when NPCs die they become spirits and travel to a talisman, banner or the like. Once they tag it, they may then return to the battle. If a PC is within 10 feet of the totem, NPCs may not "tag in" and should stay out of the way.

Spirit

Some creatures are visible, but not in touch with normal reality. Most commonly, these are Fae or ghosts who can make use of their innate abilities to pass unharmed in the mortal world. Effects which are "to Spirit" or to the trait the creatures possess will still harm them, however, so for example a Fae thinking itself protected will be quite surprised by a character making use of the spell "Castigation of Cassandra" on them.

More commonly for player characters is the Spirit state which is the result of Death, as a character moves from where one died to the local Miracle of Resurrection. A player character who is dead, and a spirit, can only be affected by "Speak to Spirit"- call "No Effect" to anything else.



Item Rules

Item Tags

Any item with in-game significance or a game mechanic use, such as a crafted item, will have a tag, a small sheet of paper detailing its effects and abilities. Some item tags are permanent, and will last for the life of the game. Other item tags have a single or a few uses, and are then discarded.

When you have used up an Item tag, such as by shooting the fifth arrow on a “Fire Arrows” tag, return it to one of the appropriately marked “Used Tags” containers.

Props

An item tag must have a prop to be useable. Unless you are told otherwise, you must turn in any game-owned props you find at the end of an Event, and replace them with your own. So, if you found a magic sword, you would transfer the tag to your own sword, and return the original to the NPC building to be used again. Some tags will note that you should keep the prop instead. This often applies to things like jewelry, furs, materials, etc. If you are not sure, please ask Staff.

Objects not marked with a tag of some sort are simply set dressing. You may need to use them for something, but they don’t belong to you, and you should not remove them beyond line of sight of the place where you found them. They are not particularly valuable, so your character would not want to take them in any case.

Written texts and game money are exceptions to this rule.

Materials

Materials are used in Craft Skills, For example, Metal is used for the smithing of weapons and armor improvements, Parchment for special documents, Food for in-game meals, and so on. These objects are represented by at least a tag, and sometimes a prop- an object that looks and weighs about the same as the real thing, and a tag that is attached to it.

The basic Materials are Cloth, Food, Metal, Parchment, and Wood.

Materials will have more or less a set value and set purposes, and you may keep the tags. For purposes of simplicity, these are quite general. For example “1 Food” could be virtually anything- a haunch of meat, a bag of potatoes, a sack of flour or a bottle of milk. It’s assumed that your character has stores of items, and can make an exchange so that you have the right ingredients for the job at hand. It’s perfectly fine to use a haunch of meat brought by a hunter to serve cookies... Imagine that you’ll eat or trade for a more appropriate example of the Material later.

When you have used up a Material tag, return it to one of the appropriately marked “Used Tags” containers.

Components

Components are rare and valuable elemental ingredients. They may look like anything- the claws of magical beasts, rare flowers, the bones of some aspected creature, carved statues, special gemstones, elemental essence, quintessence, bottled emotions, stardust, etc. Components are valuable, and can be used by spell casters, crafters, or others.

There are eight types of Components, one for each element: Air, Earth, Fire, Water, Chaos, Death, Life, and Time. Be warned that the use of Chaos and Death Components is illegal! In addition, the Time Component is extraordinarily rare, and must generally be purchased at great price from distant Thule.

Many Component tags show an expiration date- if the tag has expired, or you have used it similarly place it in the appropriately marked “Used Tag” or “Dross” container.

Magic Items

There are many sources for magic items in the Mystwood world. Weak and simple magic items- potions, wands, and the like- might be made by those with the right knowledge using alchemy, hedge magic and the like. More powerful magic items come from several sources- ancient times, the “Foes of Mankind” (Chaos, Fae, and Undeath) and saintly Relics.

Ancient Times

In antiquity- the times of Rome, Hellas, Aegypt, Sumer, and Atlantis- the making of magic items was known to the wise, though these methods and the materials used have been lost almost entirely. Nevertheless, such ancient items are sometimes encountered in the modern age, items which are priceless and valuable for their often great power. The Library of Alexandria, the Regalia of the Emperors, the Crook and Flail of the Pharaohs, and the Ewer of Serpents are all famous artifacts from the past with lasting effects.

The Foes of Mankind

Chaos, Undeath, and the Fae create magic items with weird and hard to explain properties, usually tied intimately to their natures. The Fae make items with whimsical and illusionary properties, while the armor of Chaos Knights, potions that return mortals to life at great cost, and scrolls that teach spells while demanding fealty to some daemon are the purview of Chaos. Undeath, perhaps, is the source of the most vile of magical artifacts- spears that drink souls, the phylacteries of liches, and so on.

Holy Relics

The safest, most common, and most valuable of magic items are those formed from the heirlooms and body parts of the honored and holy dead. A sword that slays a great daemon will inherit some of its owner’s power and grace when they die, waiting for the hand of another worthy warrior to strike down daemons again. The purse of a great miser may be able to spawn coin, or the fan of a courtier to charm the eye. A great hero or saint always leaves something of themselves behind in their most prized possessions.

Expiration

Regardless of source, the power of most magic items lies dormant until a character makes use of them. Those created through alchemy or another process are active immediately and last about a year, while more powerful items can often last until claimed, and then are empowered for a season or two.

Thus, magic item tags are marked with an “expiration” date, after which the item is of no further use. This system allows Mystwood to be quite generous with powerful magic items, knowing that they will not ruin the game.

In the event that you encounter a magic item tag without an expiration date, please assume that it expires at the end of the current Calendar year, and add this expiration date accordingly.

When you have used up a Magic Item tag or it has expired, return it to one of the appropriately marked “Used Tags” containers.

Warpstone

Warpstone is a common find in areas touched by Chaos. It is a light, greenish mineral, resembling rock salt or sugar candy. Readily dissolving in drink or upon the tongue, Warpstone carries magical energy in it. It is often partaken of by sorcerers seeking Mana for “one more spell”, or other magical benefits. However, the risks often outweigh the rewards. Warpstone is illegal in some areas, but the League and Thule continue to do a brisk trade in it.

Currency

Currency is probably the most sought after form of treasure. In the Mystwood LARP, the “crown” is used, represented by stamped washers. These represent many coins, gold and silver, from the plain coins of the Old Empire, to newer minted coins of lesser lords, to the coins of distant Cathay. Not every land calls their coin “crown”, of course. Albion knows the crown as the noble, while the League sometimes calls them pennies or pfennig. The trade towns of Milan and Venezia call their coins ducat, while other states use florins, dirham, shekels, rubles, obols, and a dozen other names. Ultimately, these coins and their values are abstracted- for purposes of simplicity, each is marked with a number, its value in crown. Some characters will only accept coin from their local area, while others might accept any, and still others might enact some fee to moneychange.

Hedge Magic and Matrices

Hedge Magic, also known as Thaumaturgy, is the art of combining the elements in the simplest and most dangerous ways to create magical effects. To use this ability, you must possess the Gift of Passion or Wisdom and find a “Matrix”.

A Matrix may be nearly anything- a philosopher’s tome containing instructions on how to combine certain elements, a set of tools for the making of potions, or a fell monolith for the working of dark rituals hidden in the woods. The Matrix will indicate various combinations of Elemental Components you can use with it, but the resulting effect will be hidden until you have followed the instructions.

Role play the magic, set aside the component tags to be recycled, then read what it does. Typically, the matrix will provide an Immediate effect on you, or a Bestow which allows you to use a particular power one or more times in the next six hours. More rarely, the Matrix might provide some power to another, or to an item, or even create a permanent item or a boon. The rarest of matrices allow characters to spend craft points, Karma, or other even stranger options for their results.

You may only try the same combination of elements in a particular Matrix once per Event. Discovered Matrix combinations must be kept secret from other players- the strange magical combinations which you have experimented on are impossible to describe in words or deeds. Do your best (both In Game and Out) to keep Matrix combinations a surprise for everyone, to keep magic mysterious.

Yellow Cards

Generally in Mystwood, what you see is what you get. If there is a sword stuck in a stone, you will see a reasonable representation of a sword and a stone. Generally nothing will be described to you. Sometimes, however, it is necessary to convey extra information. For this “Yellow Cards”- pieces of yellow paper are used. When reading a yellow card, you should be as discrete as possible, to avoid breaking the flow of the game. If you see a yellow card, you must read it. Sometimes it will simply give you information; sometimes it will inform you of an effect.

Yellow Hands

If you see a door or area marked with a yellow hand, you cannot go there and should ignore anything you see in the yellow hand area. You can invent any plausible reason you like for not going through the door- the best generally being that it’s not actually there.

Flags

Yellow cards present information that everyone should have. Sometimes, however, there may be information available only to those with special skills. These are represented by small white pieces of paper called “Flags.” The flags are marked with text and symbols. Special skills may be necessary for reading a flag, so if you don’t have the proper skill do not read the flag. When reading a flag, you should be as discrete as possible, to avoid breaking the flow of the game. Sometimes flags will instruct you to remove them after reading- this helps keep the site clean and represents the fact that the information can only be gained once.

The Town Economy

Everyone will have an Occupation in the town, and thus something to contribute. Some Occupations are paid at check in, other occupations harvest Materials to sell, and still others must rely on the inhabitants of the town to purchase their skills. The economy should sustain itself with limited interaction by the 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 crown as about \$3.50.

Examples

A mug of water, watered wine or poor beer	1 crown
Enough porridge and mangelwurzel for a day	2-4 crown
A live chicken (1-2 units of Food if butchered)	2-4 crown
A unit of Metal or Wood	3 crown
Curing an Affliction	3+ crown
A good, (Hearty) meal	4 crown
A mug of good ale (potentially, the "Renew" Effect)	5 crown
A night at a good inn	5 crown
Sending a Swift Letter	5+ crown
Silver and glass jewelry	5-25 crown
New clothing (most people own only one set)	10-50 crown
A laborer's wages for a week	15-20 crown
A live pig (6-15 units of Food if butchered)	15-40 crown
Hiring a teacher for a short session	20 crown
Gold jewelry	20+ crown
A skilled craftsman's wages for a week	30-40 crown
A live cow (12-40 units of Food if butchered)	30-80 crown
A serf's life savings	50 crown
Lease of one acre of good farming land	100+ crown
Gold jewelry with cut gems	100+ crown
Training for an extremely difficult skill, or at a University	300+ crown
A new suit of plate armor	800+ crown
A prosperous farm (quite rare in the Mystwood)	1,000+ crown



CHAPTER THREE

CHARACTER CREATION

CREATING A MYSTWOOD CHARACTER

The characters portrayed by players (player characters) are special people in the world of Mystwood- those adventurers, wanderers, merchants and protectors willing to travel to dangerous settlements on the edge of civilization, bringing their unique combinations of personality, Gifts, Occupations, and Advantages to the villages where our Mystwood Events are set.

Each Chapter of Mystwood is largely autonomous- while we share a common setting (Europa), common rules and common policies, the Chapter itself is free to run plots based on their area of the game world, issue magic items, create monsters and generally bring Mystwood to life. Your character is a critical part of this process, and so we ask certain things of player characters created for particular Chapters, especially first characters.

Generally, your choice of Mystwood Chapter for your character is determined by your real-world location- central Maine for the Keep, western Maine for Burgundar, eastern New Hampshire for Albion, and so on.

Please follow the rules given below when creating a character for Mystwood. If your Chapter has specific guidelines that modify these rules, they can be found in a Chapter-specific Lorebook. When and if there is a conflict, the Lorebook supersedes these rules.

THE STEPS OF CHARACTER CREATION

1. Review the Basics- the traits and skills that all Mystwood player characters possess.
2. Choose a Homeland from the list given for that Chapter.
3. Choose your Gifts.
4. Choose your Occupation.
5. Choose Advantages and Disadvantages (Optional)
6. Choose a Religion (Optional)
7. Write a character background and history (Optional).
8. Choose a name and submit your character!



STEP ONE: THE BASICS

Hit Points

Player characters at Mystwood have 2 Hit Points, unless they select the Gift of Courage or of Prowess, which can add additional Hit Points. See page 36 for more information on Hit Points, and combat in general.

Basic Skills

Regardless of Gifts chosen, there are certain skills all characters possess. These skills are Basic Weapons, Carry Wounded, and Literacy. These skills are described in the section on Ordinary Skills, starting on pg. 82.

Traits

All Mystwood player characters possess the following traits: Human, Living, and Townsfolk. You might gain other traits depending on Advantages or Disadvantages, and depending on whether or not you select a Religion.

Moonstones

You will not begin with any Moonstones, but attendance will allow you to gain these tokens of character advancement. See page 117.

STEP TWO: CHOOSE A HOMELAND

The first character that a player makes for a given Mystwood Chapter must be from one of the starting homeland areas as discussed in that Chapter's Lorebook. For example, players of the Mystwood Keep must be from Dragonshire, Fenwyck, Eastmarch, or Pelancia, while players at Burgundar must be from Burgundar, Kriegsgrab, Land's End, or Pelancia. 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.

STEP THREE: CHOOSE GIFTS

Every person in the world of Mystwood has some Gifts. Your character begins as a talented, but not extraordinary person. You may choose up to 5 Levels of Gifts. If you choose to write a public Character History (see Step 6) you will gain an additional Gift Level for a total of 6.

These are your character's core abilities. Do you fight? Wield magic? Heal others? Your Gifts are your most directly useful abilities during the game. There are six Gifts with ten "Levels" each. You could choose to take 5th Level in Courage, or 3rd in Courage and 2nd in Dexterity, or 1st Level in Prowess, Wisdom, Courage, Dexterity and Empathy, or whatever else you wish. Over the course of time you can increase your Gifts. To find out more about what the Gifts do, please go to Chapter 4, Gifts, page 57.

Courage

The Gift of Courage increases your constitution, resolve, resistance to fear, and tolerance for pain. With this Gift, you will gain the ability to triumph over adversity. You will be more durable in combat, and less dependent on healing from others.

Dexterity

The Gift of Dexterity grants you quick wits and nimbleness. You may or may not be agile (that really depends on what you, the player, are capable of), but your coordination allows you to perform prodigious feats.

Empathy

This gives you the kindness and compassion to help those who are wounded, whether with magic, a few encouraging words, mundane bandaging, or a kick in the pants.

Passion

Characters with the gift of Passion are often called "summoners" or "elementalists". They are able to channel naturally occurring elemental energy through themselves into damaging bolts, bursts, and storms.

Prowess

Prowess is a Gift that thrives in the heart of battle. Warriors with this Gift have a natural talent for weapons, and the strength to challenge their enemies head on.

Wisdom

The Gift of Wisdom is based on knowledge and understanding of the Mystwood world, which unlocks the power of magic. A character with this Gift can rely on powerful spells, unleashed with a mere gesture, and can counter the spells of other

STEP FOUR: CHOOSE YOUR OCCUPATION

You must choose an Occupation for your character, such as Squire, Monk, Fortune Teller, Town Guard Recruit, or Peddler. Your Occupation will give you certain skills- abilities mostly useful to aid and strengthen yourself and other characters, “Renew” your skills, and develop your Gifts. Your Occupation gives you a role in the world, something that will make your character useful to others and stand out. For the descriptions of Occupations, please go to page 67.

You are allowed to change your Occupation once per year, so if you are one of eight cooks in town, for example, you are not stuck in that Occupation forever. In addition, you do not HAVE to choose an Occupation for your first Event- you can pick one at any time before your third Event.

One critical note: Your ability to wear Armor to gain extra Hit Points largely depends on your Occupation. If you have a suit of armor, and wish to wear it at Mystwood, choose an occupation that uses armor, such as Squire or Town Guard.

STEP FIVE: CHOOSE ADVANTAGES AND DISADVANTAGES (OPTIONAL)

If you like, you may customize your character by taking advantages and disadvantages. These often (but not always) represent some supernatural element in your character’s history- a bit of Fae heritage, a family curse or bond to a certain element, a touch of Chaos, or the blood bond of a vampire. You may, if you wish, wait and choose these later on at any point in your character’s career. You may also change them, if you can justify the change based on events during the game and the Staff agree. Advantages and Disadvantages taken later can be based on your adventures and mishaps, or on your character discovering more about their heritage and powers.

See Advantages and Disadvantages, page 101.

STEP SIX: RELIGION (CHOOSE A GOD, OPTIONAL)

There are three gods to choose from: Justice, Mercy and Wild. They each give specific Karma abilities and have certain rituals which must be followed and sins to be avoided. In game, there is no “correct” option for worship of a god, no god, or paying simple respect (or disrespect!) to all three gods.

If you do choose to follow a deity, make special note of the duties and sins of the god. You may choose to change or omit a total of two Sins, Rituals, or Duties from the list. Once you have chosen a deity, and modified their duties and sins, you may not change again unless something extraordinary happens in your character’s life. This must be approved by the Staff.

If you worship one of the three gods, you also have the “Follower of Justice”, “Follower of Mercy”, or “Follower of Wild” Trait.

STEP SEVEN: CHARACTER BACKGROUND AND HISTORY (OPTIONAL)

Once you have chosen your basic Gifts, you may want to think about how your character developed those Gifts. You should examine the Mystwood background and geography. All first characters are from the villages, towns, and castles local to the area of their Chapter- you may not play a “dark wanderer from beyond the sea” or the like for your first character. If you write a “Public History” and post it in the Mystwood Background section of the Mystwood forum, you may choose an extra Level of Gifts, thus starting at 6th Level.

Your public history is what people from your home area would know about you. Mystwood is a world of small, close knit communities, and you would be well known “back home”. You should read only the histories of those who are from your own homeland. In this way, you will have some connection to other characters, but will also be able to discover more about other characters by interacting with them during games. Finally, your public history is your chance to add interesting stories and details to the world of Mystwood. The Staff reserve the right to edit public histories, but they are unlikely to do so unless one is somehow very inappropriate. Your history should be rated PG-13 at most- you may not make reference to rape, graphic torture, child abuse, or any other such nastiness.

You may also write a “private history” for yourself detailing the darkest and most secret details of your character’s past. This is primarily for your enjoyment and role playing only, and should never be shared except during game. Different Chapters and different Triads may make use of your public or private histories, but this is not guaranteed.

Creating a Second or Third Mystwood Character

All new characters are created identically to a player’s initial character- 5 Levels of Gifts, 6 with a character history. Items, Karma, Occupation and coins NEVER transfer, while unspent Moonstones DO. Secondary characters may hail from distant lands, like Thule, Cathay, Rothenburg, etc. This will not give you an advantage in the game, but it allows for a little more diversity.

Playing Multiple Characters at the same Event

With special permission from a Chapter Game Master, players may opt to play two different characters during the same Event. This is subject to the following restrictions.

The player must have permission from the Chapter Game Master.

One character must be designated "primary" for purposes of scheduled plot.

The player writes only one PEL. If both characters have the same between events or check in skills (Pathfinding, Buy/Sell) they must choose who benefits at each event.

The player gets no additional Moonstones for any reason (such as both characters being Fully Equipped). Moonstones pooled may be split among the two characters.

The player must play the same character the entirety of a Chronicle, or if there are no Chronicles at the given event, for a minimum amount of time determined by a Chapter Game Master.

No player may play more than two different characters at a given Mystwood Chapter in any calendar year, unless one is permanently slain or special permission is granted.

The player may not use their other character for in game purposes, such as the signing of writs and the like. The player should take great pains not to metagame, and it may be wise to have the two characters be extremely different so as to avoid conflicts of interest between the two characters.

CHAPTER FOUR

GIFTS

Gifts provide various abilities- some which are useable as often as you like, some of which are more limited. Please see the rules regarding “Per Renew” and “Per Day” on page 43, Chapter Two.



THE GIFT OF COURAGE

Battle Endurance (1st, 3rd, 7th and 10th Level): If you are conscious, you may spend a 30 count resting, shaking the blood from your eyes, stretching, or otherwise hardening your resolve for a variety of effects, increasing in utility over the course of 10 Levels of Courage.

At 1st Level, you may spend a use of Battle Endurance to call “Disengage”. This represents you courageously hurling back your enemies, and you should brandish your weapons heroically.

At 3rd Level, you may spend a 10 count to role play catching your breath, wiping the blood from your eyes, etc. to call “Heal 2 to Self”.

At 7th Level, you may spend a 30 count of role play popping your arm back into place, untwisting your knee, etc. to call “Purge Maim to Self”.

At 10th Level, if you are struck with the “Lethal” Effect, you may spend a use of Battle Endurance to call “Reduce to Harm”.

Use of Arms (1st Level): Allows you to use any single non-Restricted melee weapon, even two handed ones, or any shield up to 36” in any dimension. Use of Arms does not allow you to use two weapons at once.

Toughness (2nd, 5th, 8th and 10th Level): Your Hit Points are increased by the amount listed on the line for your current Level in this Gift (1, 2, 3, or 4) due to your courage and resistance to pain. This is **not** cumulative with the Hit Points from the Gift of Prowess.

Resist Will (4th, 6th, 8th and 10th Level): you may call ‘Resist’ against a “by Will” Effect a number of times per Day, based on your Level. This represents your courage and strength of mind. The terror of the undead, or effects of magic on the mind cannot easily overcome you.

THE GIFT OF COURAGE		Hit Point Bonus	Battle Endurance per Renew	Resist Will per Day
Level	Abilities			
1	Use of Arms, Battle Endurance (Disengage)	+0	1	-
2	Toughness I	+1	2	-
3	Battle Endurance (Heal 2)	+1	3	-
4	Resist Will	+1	3	1
5	Toughness II	+2	4	1
6		+2	4	2
7	Battle Endurance (Purge Maim)	+2	5	2
8	Toughness III	+3	5	3
9		+3	6	3
10	Battle Endurance (Lethal to Harm), Toughness IV	+4	6	4

THE GIFT OF DEXTERITY

Disarm Traps/Pick Locks (1st Level): You may attempt to pick in game locks and disarm in game traps. In the case of locks, you must actually pick the toy lock yourself, so you will need a paperclip or the like at a minimum. For traps, you cut strings, move the trap out of the way, and so on. In no case can you actually destroy props, or use obviously modern tools.

Thrown Weapon (1st Level): You may carry and use up to three thrown weapons.

Use Hand Crossbow (1st Level): You may use a hand crossbow to shoot safe, padded darts.

Special Attacks (2nd Level): You may employ weapons to particularly devastating effect, allowing you to call a Special Attack a limited number of attacks per Renew. If your attack is blocked, missed, or somehow resisted, it is used up. You add "Knockout" to any melee weapon's Special Attacks. Unlike other Gifts, Dexterity Special Attacks must be delivered with a missile weapon, or from behind.

Use Bows (2nd Level): Allows you to use a safe, padded bow and spell packet arrows.

Florentine (3rd Level): You may use two weapons, one of which may be no more than 24" long.

Pick Pockets (3rd and 9th Level): Allows you to use a "Thief's Clip" to try to pick someone's pocket. At 3rd Level, you may attempt to use this ability once per Day. At 9th Level, you may use this ability twice per Day. See page 44. Note- the picking of pockets is illegal in game, and you may face in game punishment for the use of this skill.

Tarot Mortis (3rd Level): Long ago, it is said, a great rogue, Harlequin, made a bargain with the Fates to cheat death while prying into locked boxes and musty tombs. The truth of this cannot be proven, but to this day, the quick of hand use the same methods to focus and evade a trap when it goes off.

To use the Tarot Mortis, you must have a special set of 3 cards with identical backs, but differing faces. These are physical items you must carry with you to use them, but they cannot be stolen. If you accidentally lose them, you cannot use this ability until you replace them. Notes on card suits are given for those who choose not to make their own cards. When you encounter a trap, you may choose to shuffle the cards and place one before you face down. As long as you do not move more than a foot from your current position, or engage in violent motions, you are protected while disarming the trap.

It's a good idea to place the card before opening any box, or suspicious door. If you do set off the trap, you must immediately flip over the card to see what happens to you. If it is too dark to read the card, the shield does not work and you take the trap's effect (usually "Death") normally. The effects of the three cards are:

Death (Spades): The hand of Death has claimed its inevitable prize. You take the effect of the trap- usually Death.

Doctor (Hearts): Harlequin's friend, the learned Doctor, has intervened to save you from death, but his ministrations are not gentle, nor is he as learned as he would like you to think. You suffer both "Knockout", and the "Maim" Effect to a single limb of your choice.

Harlequin (Diamonds): Harlequin's boon has protected you, and you suffer only a grazing wound. Take 1 point of Damage.

Assassinate (4th Level): Allows you to call "Death" when attacking from behind, or by aiming a ranged weapon for a 10 count. You may use it a number of times per Day as listed. Unlike a Special Attack, Assassinate is not used up if it misses, but may not be used again against the same person during this battle. Your Assassinate is only used up if your opponent acknowledges it by role playing, or if they call "Resist" or "No Effect".

Two Weapons (5th Level): Allows you to use two melee weapons at once of up to 46" in length. You may also use this ability to fight with a bow in one hand and a melee weapon in the other.

Swashbuckling (7th Level): You may call "Resist" to any packet attack that strikes a Dagger, One Handed Sword, or Staff, you are wielding.

Evade Trap (8th Level): Once per Day, you may call "Resist" against a trap, as you role play jumping out of the way. You may not wear physical armor while using this ability, but may use natural armor or Livery.

THE GIFT OF DEXTERITY

Level	Abilities	Special Attacks Per Renew	Assassinate Per Day
1	Disarm Traps/Pick Locks, Thrown Weapon, Use Hand Crossbow	-	-
2	Special Attacks, Use Bows	1	-
3	Florentine, Pick Pockets I, Tarot Mortis	1	-
4	Assassinate	2	1
5	Two Weapons	2	1
6		3	2
7	Swashbuckling	4	2
8	Evade Trap	4	2
9	Pick Pockets II	5	2
10		5	3



THE GIFT OF EMPATHY

First Aid (1st Level): You may role play attempting desperate measures, magical or medical, to help someone who is Wounded or Unstable. Alas, such healing is unreliable in the world of Mystwood, so this is the method of last resort. First Aid takes one minute (a 60 count) minimum, and a character may only attempt it once per Renew on any individual target. If Unstable, the target's countdown is paused once First Aid begins, so they will not bleed out. After role playing, you must have the character draw from a bag containing either six marbles (three white, one red, and two black) or have them roll a die (1-3: white, 4: red, 5-6: black).

If they draw white, you must say "Heal 3", and they will recover and awaken immediately.

If they draw red, say "Heal 1 and Afflict with Tainted Wound".

If they draw black, you must say "No Effect".

You cannot use this on yourself. It may be possible to improve your chances with special skills, tools, and supplies.

Note that you cannot do anything with First Aid for those who have suffered the "Death" or "Doom" Effects. If you possess a Medical Kit, you may spend a use of that item to ignore the roll. Simply call the effect as though you had drawn white.

Diagnose (1st Level): You may use the "Detect Health" Effect on a conscious character within arm's reach. You may use the "Diagnose" Effect on fallen, Unconscious characters.

Cure Maim (2nd Level): You may spend a 60 count role playing resetting a dislocated arm, or magically healing cut tendons. You may then call "Purge Maim".

Healing Hand (3rd Level): By role playing the use of healing magic, encouragement, bandaging, or simple concentration, you may heal another a limited number of times per Renew. Healing Hand requires at least a 10 count of role play, after which you may call "Heal 2". See "With Malice Toward None", below, for improvements to this ability at higher Levels.

Improved First Aid (4th Level): When using First Aid, a white marble draw now provides "Heal 5", a red marble draw "Heal 3 and Afflict with Tainted Wound", and a black marble draw "No Effect".

With Malice Toward None (5th Level): You can strengthen your Gift of Empathy by refraining from harming others. If you have not inflicted damage on any other creature (Undead and Daemons excepted) during the current Renew, you may call "Heal 3" instead of "Heal 2". At 8th Level, you may call "Heal 5" instead of "Heal 2".

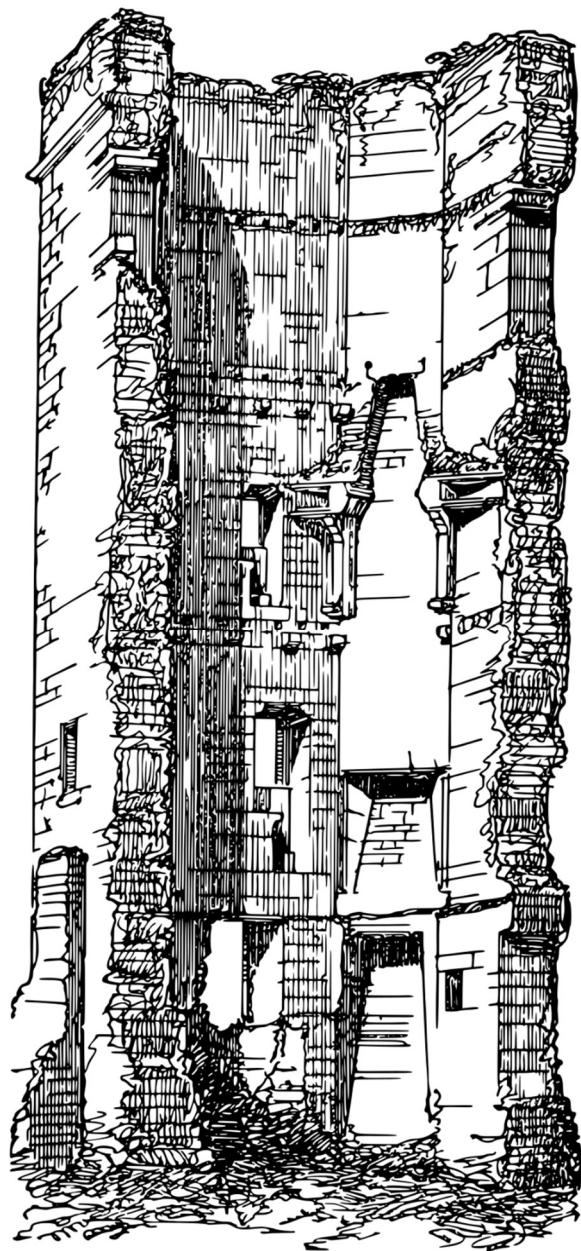
Detect Unconscious (6th Level): Once per Renew, you may call "Detect Unconscious" to find wounded companions.

Master First Aid (7th Level): When using First Aid, a white marble draw now provides "Heal 8", a red marble draw "Heal 3 and Afflict with Tainted Wound", and a black marble draw "No Effect".

Empath's Cry (9th Level): Once per Renew, you may spend a use of Healing Hand to role play for a 10 count over an unconscious ally to call Heal (a Full Heal).

Heroic Surgery (10th Level): You can attempt to restore even a Dead person. This ability is usable once per Day. You must role play heroic efforts to save the person's life for 5-10 minutes, then have the person draw from your First Aid bag. If they draw White, you may call "Life" to restore them. If they draw Red, you may call "Life and Afflict with Tainted Wound". If they draw Black, nothing happens, and they remain dead.

THE GIFT OF EMPATHY		Healing Hand per Renew
Level	Abilities	
1	First Aid, Diagnose	-
2	Cure Maim	-
3	Healing Hand (Heal 2)	3
4	Improved First Aid	3
5	With Malice Toward None (Heal 3)	4
6	Detect Unconscious	4
7	Master First Aid	5
8	With Malice Toward None (Heal 5)	5
9	Empath's Cry	6
10	Heroic Surgery	6



THE GIFT OF PASSION

Summoning (1st Level): This ability allows you to chant, and summon the elements themselves to damage your foes. To use this ability, you must have both hands free, and may not move your feet while holding the bolt. You may be wearing armor. You must hold a spell packet to your forehead and repeat a 12-word chant. Every third time the chant is repeated, the bolt gains 1 point of Damage, to a maximum determined by your Passion Level. Each summoner must choose an element to favor them- Air, Earth, Fire, or Water- when they first take this Gift. When they throw their bolt, they must call the Damage “by (chosen Element)”. You may hold the bolt as long as you like, but may not move while doing so. If you are damaged while holding a bolt, the bolt is lost.

Elemental Burst (1st Level): You may release a burst of elemental energy to send out a wave of damage. You do not have to concentrate to use this ability, but you can use it only a limited number of times per Renew.

To deal damage, you may gather as many spell packets as you wish in your hands, and throw them all at once in a group. When you do so, you may call “2 Damage by (Element)”.

Hedge Magic (2nd Level): See page 50. Characters with the Gift of Passion may make use of Air, Earth, Fire, and Water in Hedge Magic matrices.

Elemental Storm (4th Level): This power lets you call down the wrath of the elements in an unending torrent. You must plant your feet to use this power. After doing so, you may throw as many “1 Damage by (chosen Element)” packets as you like, one at a time. If you move your feet, or take damage, the storm ends. This requires no concentration, but you may use this ability only a limited number of times per Renew.

Purge Element (4th Level): This ability allows you to overwhelm opposing elemental forces, breaking their lingering effects. After a 5 count touching a character with a packet, you may spend one Elemental Burst use to call Purge <Element>. The element you purge is the “opposite” element from your own, so Air purges Earth (or vice versa), and Fire purges Water (or vice versa).

Mage Lore (5th Level): You are aware of spirit essences, invisible runes, ghostly presences, magical taints, etc. You may read Mage Lore Flags at will.

Elemental Kinship (7th Level): At this Level, summoners take half damage from their element. Damage is rounded down, so a 1 point Effect will cause no damage. Call “Reduce” or “No Effect.”

Summoner’s Stride (10th Level): You may summon and carry a single bolt for any distance before throwing it. You may not perform any other game skills while holding the bolt, and if you are subject to any Effect, even a beneficial one, the bolt is lost.

THE GIFT OF PASSION		Max Damage per Bolt/Burst	Bursts per Renew	Storms per Renew
Level	Abilities			
1	Summon Element, Elemental Burst	2	1	-
2	Hedge Magic	2	1	-
3		3	2	-
4	Elemental Storm, Purge Element	3	2	1
5	Mage Lore	3	3	1
6		4	3	1
7	Elemental Kinship	4	3	2
8		4	4	2
9		5	5	2
10	Summoner’s Stride	5	5	2

THE GIFT OF PROWESS

Use of Arms (1st Level): Allows you to use any single non-Restricted melee weapon, even two handed ones, or any shield up to 36" in any dimension. Use of Arms does not allow you to use two weapons at once.

Detect Health (2nd Level): By sizing an opponent up for a few moments, you may call the "Detect Health" Effect.

Special Attacks (1st Level): You may employ weapons to particularly devastating effect, allowing you to call a Special Attack a limited number of times per Renew. If your attack is blocked, missed, or somehow resisted, it is used up.

Extra Hit Point (2nd Level): You add 1 Hit Point to your maximum. This is **NOT** cumulative with the Hit Points from the Gift of Courage.

Deathstrike (4th Level): Allows you to call "Death" or "Shatter Shield" with one weapon attack, which must be aimed above the knees. "Death" will kill ordinary mortals outright, but will only inflict damage on the most powerful monsters. Unlike a Special Attack, a Deathstrike is not used up if it misses, but may not be used again against the same person during this battle. Your Deathstrike is only used up if your opponent acknowledges it by role playing, or if they call "Resist" or "No Effect".

You may instead use a Deathstrike for a Parry. Your war-art is so impressive that you are able to parry many attacks that would lay low a lesser warrior. You may call "Parry" against any Effect delivered by a weapon. You must have seen the attack coming, have a weapon in hand, and have a reasonable chance to deflect that attack.

Thrown Weapon (6th Level): You may carry and use up to three thrown weapons.

Wrist Twist (8th Level): Once per Renew when a character uses the "Crushing" Effect against you and you block it with a weapon or shield, you may call "Resist" instead of suffering the damage.

THE GIFT OF PROWESS		Special Attacks Per Renew	Deathstrikes Per Day
Level	Abilities		
1	Use of Arms	1	-
2	Detect Health, Extra Hit Point	1	-
3		2	-
4	Deathstrike	2	1
5		3	1
6	Thrown Weapon	4	1
7		4	2
8	Wrist Twist (Resist Crushing)	5	2
9		6	2
10		6	3

THE GIFT OF WISDOM

Lore (1st Level): You may see clues that others would miss. Once per Renew, you may read a Flag of your choice, providing special information that you encounter during an adventure. The types of Flags are Commerce, Divine Lore, Engineering, Mage Lore, and Woodwise.

Sorcery (1st Level): Characters with the Gift of Wisdom may cast spells, Chaotic energy given pattern and purpose through ritual and formula.

With the coming of the Lord of Justice, it became possible to tame the wild power of Chaos, and use it in a purposeful manner, rather than allowing oneself to be ruled by the Chaos powers. Thus, Sorcery was born. Sorcery is different from Summoning in that it deals with pure magic, rather than manipulating natural elements through magic. With great effort, spells are created that bend Chaos to a specific function, such as binding a foe, creating a defensive barrier, or clouding the mind of another.

In order to cast a spell, a mage must first master it. The first time a spell is cast, it is very difficult- there may be elaborate formulae, long incantations, puzzles and tests of patience and will, all designed to shape and harness the power of Chaos. However, having cast the spell once, the “Pattern” needed to cast the spell becomes part of the Sorcerer’s very soul, and they can henceforth unleash that spell with but a word and a gesture. Spells cannot be cast if the spell caster has the “Silence” Effect used on them.

Spells: The basic spells in the rulebook are sometimes called Cantrips. If you start the game with the Gift of Wisdom, you will know one spell per Wisdom Level. Every time you gain a Level of Wisdom, you gain an additional spell. In addition, some Occupations have their own spell list. You know all the spells on your Occupational list. In addition to spells from increasing Wisdom, a mage may learn one additional new spell per Event by finding a means in game, and must keep a list of all spells known and their exact effects in a “spellbook”. Spells can be gained in many ways- the sorcerer might find an arcane text in an ancient and dangerous grimoire, a diagram on a standing stone copied and decoded, a puzzle solved, or the spell may be taught to the sorcerer by a powerful spirit. The mage must follow the directions and complete the ritual. Mages cannot normally teach each other spells, though they may share where spells may be found. Spellbooks cannot be stolen, and others cannot use them to learn spells- they are just a spell caster’s notes.

For more information on casting spells, see Appendix 1 on page 123.

Mana (1st Level): Mana is Chaos, bound in the service of magic, raw energy ready to be shaped into a spell. Each spell costs a certain number of Mana Points. A sorcerer may cast spells until they run out of Mana. Mana is replenished like other abilities when you receive the “Renew” Effect.

Hedge Magic (2nd Level): See page 50. Characters with the Gift of Wisdom may make use of any Elemental Components in Hedge Magic matrices.

Mage Lore (2nd Level): You are aware of spirit essences, invisible runes, ghostly presences, magical taints, etc. You may read Mage Lore Flags at will.

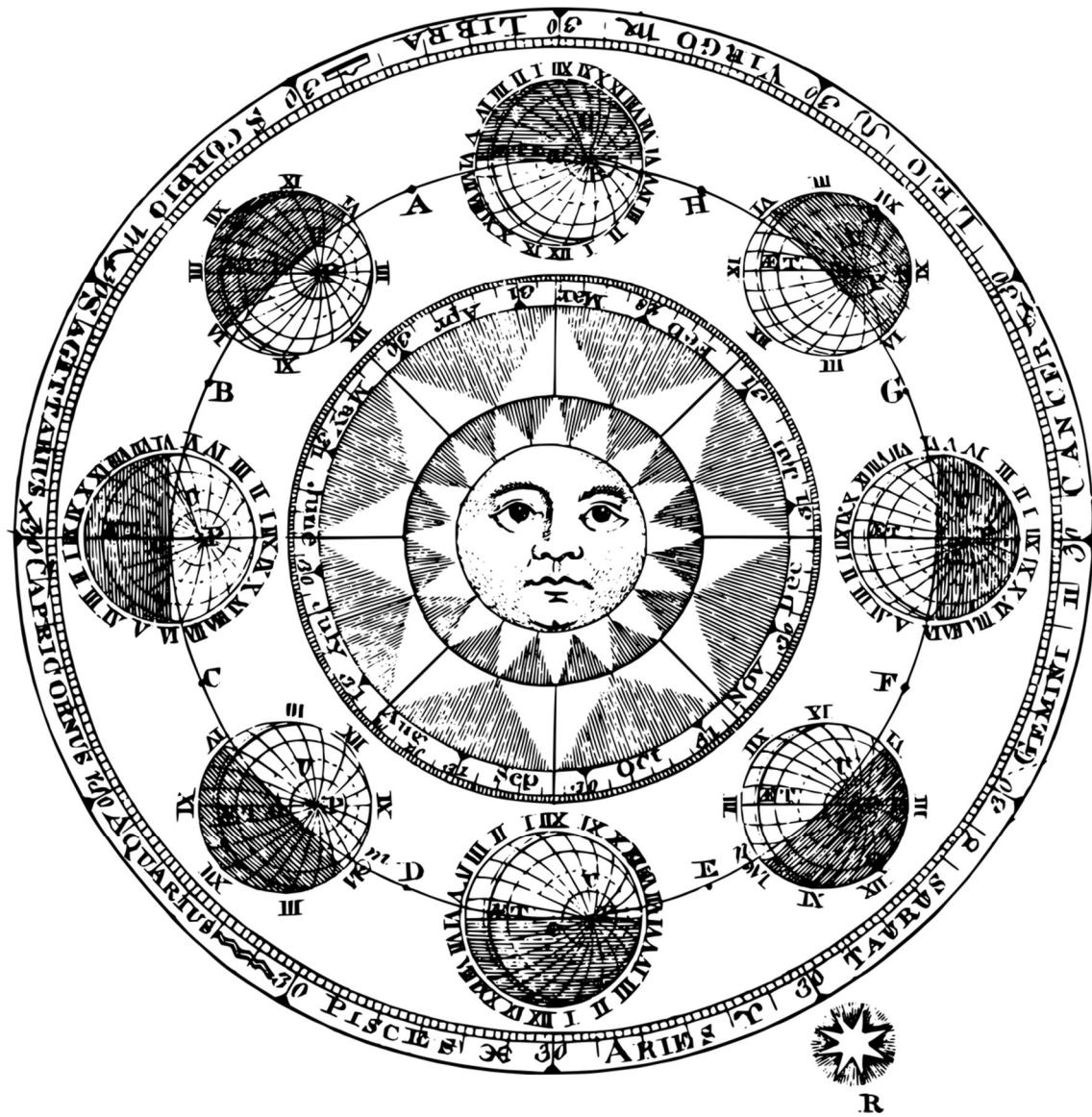
Resist Magic (3rd Level): You may call “Resist” against a number of “by Magic” Effects per Renew according to the chart below.

Purge Magic I (4th Level): By concentrating for a 30 count with your eyes closed, you can throw a spell packet and call “Purge Magic”. You may do this as often as desired.

Purge Magic II (7th Level): Once per Day, you may concentrate for a 60 count (one minute) while standing still and unspeaking to call “By my Voice, Purge Magic”.

THE GIFT OF WISDOM

Level	Abilities	Mana	Resist Magic Per Renew
1	Lore, Sorcery	1	-
2	Hedge Magic, Mage Lore	2	-
3		3	1
4	Purge Magic I	4	1
5		5	1
6		6	2
7	Purge Magic II	7	2
8		8	2
9		9	3
10		10	3



CHAPTER FIVE

CHARACTER OCCUPATIONS

OCCUPATIONS

There are four types of Occupation- Basic, Youth, Advanced, and Plot. There are also Occupational Enhancements which function similarly to Advanced Occupations, but whose skills are added to Basic Occupations instead of replacing them.

Below, you will find descriptions and a list of Occupations, along with the skills you gain for each one.

Basic Occupations

Basic Occupations are those jobs and roles that are common in the world of Mystwood, and do not require any special knowledge of our setting or in game society. They tend to be simpler to play than Advanced Occupations, and have fewer requirements. While they are listed as “basic”, most people in the setting of Mystwood are employed in one of these occupations, and player characters should not feel forced to move on to an Advanced Occupation if they are happy with their current one. Basic Occupations are available to any player over 16.

Youth Occupations

Youth “Occupations” provide in game roles for player characters who are between 14 and 18. They are simple and most are geared towards adventure, or helping other (adult) players. The prime example is “Adventurer”.

Advanced Occupations

Advanced Occupations are rarer, more powerful, or both than Basic Occupations. You must meet certain expectations- normally prerequisites involving money, property, or the like- before you may choose an Advanced Occupation. Further, your change to the Advanced Occupation must be approved by a Game Master.

Plot Occupations

Plot Occupations require some understanding of the game world, mechanics and lore in order to function. You must exhibit a good understanding of the game setting and its expectations, as well as the game mechanics involved in the Occupation, before you will be allowed by a Game Master to change to this Occupation.

Occupational Enhancements

Some paths represent continued education or experience in a given area, but are not truly their own Occupation. For example, one might join a Guild and become more skilled at a given Craft Skill, but remain in their previous societal role. Another character might join the Town Guard as an auxiliary, gaining responsibility and reward.

CHANGING YOUR OCCUPATION

You may change your Occupation once per year. You may change from one Basic Occupation or Youth Occupation to another freely. It is up to you to justify the change in your character.

IMPORTANT: When you change from one Occupation to another, you lose all skills from the previous Occupation, and immediately gain all skills from the new Occupation. This may strike some as odd, but think about it this way- most of the skills require specialized tools, lots of time to use them, contacts, etc. For example, consider a blacksmith who joins the Town Guard. It's not that she suddenly forgets how to make swords, but rather that she doesn't have the time any more with her new duties, or the kinship with the fire spirits, and she probably sold her tools to buy armor and weapons as a member of the Guard. A character may choose to learn many of the skills they possessed in a previous Occupation with Moonstones, if desired.

ACHIEVING GAME GOALS

Sometimes, you will gain certain advantages or possessions which would seem connected directly to an Occupation. You might somehow inherit a mine, a noble might knight you, or you might be elected Magistrate. You may choose to take on those Advanced Occupations if you like, but you do not have to, and can reap the in-game, social benefits of the position without the actual Occupation (and its mechanical benefits) to go with it.

BASIC OCCUPATIONS

Adventurer

Agility, Scavenging, Serene Contemplation, Wear Armor 2
Many travelers, especially children, who find their way to the Mystwood Keep have no real training, only seeking a new start where they can make money and set up social ties. New players of any age may have this Occupation until their third Event, after which they must settle into a conventional role. Players under 18 may keep this Occupation until they turn 18.

Apprentice

Agility, Apprenticeship, Duty 1 (assist master), Production X (any 1 Material or Component), Serene Contemplation

For as long as any can remember, apprenticeship has been the normal way to learn a craft. The skills of an apprentice are very helpful to a master, and therefore this Occupation is in high demand.

The pay is not always great, but the perks are useful. Relationships formed as an apprentice can last the rest of your life. In some cases, it might be worth offering your services for free until a wealthier patron comes along to employ you.

Baker

Cooking 4, Income 10, News & Rumors, Weapon Use (Flail)

Bread is the most important food for the vast majority of people in Europa, being the basis of nearly every meal. Thus, bakers are common and valued. Since many people come to the baker to get their bread, they are an excellent source of rumors.

Barber Surgeon

Apothecary 2, Cure Affliction, Medicine

The practice of Medicine in the Mystwood is not for the faint of heart. Maladies are many and terrible, and the nature of the Mystwood means they progress at terrifying speed. Patients transform into monsters on the operating table, and the Barber Surgeon must take precautions to avoid the most horrid of afflictions.

Bard/Minstrel/Thespian

Bardic Voice 4, Entertainer, News & Rumors

Jugglers, dancers, minstrels, thespians, even puppeteers, these are the superstars of the Known world. Their performances are often the high points of folk's existence, especially in times of trouble.

Beggar

Agility, Begging, Livery (rags and patches), Scavenging and one of Information Gathering or Weapon Use (Staff)

War, famine, plague, and a host of other ills beset Europa, and many who lose their homes and livelihoods become beggars, forced to seek bread and coin from generous folk. Such downtrodden often find themselves in rural villages, searching for new lives. Of course, some beggars are false- little better than brigands- and so beggars often have bad reputations.

Blacksmith

Livery (leather apron), Metalworking 4, Weapon Specialization (One Handed Blunt, Two Handed Blunt)

Blacksmiths form the backbone of the kingdom. They service the many knights who need a great deal of upkeep on their armor. A blacksmith's use of metalworking is also helpful to the commoners, who need sturdy arrows for their bows.

Boatman

Buy/Sell 10, Income 5, Production (1 Water), News & Rumors, Work Rhythm

and one of Cosmopolitan Connections or Scavenging

In a Europa where roads are uncommon and often plagued by brigands, river travel is common, cheap, and reliable. Most settlements are no more than a day or two's travel from the sea, or from a river, major routes of trade and vital lifelines. Boatmen are those sturdy folk who ensure that small, distant settlements continue to receive finished goods from the outside world, and that the raw materials gained from the wilds are easily obtained by the rest of the Known World.

Butcher

Butcher, Cooking 2, Livery (bloodstained apron), Toughness

Even peasants in Europa eat a great deal of meat, but few know the ins and outs of cleaning and preparing it for consumption. Thus, the butcher's trade is invaluable. Butchers require good strength and health in order to move heavy carcasses, and so they are often surprisingly tough.

Clerk/Forger

Copyist, Production (2 Parchment), Scribe 4, Serene Contemplation

Clerks are employed by many wealthier individuals, though some offer freelance services. They are skilled in the art of writing and record keeping. Clerks are never without a few sheets of quality parchment.

Courier

Agility, Income 5, News & Rumors, Pathfinding, Scribe 2

For most, alas, mobility from their villages and farms is difficult at best, and deadly at worst. The threat of raiders and beastmen keeps many behind shuttered window and palisade. What, then, of missives which must be sent from lord to vassal, or merchant to factor? Such is the role of the courier, whose quick feet and cunning eye allows them to move about quickly, and spread information on the strange places and half-heard news they encounter in their travels.

Dancer/Juggler/Acrobat

Agility, Entertainer, Livery (performance costume), News & Rumors, Weapon Specialization (Thrown Weapon)

Often dressed in colorful and unique attire, dancers, jugglers, and acrobats are popular among commoners. They perform a service desired by all- quality entertainment. They are often agile, and at times their performance skills will benefit them in a fight.

Folk Healer

Apothecary 2, Cure Affliction, Detect Health, News & Rumors

Folk healers include such cunning men, midwives, witch-doctors and field medics that assist with minor home remedies, childbirth, and wound care to villages and households too small to maintain a professionally trained person. While most would go to a barber-surgeon for a bleeding, or to an herbalist for a poultice, the folk healer is sometimes sought after for advice as much as medicinal wisdom.

Fortune Teller

*Fortune Telling, Income 10, Mage Lore, News & Rumors, Serene Contemplation
and one of Bardic Voice 2 or Scribe 2*

The future is a riddle many seek to answer, and they are willing to pay handsomely for any clues to what lies ahead. A successful court astrologer can earn tremendous wealth, and even village fortune tellers are quite well off. Alas, seers are also viewed with great suspicion, which can make this career quite risky. The notion that they are all charlatans is sometimes bandied about, and more dire, some believe they make their predictions come true with dark sorcery.

Gentlefolk

Bestow Favor, Income 10

and choose any 2 of the following: Bardic Voice 2, Cooking 2, Divine Lore, Information Gathering, Research, Scribe 2, Serene Contemplation, or Sewing 2

Gentlefolk (ladies in waiting, gentlemen of leisure and so on), are those who are well off enough to not have to work for a living, and so choose not to. Usually they are the children of knights, but not knights themselves, having chosen not to pursue the path of battle.

Sometimes, they are those who have made a small fortune in the past, and are now taking advantage of that wealth. Some are pure charlatans, who use their bearing, glib conversation and clothing to make themselves welcome in the castles and feast halls of others.

Gravedigger

Engineering, Income 5, Occupational Spells (page 126), Production (1 Death Component), Slayer (Undead), Weapon Specialization (Tool), Woodworking 2

In a time where death can come at any moment, due to plague, famine, or violence, gravediggers have the solemn duty of burying the deceased. Due to their proximity to the dead, each gravedigger has their own unique methods of avoiding sickness or curse. Traditionally, a gravedigger wears dark colors, black in most cases, out of respect for the dead.

Grave digging is a very lucrative profession ever since the plagues came to Europa. Few dare to handle the bodies of the dead for fear of affliction, so those brave enough to dispose of them are well compensated.

Herbalist

Apothecary 4, Cure Affliction, Mage Lore, Woodwise

Herbalists are the chemists of these blighted ages and play an important role in healing those who are afflicted by ailments. Their ability to brew and identify many powerful potions and poisons makes them a source of knowledge.

Herder

Pathfinding, Production (2 Cloth, 6 Food), Wear Armor 1, Woodwise

The staple of all communities are the herdsmen and women. They provide fresh meat and cloth for their fellows by nurturing a hearty flock. The creatures herded by these individuals vary considerably- while most herd sheep, goats or pigs, others herd more unique animals.

Hermit

Apothecary 2, Cure Affliction, Divine Lore, Scribe 2

There are many strange people who live in the woods, and little is known of why they seek solitude. Perhaps, within nature, they are able to hone their fine skills in brewing, or perhaps they seek the rarest elements, herbs and plants. In any case, a hermit can be a very valuable companion when coerced out of their solitude. They tend to have communion with the gods, and can cure diseases that barber surgeons seldom are aware of.

Hunter

Butcher, Pathfinding, Production (2 Food), Weapon Specialization (Bow, Normal Crossbow), Wear Armor 1, Woodwise

In the thick woods it is hard to find a suitable place for farmland, and so, hunting is a primary form of food gathering. Hunters are hearty individuals who know how to take care of themselves. One never knows whether the hunt will lead to a more or less harmless deer, or a ferocious wild cat.

Laborer

Duty 2 (Manual Labor), Engineering, Income 5, Toughness, Weapon Use (Two Handed Axe or Two Handed Blunt), Weapon Use (Tool), Work Rhythm

For many people, daily life is one of toil and back breaking tedium. Nevertheless, fields must have drainage, roads must be leveled, walls built and repaired, and so on. These tasks can only be solved by application of manual labor, and it is the Laborer who performs such duties.

Lackey

*Buy/Sell 10, Commerce, Livery (your master's colors), Quick Learner, News & Rumors
and one of Serene Contemplation or Unarmed Combat*

A lackey is a servant, indispensable when skilled and knowledgeable, bumbling and in the way when not. Many lackeys eventually become sergeants-at-arms, stewards, or valets for their superiors.

Lay Cleric

*Divine Lore, Divine Spells, Income 5, Religious Ceremony, Serene Contemplation, Wear Armor 3
and one of Warcaster or Weapon Specialization (your choice of One Handed Blunt, One Handed Sword, Two Handed Blunt, or Two Handed Sword)*

Messengers of the gods, these individuals are often leading members of communities. They are battle ready to serve their god, and are capable of harnessing powers that allow them to cast spells while wearing armor. They give fiery and thoughtful sermons, while reminding everyone of the true enemies: Chaos and Undeath.

Locksmith

Engineering, Income 5, Set Trap, Weapon Use (Staff), Woodworking 4

With civilization comes profit, and with profit comes thieves. Locksmiths are usually tasked to open locks other people have set, but the slowly growing populace of middle class folk in Europa calls on knowledgeable folk able to help safeguard wealth.

Novice Monk

Divine Lore, Livery (robe or habit), Research, Scribe 2, Serene Contemplation

Monks are among the wisest and most learned of people in Europa. Somber and determined, they serve the Church and their neighbors. They tend to dress in dull tones and have an aptitude for book learning, a very rare thing in a society with few who can read well.

Peddler

Buy/Sell (50), Commerce, Income 10, News & Rumors, Pathfinding

Most merchants don't begin with a store of their own, they need to build up connections and develop a reputation. To do this, they travel near and far, buying and selling what merchandise they can easily transport.

Penitent

Battle Rage, Blessed, Divine Lore, Livery (icons of faith), Weapon Specialization (Flail), Weapon Use (Flail)

Penitents are the fanatics of the Church, usually former sinners, but sometimes merely those who are willing to accept great pain on behalf of those who sin and do not recant. They are often travelers, spreading their faith. Some turn to self-flagellation, whereas others try to embrace higher degrees of reason in order to spread their faith. Others still are rather quiet and keep to themselves, completing their spiritual journey alone.

Ragpicker

*Duty 2 (Clean up trash), Production (any one Material), Scavenging, Weapon Specialization (Tool)
and one of Toughness or Weapon Use (Polearm)*

Somewhat higher than beggars in the hierarchy of civilization's castoffs, ragpickers exist in every town of any real size. They carry trash from houses to the midden, peddle what things can be repaired, muck stables, and help the ratcatchers and guardsmen fight against such goblins and rats who frequent dumps.

Ratcatcher

Engineering, Livery (rats or rat symbols), Occupational Spells (page 126), Poisoner 2, Set Trap, Slayer (Vermin)

In the realms of Mystwood, rat catching is serious business. Not only do rats and similar vermin spread disease and devour vital food supplies, but when touched by Chaos they can grow to enormous size and devour livestock, pets and children. At times, great hordes of rats sweep across the land, overwhelming villages, leaving only well gnawed bones behind. The common folk hate and fear rats, and the ratcatcher is thus a figure of both admiration and dread.

Squire

*Income 10, Wear Armor 4
and one of Armstraining 4 or Metalworking 2*

In Europa, becoming a knight is often the best way for a free commoner to escape the lower classes and become important and famous. Choosing the path of the squire is one of the best ways to begin the journey to knighthood.

Street Vendor

Buy/Sell 10, Cooking 2, News & Rumors, Scavenging

and one of Metalworking 2, Sewing 2, or Woodworking 2

Every village market has vendors selling food and trinkets. Street vendors are often considered a lesser sort of merchant than even a tinker or peddler, but their unique mix of wares can be valuable.

Tailor/Leatherworker

Duty 1 (mending and patching), Medicine, Sewing 4

Fine cloth is often in short supply in the darker parts of the kingdom, but many there are in need of leather working and animal hides are easy to find. Talents in stitching can sometimes aid in tending battle wounds as well.

Tavern Keeper

Cooking 2, Drinks on the House, Duty 1 (minding the tavern), Income 10, Information Gathering, News & Rumors, Sell Drinks

In the year 930, some 40 years ago, a vile Chaos cult nearly brought down the barony of Wickshire in Navarre by distributing tainted wine at a series of festivals. Many died as the vile spirits took effect. Since that time, brewing of any sort has been a closely guarded noble monopoly, carried out by licensed brewers. Taverns, however, need staff to sell such wares, and many a village exists only because it is in a convenient location to stop, spend the night, and have a drink.

Tinker

Armor Repair, Buy/Sell (30), Commerce, News & Rumors, Scavenging, Tinkering

The tinker is a wanderer, repairing pots and sharpening knives, trading old clothes and scrap, and generally keeping poor villages which never see a true merchant alive. Much lore and myth has evolved about the tinker, and in many lands to harm one is extremely bad luck.

Town Crier

Bardic Voice 2, Duty 1 (shout proclamations you have been hired to, or seditious blather), Income 10, Information Gathering, News & Rumors, Unarmed Combat

Sometimes a loud mouth is just another loud mouth, getting into brawls at the tavern, spreading nasty rumors, and inciting riots... Other times a person with a good, booming voice is an upstanding member of the community, shouting news, gathering people for meetings, and helping to sell a merchant's stock. It's up to you which one you'll be.

Town Guard

Duty 1 (inspection by a Corporal or Captain of the Guard), Income 5, Livery (based on local Chapter), Warcaster, Weapon Specialization (any one Weapon Type), Weapon Use (Large Shield), Wear Armor 3

Most towns and villages boast a small contingent of paid guards who patrol trails, guard gates, make sure that laws are observed, and generally assist the local magistrate or lord with ready weapons.

Woodsfolk

Duty 1 (gathering firewood), Weapon Specialization (One Handed Axe, Two Handed Axe), Wear Armor 1, Woodworking 4, Woodwise

Trees all around, yet wood is still scarce. All living trees are property of nobility, and cannot be cut without a special writ. This makes the job of a woodswoman challenging at times. Nevertheless, good carpentry skills are essential to the survival of any outpost- the walls of buildings and keeps are always in need of repair.

YOUTH OCCUPATIONS

Adventurer

Agility, Scavenging, Serene Contemplation, Wear Armor 2
Many travelers, especially children, have no real training, only seeking a new start where they can make money and set up social ties.

Apprentice

Agility, Apprenticeship, Duty 1 (assist master), Production X (any 1 Material or Component), Serene Contemplation
For as long as any can remember, apprenticeship has been the normal way to learn a craft. The skills of an apprentice are very helpful to a master, and therefore this Occupation is in high demand.
The pay is not always great, but the perks are useful. Relationships formed as an apprentice can last the rest of your life. In some cases, it might be worth offering your services for free until a wealthier patron comes along to employ you.

Bard/Minstrel/Thespian

Bardic Voice 4, Entertainer, News & Rumors
Jugglers, dancers, minstrels, thespians, even puppeteers, these are the superstars of the Known world. Their performances are often the high points of folk's existence, especially in times of trouble.

Beggar

Agility, Begging, Livery (rags and patches), Scavenging and one of Information Gathering or Weapon Use (Staff)
War, famine, plague, and a host of other ills beset Europa, and many who lose their homes and livelihoods become beggars, forced to seek bread and coin from generous folk. Such downtrodden often find themselves in rural villages, searching for new lives. Of course, some beggars are false- little better than brigands- and so beggars often have bad reputations.

Dancer/Juggler/Acrobat

Agility, Entertainer, Livery (performance costume), News & Rumors, Weapon Specialization (Thrown Weapon)
Often dressed in colorful and unique attire, dancers, jugglers, and acrobats are popular among commoners. They perform a service desired by all- quality entertainment. They are often agile, and at times their performance skills will benefit them in a fight.

Guttersnipe

Agility, Duty 1 (assist master), Evade Trap, Production (1 Death), Scavenging

There are many people whose jobs are somewhat less than pleasant. Gravediggers, Ragpickers, Ratcatchers and more take apprentices just as any others do, but what is expected of them is entirely different.

Initiate

Divine Lore, Livery (robes or other religious symbols), Quick Learner, Serene Contemplation

Those who join the church as youths, intending to become monks or priests, begin as initiates. Many are orphans, or the younger children of peasants who may not be able to afford to educate or even feed these additional mouths.

Lackey

Buy/Sell 10, Commerce, Livery (your master's colors), Quick Learner, News & Rumors and one of Serene Contemplation or Unarmed Combat
A lackey is a servant, indispensable when skilled and knowledgeable, bumbling and in the way when not. Many lackeys eventually become sergeants-at-arms, stewards, or valets for their superiors.

Page

Agility, Income 5, Livery (your patron's colors), Quick Learner, Wear Armor 2

Amongst gentlefolk and the children of knights, youths are often sent to learn the arts of war. foster with other families. Often these pages, as they are called, are training to one day become squires.

Student

Copyist, Production (1 Parchment), Quick Learner, Serene Contemplation

Many young people seek an education from the learned people of Europa, and become "full time" students. Such youths often become monks, litigants, scribes and philosophers in later life.

Town Guard Recruit

Duty 1 (inspection by Corporal or Captain of the Guard), Income 5, Livery (green and black Town Guard tabard), Wear Armor 2

Most towns and villages boast a small contingent of paid guards who patrol trails, guard gates, make sure that laws are observed, and generally assist the local magistrate or lord with ready weapons. In dangerous places, young people are often recruited by the Guard, and nearly brought up by them.

Ward

Bestow Favor, Income 10, Quick Learner, Scavenging

The children of knights, nobles, and priests are often entrusted to others for protection, especially during times of war when children might be exchanged as hostages. Often these children come to respect their tutors and guardians even more than their true parents after long years away from home.

ADVANCED OCCUPATIONS

Absolver/Flagellant

Absolution, Battle Rage, Blessed, Divine Lore, Improved Battle Rage, Iron Will, Livery (icons of faith), Toughness, Weapon Specialization (Flail), Weapon Use (Flail)

Requirements: Must have previously been a Friar, Knight Penitent, Lay Cleric, or Penitent for at least a year, and be accepted to a cult of flagellants. Must renounce all worldly possessions, save for clothing and a hand weapon.

The sins of the world are immense. Amongst the penitent, there are a few who seek to atone for all of humanity through their extreme devotion. These folk are the Absolvers. Often, priests and other holy folk come to them for advice on proper penance- though absolvers tend to err on the side of harsh stringency.

Almoner

Begging, Blessed, Buy/Sell 20, Cooking 2, Divine Lore, Duty 1 (distribute money to the needy), Income 10

Requirements: Must be either a Beggar or Lay Cleric for one year and accepted into the household/church of an Ordained Priest.

It is true that many in Europa do not have the means to support themselves. In larger towns and cities, begging is rampant, and the downtrodden poor go hungry and unclothed. The Church, taking pity on these poor souls, hires almoners to both collect and distribute funds, food, and materials to the less fortunate. Often former beggars themselves, almoners take their role very seriously.

Artist (Author/Gilder/Painter/Sculptor)

*Artistry, Income 10, Serene Contemplation
one of Metalworking 4, Scribe 4, Sewing 4 or
Woodworking 4
and one of Commerce, Divine Lore, Engineering, Mage Lore,
or Woodwise*

Requirements: Patronage. Must be approved by the Staff, based on art created in game prior to taking the Artist occupation.

Artists- true artists- are able to move people to emotions with merely a brush stroke, carved line, or well-placed word. The artists of Mystwood create jewelry, tapestries, paintings, fine carvings, engravings, songs, books and the like in order to enrich the lives and coffers of the folk around them. Where guild crafters and master thespians do these things for their living, and to make a wage, Artists do things for the sheer joy of creation, to bring praise to the gods, or to celebrate the world.

Astrologer

Fortune Telling, Divine Lore, Information Gathering, Mage Lore, Production (1 Time), Research, Scribe 2, Serene Contemplation

Requirements: You must possess Fortune Telling, either purchased or from an Occupation. Further, you must spend 200 crown for suitable books and strange tools.

The practice of stargazing for purposes of fortune telling is ancient, said to have passed to man from drowned Atlantis. While more humble means of fortune telling- cards, runes, and the like- rule divinatory tradition, there are still soothsayers who gaze upon the constellations to seek meaning.

Beekeeper

Apothecary 2, Income 10, Livery (beekeeping garb with mask), Occupational Spells (page 125), Production (4 Food, 4 Life), Serene Contemplation, Swarm Magic, Wear Armor 1, Woodwise

Requirements: 200 Crown, or 150 crown and possession of a Queen Bee.

Honey, wax, comb, and even bee poison all have their uses, and so the occupation of Beekeeper is not an uncommon one where climate allows. Often, beekeepers are monks, whose dwelling cells are a mirror of the hives themselves. Others are hermits, content to dwell in the wilds quietly with their hives, protected from harm by the stinging swarms who are their neighbors and children.

Corporal of the Guard

Armstraining 2, Duty 2 (inspecting the Guard), Income 10, Leadership (Town Guard), Livery (based on local Chapter), Warcaster, Weapon Specialization (any one Weapon Type), Weapon Use (Large Shield), Wear Armor 4

Requirements: Must be appointed to the post by the Captain of the Guard or a similar person after one year or more of service to the Guard as a Town Guard, Town Guard Recruit, or Gaoler.

Any village of size requires hierarchy in their guardsmen, as a Captain of the Guard can't be everywhere. Corporals lead groups of the regular guard, instruct recruits, make decisions based on questions of the Code Civitas, and otherwise ensure that the work of the Guard continues smoothly.

Crofter

News & Rumors, Production (2 Cloth, 4 Food, 4 Wood), Weapon Specialization (Tool), Work Rhythm, Woodworking 2

Requirements: You must obtain a grant of a forested tract, either by purchase, rent, or reward for deeds, and clear a portion. Alternately, you may be a Laborer and spend 100 crown to build a small cottage and clear fields.

As the borders of the Mystwood become settled, and small villages spring up between the trees, the crofters lead the settling effort. It is hard and unpleasant work, with little reward- cutting tracks, building mean houses, and eking food and profit from the forest soil.

Nevertheless, folk do it, and it is far cheaper than establishing a true freehold.

Demagogue

Armstraining 4, Bardic Voice 4, Income 10, Information Gathering, Leadership (those who have joined your cause), News & Rumors, Unarmed Combat

Requirements: Have a cause approved by the Game Masters and gain at least six followers who have sworn themselves to this cause.

Not all nobles are worthy of the service of commoners. Not all Knights are chivalrous, all churchmen holy, all magistrates fair. Against these rise the demagogues, charismatic folk heroes whose goal is to oppose authority. Usually this is the selfsame corrupt authorities, but not always- many demagogues have opposed legitimate rule, with usually bloody outcomes.

Dragon Slayer

Battle Rage, Livery (Fantastical costume, hair and tattoos), Scavenging, Slayer (Beastman, Draconian, Goblin, Minotaur, and Troll), Wear Armor 3

Requirements: Must slay at least 3 Draconians, Minotaurs, or Trolls.

While there is but one Dragon, there are countless monsters who run rampant throughout Europa. Those who have made a habit of slaying the most powerful of these beings become Dragon Slayers, and find themselves in high demand by small villages and those who want exotic bodyguards. Market yourself well and you should be able to find employment with wealthier members of society. You may also be well suited for high paying pit fights or dangerous quests.

Executioner

Entertainer, Execution, Income 10, Livery (black hood), Occupational Spells (page 125), Poisoner 4, Weapon Specialization (One Handed Axe, One Handed Sword, Two Handed Axe, Two Handed Sword)

Requirements: Training (100 crown) A writ of appointment from a landed noble.

The majority of high crimes in Europa end in death- it is costly to house a criminal in a prison for too long, and the spectacle of a public execution is both entertainment and object lesson for the unwashed masses. An executioner, then, is as much a public servant as an entertainer.

Famulus

Armstraining 2, Iron Will, Livery (your master's symbol), Mage Lore, Slayer (Daemons), Weapon Specialization (any one Weapon Type), Warcaster

Requirements: Must be linked in a protracted ceremony to a character of great magical power, such as a character with Passion 7+, Wisdom 7+, or as approved by the Staff.

In Roman times, every sorcerer or summoner of repute had a famulus, a person bound to them as bodyguard and servant. As time passed, the role of the famulus has progressed, and now they are expected both to protect their magus, and correct their magical mistakes, if need be.

Fence/Pawnbroker

Buy/Sell (50), Commerce, Fence, Income 10, News & Rumors, Retainers 1

and one of Information Gathering or Research

Requirements: Must be active in the Shadow Guild for at least a year, and spend 100 crown establishing a network of contacts and traders.

The tradition of the pawnbroker is alive and well, especially in the larger cities. Many people, though, find that sometimes there is a need for goods to quietly disappear. The fence also discretely finds information for their patrons- the right rumor can make a fence's career very lucrative- or end it abruptly.

Forester/Ranger/Gamekeeper

Pathfinding, Production (8 Wood), Weapon Specialization (One Handed Axe, Two Handed Axe), Wear Armor 2, Woodwise, Woodworking 4

Requirements: Must be given a writ by a noble to protect an area of a forest and oversee tree felling.

The Forests of Europa are lucrative resources, most owned by nobles for their pleasure. The beasts of the wood, the trees, the water, and the minerals are all owned by the nobility, who are often far away and unable or unwilling to defend their rights. Thus, most localities have a forester, someone who patrols the wood and ensures that the trees and game are free from poaching and theft.

Freeholder

Butcher, Patronage 1, Production (4 Cloth, 12 Food, 2 Wood), Weapon Use (Flail), Woodwise, Woodworking 2

Requirements: You must obtain a grant of land either by purchase, rent, or reward for deeds. Alternately, you may be a Herder and spend 200 crown to expand your herd. The wealthiest and most successful farmers and herdsfolk are able to set up their own freehold, an independent farm in the form of the latifundia of long ago. Such freeholders have great political power, as they are a major source of food and job opportunities for their friends and neighbors.

Gaoler

Duty 1 (inspecting prisoners and upkeeping cells), Income 10, Livery (Town Guard), Occupational Spells (page 125), Set Trap, Weapon Specialization (One Handed Blunt, Two Handed Blunt), Warcaster, Wear Armor 3

Requirements: Must be appointed to the post by Captain of the Guard.

The jail keeper is not the most respected member of the Town Guard, but their role can be critical. Most crimes do not require extensive jail time, so the gaoler might be called on to administer certain other punishments.

Herald

Armstraining 2, Bardic Voice 4, Income 10, Information Gathering, Livery (Herald's garb), Occupational Spells (page 126), Scribe 2

Requirements: Training (100 crown) and you must pass the examination of the College of Heralds.

It is the College of Heralds that ratifies all new knights, and helps them work out a unique heraldic device- the symbolic colors and imagery which show all the world the Knight's honor and virtue. The College of Heralds is also often called upon to mediate disputes between knights and lords, or to advise the gentry and nobility in matters of etiquette and protocol.

Juror

Bardic Voice 2, Research, Scribe 2, Serene Contemplation and any two of Commerce, Detect Health, Divine Lore, Engineering, Iron Will, Mage Lore, News & Rumors, or Woodwise

Requirements: Must have been selected as a juror in a trial, successfully spoken on behalf of the accused and written a treatise on local law, or Patronage.

Magistrates and nobles are often busy people. In many major cities, the selection of jurors has devolved to an educated elite of folk, somewhat knowledgeable in the laws, or at least valued for their wisdom. These semi-professional Jurors combine legal experience with detective work, sticking their noses in where they are not always wanted.

Knight Errant

Armstraining 4, Income 10, Leadership (any non-Knight sworn to aid you), Livery (Your heraldry), Retainers 1, Wear Armor 6

Requirement: You must be Knighted.

Those who have comported themselves with honor and impressed the right people are knighted by an existing knight or a noble. Landless wanderers, knights errant may carry their own heraldry, create their own retinues, and work toward further impressing the right people and being granted a manor or joining an order of knighthood.

Librarian

Copyst, Research x2, Scribe 4, Serene Contemplation

Requirements: Patronage, must be appointed to be caretaker of a collection of at least ten books and/or scrolls. Books are rare and valuable, and wherever there is a collection of them, there should be a librarian to protect, repair, and make copies of them. Some libraries are associated with the Church, while others are the private property of the wealthy.

Litigant

Bardic Voice 2, Battle Rage, Duelist, Livery (red surcoat) Toughness, Unarmed Combat

Requirements: You must accuse a person of a crime on behalf of another, and then win an ensuing Judicial Combat. Once this has occurred three times, you may invest 50 crown on training and equipment and take this profession. There are many occasions where a person has been wronged, but due to fear, inability to fight, or social standing, they are unable to make an accusation on their own. In some nations (notably, Navarre) there exists a profession of litigants, who, for pay, take up the role of accuser. Traditionally, litigants wear a red surcoat called the sendal, and are famed for being rough characters, their accusations and arguments more loud than learned.

Master Thespian

Bardic Voice 6, Master Entertainer, Income 10, News & Rumors, Scribe 2 and Information Gathering or Research

Requirements: Patronage, must have had the Entertainer skill in previous Occupation.

Successful bards, minsters, dancers and other entertainers seek out a patron, a noble or other wealthy or connected individual who can finance their careers and help them find venues for their trade. Such master thespians are welcome guests in any noble retinue or village celebration.

Merchant

Buy/Sell (100), Commerce, Income 20, News & Rumors, Patronage 1, Retainers 2 and choice of any one Craft 2 skill

Requirements: You must spend 300 crown to set yourself up in business. If you maintain an in game “shop” or stall this is reduced by 50 crown, and if you are member of the Shadow Guild by another 50 crown.

Nowhere in Europa is truly self-sufficient. Crafters must obtain raw materials and then sell their completed wares elsewhere. Where materials are commonplace, the market sells, and where they are scarce, the market buys. The merchant is the blood of this system, buying and selling goods with a shrewd eye, while making themselves wealthy and expanding their households.

Miller

Income 20, News & Rumors, Production (8 Food), Production (Choose one: 4 Air, 4 Water, or 3 Life), Woodworking 4

Requirements: A grant of land and the necessary supplies to build a mill, or 300 crown to purchase land on which to build a mill.

In nearly every village, there is a mill, whether it be a windmill, watermill, or turned by animals. Within this mill is the millstone. This nearly-magical device grinds the grain that makes the bread that feeds lord and peasant alike. The miller gets a share of this grain, which often suffices to keep their lives comfortable, and magical power, from the ever-turning ritual of the grinding gears.

Miner

Commerce, Engineering, Metalworking 2, Patronage 1, Production (8 Metal), Weapon Specialization (Tool), Wear Armor 3, Woodworking 2

Requirements: You must find a mine and spend 100 crown to develop it and obtain wrists.

Most mines in Europa are ancient works, pulling copper, gold, salt and many other materials from the earth. It is a dangerous trade, though lucrative.

Philosopher

Loremaster, Production (2 Parchment), Research x2, Scribe 6, Serene Contemplation

Requirements: Patronage and 100 crown for books and education.

The richest and most successful households are able to sponsor a philosopher, able to read and research the ancient texts and make new, educative observations of the natural world. Many philosophers have attended one of the great universities of Europa, such as Hectoria or Milan, and bring new ideas to their homelands upon their return.

Physician

Apothecary 6, Cure Affliction, Livery (doctor's robes), Medicine, Occupational Spells (page 126), Research, Serene Contemplation

Requirements: Patronage and 500 crown in training.

The great universities of Europa have learned much of anatomy and physiology from the ancients, from experiment, and from necessity. At these vaunted houses of learning, the gentlefolk, herbalist, and barber surgeon are elevated to true masters of the craft of healing, capable of great feats of surgery and of furthering the understanding of the humors.

Pit Fighter/Judicial Champion

Armstraining 4, Battle Rage, Duelist, Entertainer, Unarmed Combat, Wear Armor 3

Requirements: You must win at least 5 pit-fights (which are illegal) or 3 Judicial Combats and invest 50 crown in training and equipment.

Pit fighting is illegal in many lands, but nevertheless it is a popular entertainment. On the flip side, trial by combat is common, but many people cannot fight to literally save their lives. Enter the pit fighter, or judicial champion, two sides of the sport-fighting coin.

Market yourself well, and you should be able to earn a decent bit of coin through your duels and pit-fights.

Poacher

Butcher, Pathfinding, Production (3 Cloth, 6 Food), Weapon Specialization (Bow, Normal Crossbow), Wear Armor 2, Woodwise

Requirements: You must be accepted into the Shadow Guild.

Meat is an important source of food in often hungry Europa. However, the nobility own all the deer, all the bear, all the boar- the best meat. Regardless, there is a lucrative trade in less than legally acquired meat. This is where the poacher comes in. Quietly, they stalk illegal or merely dangerous prey to share with her fellows- or to make a profit.

Quarrier

Duty 1 (Manual Labor), Engineering, Production (4 Earth), Toughness, Weapon Use (Two Handed Blunt), Wear Armor 1, Work Rhythm

Requirements: You must find a quarry and spend 100 crown to develop it and obtain wrists.

Mines produce the metal so critical to weapons and armor. The humble quarry, on the other hand, produces the stone which paves roads, builds houses, and fortifies castles. Productive quarry sites are rare, so what stone can be found is highly prized. Along the way, they often find magical components which can easily be traded for a fine income.

Ruffian

Brawler, Scavenging, Toughness, Unarmed Combat, Weapon Specialization (One Handed Blunt), Wear Armor 2

Requirements: You must possess a Branding, and be a member of the Shadow Guild.

Thugs, toughs, bravos, and brigands, ruffians are the strong spine of organized crime. Obviously intimidating and ready to fight at a moment's notice, ruffians often have little of true value to offer society other than their fists and cudgels.

Sacristan

Blessed, Divine Lore, Research, Scribe 2, Set Trap, Weapon Specialization (any one), Wear Armor 2, Woodworking 2

Requirements: Village must possess at least 5 relics, which are kept within a single area or safe container, and the sacristan must be elected or appointed to protect them. Villages that hold many holy relics may find that they require a dedicated guardian and researcher of those items. A sacristan also knows how to protect their charges.

Sawbones

Apothecary 4, Cure Affliction, Livery (Apron and gloves), Medicine, Sewing 2, Weapon Specialization (Dagger)

Requirements: You must be a member of the Shadow Guild and provide 200 crown for training. If you are branded, this is reduced to 100 crown. If you previously possessed the Physician Occupation, you may waive the crown fee entirely.

There are many professional barbers and doctors in the cities and towns of Europa, who heal and perform surgery on the honest population. Criminals, however, need to be fixed up quietly with few questions asked. Sawbones perform this service, and know bits of knifework that are, strictly speaking, not medicinal.

Sergeant at Arms/Bodyguard

Armstraining 6, Income 10, Leadership (retainers and followers of your patron), Livery (patron's colors), Wear Armor 4

Requirements: Patronage

Nobles, magistrates, merchants, and the wealthy often find themselves the targets of violence. These folk must hire themselves guards, who can protect them when danger abounds. Whether such a person is called a bodyguard or a sergeant really depends on the style of the person being protected.

Sharp

Bardic Voice 2, Commerce, Cosmopolitan Connections, Fortune Telling, Information Gathering, Iron Will, News & Rumors, Room for More, Unarmed Combat.

Requirements: Must win 100 crown in a single game of gambling, or 500 over a career. Subtract 100 from career winnings if a member of the Shadow Guild.

Professional gamblers are a scourge in the major cities. While most gamble for entertainment, or small coin, in the higher social circles magic items, wrists, and even landhold can be in the ante.

Steward

Buy/Sell (50), Cooking 6, Commerce, Leadership (retainers and followers of your patron), Scribe 2

Requirements: Patronage

A household is only as good as its steward- part cook, part secretary, the steward manages the household and purchases for their noble and the retinue.

Theologian

Bardic Voice 2, Divine Lore, Divine Spells, Research x2, Scribe 4, Serene Contemplation

Requirements: Must be ordained by the Church, and create a scholarly or philosophical tract on the nature of each of the three gods.

Theologians are those members of the Church who study the lives of the Saints and the natural world in order to find answers regarding the plans of the gods.

Varlet

Duty 2 (fulfilling the requests of your master), Income 5, Information Gathering, Leadership (your master), Unarmed Combat

and any one Craft skill 2

Requirements: 50 crown for the purchases of necessary uniform and training. Must be actively employed by another character, PC or NPC, and willing to serve them in various in-game tasks.

A varlet is a type of manservant whose primary task is to attend to their master's every whim, however foolish. Of course, varlet has come to be slang for a dishonest man, and many varlets have found their master's tongue getting them into the fistfights they are famous for.

PLOT OCCUPATIONS

Cantor

Absolution, Bardic Voice 4, Divine Lore, Divine Spells, Entertainer, Grant Karma, News & Rumors, Religious Ceremony, Serene Contemplation

Requirements: Must have been a bard, friar, lay cleric, or ordained priest in a previous Occupation.

In larger, better organized churches, there are often songs and chants of prayer. The cantor is the priest who leads such prayers. In times of battle, they double as signallers and messengers.

Captain of the Guard

Duty 1 (reviewing the guard), Income 15, Improved Leadership (Town Guard), Livery (based on local Chapter), Patronage 1, Scribe 2, Warcaster, Weapon Specialization (any one Weapon Type), Weapon Use (Large Shield), Wear Armor 5

Requirements: Must be appointed to the post.

All guards, corporals, and gaolers in a town ultimately report to a Captain, appointed by a magistrate, mayor, or other worthy. The captain may be a guard himself, with high morals and ability, or may equally likely be a political appointee with little skill but the right connections.

Friar

Absolution, Divine Lore, Divine Spells, Grant Karma, News & Rumors, Pathfinding, Religious Ceremony

Requirements: Must have been a Lay Cleric in a previous Occupation. Must renounce wealth and live frugally.

A traveling, mendicant priest, often the only priest small villages ever see, friars wander from place to place ensuring that even the meanest serf sees a member of the Church who can hear their sins and grant them Karma.

Inquisitor

Battlemage, Divine Lore, Divine Spells, Leadership (anyone under your command in battle), Livery (icons of faith), Mage Lore, Slayer (Undead), Wear Armor 3 and Information Gathering or Research

Requirements: Writ from the Church to practice this Occupation, 300 crown of training and equipment.

The Church has different priorities than secular lords, but still has need for warriors who are less rigid than Paladins and more able to root out and eradicate the devious foes of life and light who skulk among the populace, hiding amongst the goodly people.

Knight Paladin

Absolution, Battlemage, Blessed, Divine Lore, Divine Spells, Grant Karma, Income 10, Livery (your heraldry), Religious Ceremony, Retainers 1, Wear Armor 10

Requirements: You must be a Knight Errant, Knight Penitent, or Knight Templar, or have previously possessed one of those Occupations. Further, you must have completed a Paladin's quest for each of the three gods or be an Ordained Priest who is Knighted.

Long ago, Navarre, Burgundy, the League, and great swathes of other lands were united in the throne of Charles the Great, known also as Carolus Magnus or Charlemagne. In Charlemagne's will, he left great chapter houses, fortresses, rich mills and tracts of lands to the stewardship of his favored knights. With this wealth came the understanding that they would forever work to bring humanity together. The Knights Paladin refused to swear themselves to Charlemagne's heirs, instead swearing themselves to the ideal of the Empire- that all mankind might come together beneath the rule of Law and Justice. The Knights Paladin protect those who sit on the thrones of nations as closely as they protect those who hold the holy offices of the Church.

The mystical training of the Knights Paladin, as proven most clearly in their Quests of the Three Gods, gives them the education and connection to the gods necessary for absolution, and so the Church in most lands accounts the Knights Paladin as priests, even if they do not serve the Church officially.

Knight Penitent

Battlemage, Blessed, Divine Lore, Divine Spells, Income 10, Livery (your heraldry), Retainers 1, Wear Armor 8

Requirements: You must be currently or formerly a Knight Errant, who has been accepted into the service of one branch of the Church, and renounced worldly things.

After several wars with the Tripartites, many knights were disillusioned by waste and lack of honor. These knights formed a new order, the Knights Penitent, giving up the wealth and splendor associated with knighthood in exchange for the nobility of sacrifice and toil. Such knights often wander, some seeking heroic ends against great odds, others simply seeking a place in the world.

Knight of the Realm

Armstraining 4, Income (50), Improved Leadership (anyone wearing your colors), Livery (Your heraldry), Patronage 3, Retainers 6, Wear Armor 8

Requirements: You must be invited to the Knights of the Realm and be a Knight Errant, Knight Paladin, Knight Penitent, or Knight Templar, or have previously possessed one of those Occupations. Further, you must be granted a fief of land by a noble or the Church.

Most of the nations of Europa have a strong body of Knights of the Realm who hold the manors, organize and lead the armies, dispense justice, and otherwise comprise a lower nobility. The vast majority of the Knights of the Realm come from the ranks of the Knights Errant, having proved themselves twice- once as prospective Knights, and once as Errants.

Knight Templar

Battlemage, Leadership (any non-Knight sworn to aid you), Income 10, Livery (your heraldry), Mage Lore, Research, Retainers 1, Scribe 4, Wear Armor 6

Requirements: You must be invited to the Knights Templar. Further, you must spend 500 crown for training and outfitting.

The secretive order of the Knights Templaer are scholars, warriors, and magicians dedicated to fighting the supernatural foes of civilization wherever they can be found. Many of the Knights Templar come from nontraditional sources- not all were famous warriors or honorable squires before their knighting.

Magistrate

Bardic Voice 2, Commerce, Duty 1 (holding court), Income 20, News & Rumors, Research, Retainers 3, Scribe 4

Requirements: Must be appointed by a noble, or elected to the post by the populace.

Most manors and villages rely on their local knight or lord for justice. When a lord is distant, or too busy with other matters, they may allow a village to elect a magistrate from amongst themselves. Magistrates are largely free to enact their own edicts and enforce law as they see fit, subject to the Codes Civitas and Justinian. Magistrates who abuse their power, though, seldom last long.

Ordained Priest

Absolution, Battlemage, Divine Lore, Divine Spells, Grant Karma, Income 10, Religious Ceremony, Serene Contemplation, Weapon Specialization (your choice of One Handed Blunt, One Handed Sword, Two Handed Blunt, or Two Handed Sword) Wear Armor 4

Requirements: Must be ordained by the Church.

The churches, shrines, monasteries and other places of holy sanctity in Europa are overseen by priests who have been appointed to them by the Church. Often former lay clerics who have found a true calling, such priests swear to uphold the tenets of the faith and serve the followers of their god.

Tavern Master

Buy/Sell 20, Cooking 2, Drinks on the House, Duty 2 (minding the tavern), Income 10, News & Rumors, Patronage, Retainers 1, Sell Drinks, Tavern Share

Requirements: You must possess the Deed to a building suitable for the housing of a Tavern. In addition, you must have kept a tavern as the Tavern Keeper profession for at least 1 year, and possess a Writ of Hospitality.

A few lucky few tavern keepers find themselves successful enough, and thereby wealthy enough, to purchase their establishment from the former landlord. Such tavern masters are often among the most wealthy members of society, and are incredibly well connected to the comings and goings of their town.

Witch Hunter

Armstraining 2, Battlemage, Leadership (anyone under your command in battle), Mage Lore, Occupational Spells (page 126), Set Trap, Slayer (Daemons), Wear Armor 4 and Information Gathering or Research

Requirements: Writ from a Lord to practice this occupation, 300 crown of training and equipment.

In a land of sorcerers, necromancers and vampires, Witch Hunters are well respected individuals indeed, and greatly sought after. A Witch Hunter's writ is their only shield- the more powerful the lord (or Baron or Duke, etc.) who issued it, the more valuable it is, and of course the wording of the writ itself is important.

OCCUPATIONAL ENHANCEMENTS

Alchemist

Retain your Basic Occupation, plus add Production (one Chaos or Time)

Requirements: Must have created at least ten different potions using the rules in Special Appendix Three. 50 crown for training and equipment.

Masters of the subtle arts of potion making, Alchemists assist their communities through quietly making the love philtres, healing potions, and curatives that so many others need in their day to day professions.

In some towns and villages, of course, the alchemist is looked on with suspicion, especially if they work with dangerous ingredients such as cinnabar or aqua regia.

Barback

Retain your Basic Occupation, plus add Income 5 and Sell Drinks

Requirements: Must possess or have previously possessed Brewer, Tavern Keeper, or a similar Occupation that worked in or around a tavern.

There are always times when the local tavernkeep is too busy for the demand- perhaps a party is going on, or the official tavern master is bleeding in a ditch somewhere, or there are simply too many thirsty souls. Barbacks can pick up the slack while these professionals are too busy.

Guild Crafter

Guild Wages, Livery (guild patch and visible tools of the trade).

Retain your Basic Occupation, plus add +2 Craft Points to any one Craft Skill you possess.

Requirements: You must submit an example of your skill, or present a tract or presentation on it, which must be approved by the guild. This Occupational Enhancement can only be appended to a basic Occupation, though a person with an advanced Occupation may still be a Guild Member. The cities and towns of Europa expect the craftspeople who dwell there to join a guild, to control prices and ensure that all are able to prosper by gaining business. Guilds also provide a sense of fellowship amongst crafters, and often the Guild is a powerful force amongst the populace.

Master Crafter

Guild Wages, Instruction, Livery (guild patch and visible tools of the trade), Masterwork, Retainer 1

Retain Basic Occupations skills, plus add +4 Craft Points to any one Craft Skill you possess.

Requirements: You must have been a Guild Crafter and must complete a masterwork acclaimed by your peers. This Advanced Occupation can only be appended to a Basic Occupation, though any character may be considered a Master Crafter of the Guild if they have proven themselves. The most successful crafters prove their skill by ascending to the rank of Guildmaster, capable of creating impressive new items and educating new guild members alike.

Master Healer

Retain your Basic Occupation, plus add Medicine.

Requirements: Basic Occupation must possess Cure Affliction Skill, must have access to an Apothecary Craft Kit, 100 crown to set up other necessary tools and reagents.

Not everyone has the ability, opportunity or perseverance to become a doctor. These same folk, however, might be experts at applying herbs, brewing minor potions, and the like. Such people master the talents of the herbalist, hermit, folk healer, and the like, becoming skilled and famous in their small area of expertise.

Town Guard Auxiliary

Retain your Basic Occupation's skills, plus Income (+5) and Livery (based on local Chapter)

Requirements: Must be accepted into the Town Guard. This Advanced Occupation can only be appended to a Basic Occupation, though a person with an Advanced Occupation can still assist the Town Guard.

There are many who would see to the defense of town and village, but who possess demanding jobs or community roles that preclude them from dedicating themselves to the Guard. These civic-minded individuals can become Auxiliaries, paid by the Guard and drawn up into service as needed.

CHAPTER SIX

SKILLS

Different Occupations possess certain skills, representing roles in the community. These help to round out your character, and also (usually) give you a way to contribute to the overall strength of the Mystwood outpost. Characters may purchase additional skills with Moonstones. There is no maximum number of skills a character can have, and However, like Gifts, Skills become progressively more expensive.

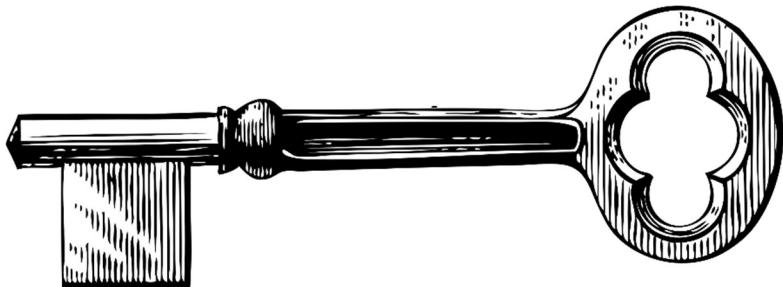
Skills can be divided into two categories, **Ordinary Skills** and **Craft Skills**.

Ordinary Skills often give you some ability that is useful in battle or adventure, such as extra benefits with certain types of weapons, or the ability to wear armor.

Craft Skills allow you to make or improve items useful to yourself or other players.

Skills purchased can be explained as being gained in any way the purchasing character likes- learned from a book, taught over time by an NPC (or PC, if that fellow player is amenable), instilled by some kind of self-training, or the like. You may be able to find teachers of the skills you would like to learn. If they agree to be your teacher, you may roleplay with them to earn Skill Tokens that will function as Moonstones for the purpose of learning the skill you are being taught.

Over time, additional skills may be introduced into the game through books or teachers.



ORDINARY SKILLS

A few skills have prerequisites. If you have purchased a skill, and for any reason you no longer meet the expected prerequisites on a permanent basis (such as losing an Advantage or changing Occupation), you may re-spend the Moonstones on another skill of the same cost.

Absolution

[Major, 15 MS, Once]

You may offer Absolution to those of your faith, if you deem they have performed a true penance. See the rules in Religion.

Agility

[Standard, 10 MS, Once]

You have unusual flexibility, and are full of surprising maneuvers and flourishes. You may only use this skill when unarmored. You may call "Disengage" once per Renew. In addition, a number of times per Renew, you may "Resist" a Damage call from any single arrow, crossbow bolt, spell packet, or thrown weapon (basically anything that moves through the air). The number of Resists depends on your weaponry:

3 Resists: Armed only with a dagger, thrown weapon, or hand crossbow. Other hand free.

2 Resists: Not using a shield, not using a two handed weapon or bow.

1 Resists: Using a two handed weapon, a crossbow, a shield, or otherwise "encumbered" at your discretion.

Apothecary X

[Major, 15 MS, Once]

You possess the Apothecary Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones or the Talent Advantage, this provides (or adds) 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 91 for a more detailed description of Apothecary.

Apprenticeship

[Unavailable]

You are skilled at assisting others and at learning trades. Once per Day, you may help another with a Craft Skill. While doing so, you may call "Bestow 2 Craft Points". Once per Event, you may ask a person with a Craft Skill to set you a challenge or task related to their Occupation or a Craft Skill. If you complete it, you may request a Moonstone from the Staff.

Armor Repair

[Standard, 10 MS, Once]

You must possess the Metalworking Craft Skill or the Tinkering Ordinary Skill to use this skill. You may spend a unit of Metal and a 30 count of role play refitting and repairing an armor piece on a conscious character to call "Heal 3".

Armored In Faith

[Minor, 5 MS, Once]

If you currently possess at least 1 Karma, you gain 1 Armor Point. This does not stack with any other armor.

Armstraining X

[Major, 15 MS, Once]

You possess the Armstraining Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 92 for a more detailed description of Armstraining.

Artistry

[Unavailable]

True artists can imbue their crafts with almost supernatural beauty. A character with Artistry may spend Craft Points from any Craft Skill they possess to embellish their created items with exceptional traits, as follows:

* 1 CP may be spent to imbue an item with an Air, Earth, Fire, or Water Component.

* 1 CP may be spent to attach a tag which reads: 'Forsooth, upon your first time reading this tag and looking at this item, 'Compel to stand in awe for a thirty count by Will' as you are overcome by emotion.'

* 2 CP may be spent to add a Life or Death component.

* 2 CP may be spent for a tag reading: 'Forsooth, upon your first time reading this tag and looking at this item: 'Torment by Will' as you are overcome by emotion.'

* 3 CP may be spent for a Karma or a Chaos component.

* 4 CP may be spent for a Time component.

The character spends the Craft Points, then notifies Staff to obtain the necessary Components or Karma. After the item is created, any Components attached may be removed from the item and used by characters with the appropriate skills, as normal.

Bardic Magic

[Major, 15 MS, Once]

Requirement: Bardic Voice AND Gift of Wisdom

You have learned the musical magic of the ancient Bards, and may cast the spells listed on pg 127 under Bardic Magic.

Bardic Voice X

[Major, 15 MS, Once]

You possess the Bardic Voice Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 93 for a more detailed description of Bardic Voice.

Basic Weaponry

[Free]

You can make use of the following Weapon Types: Dagger, One Handed Axe, One Handed Blunt, One Handed Sword, One Handed Tool, Two Handed Tool, and Normal Crossbow. You may not throw Daggers without the Gift of Dexterity.

Battle Rage

[Unavailable]

Once per Day, you may spend a 60 count whipping yourself into a state where you are beyond pain and fear. Battle Rage lasts up to 10 minutes. During this time you may call "Resist" against any one Effect. In addition, you add 3 Hit Points to your maximum. This is not a Bestow, as it ends in 10 minutes, but these Hit Points may be healed.

Battlemage

[Major, 15 MS, Once]

Requirement: Warcaster

To purchase this skill, you must first have the Warcaster skill. You may cast spells while wearing any amount of physical armor, up to your normal Wear Armor maximum.

Begging**[Unavailable]**

Many are the unwashed beggars who plague the towns and villages of Europa. Some few are beggars blessed and able to thank their benefactors in mysterious and supernatural ways. A character who has Begging may, when given a donation, allow their benefactor to draw from a marble bag containing 3 white, 1 red, and 2 black marbles.

- * The draw of a black marble has no additional effect.
- * The draw of a white marble results in an immediate "Heal 1" Effect for the benefactor.
- * Most valuable is the draw of a red marble, which results in the "Bestow 1 Karma" Effect for the benefactor.

A target character may draw from a Begging bag no more than once per Day.

Beloved of the Forest**[Standard, 10 MS, Once]**

You must possess the Forest Ally and Treewalk advantages and the Wild Heart disadvantage to use this skill. Once per Day, you may kneel or lay down upon the ground or against a tree for a 60 count to call "Heal to Self".

Bestow Favor**[Unavailable]**

Twice per Day, you may give someone a token, such as a scarf or glove, before a battle or adventure. You may then call "Bestow one Resist any Effect".

Blessed**[Standard, 10 MS, Once]**

You may use one Karma per Event, though you do not receive a tag for it and cannot save it for the future. See the Religion section.

Brawler**[Standard, 10 MS, Once]**

You must possess the Unarmed Combat skill to use this skill. You gain the ability to use two 30" Fists. These represent your fists or kicks. See page 41 for more information.

Butcher**[Major, 15 MS, Once]**

You receive 6 Salvage Tags per Event. Each time you role play butchering an Animal (Must be unintelligent, not using weapons, speaking, etc.), you can activate one tag, as either one unit of Food or one unit of Cloth (hide). Only one person can butcher any given animal. Unused tags may be returned for 1 Crown between Events in your Post Event Letter. In addition, a Butcher may use a Tool to call "Death to Animal" on an animal that is peaceful and not resisting.

Buy/Sell X**[Minor, 5 MS, Multiple]**

Even in peaceful times, only the hardiest of peddlers and merchants will brave the treacherous roads far from the larger towns. Even those who do will not be successful without a good knowledge of when and where goods are likely to be available, what reasonable prices are, and where buyers can be found with actual coin to spend.

The Buy/Sell skill represents this knowledge. You may use this skill once per Event, at a time of your choosing. Bring a list of items you want to buy or sell and the coin to do so to the Staff operations building. This represents interaction with an off-board NPC merchant. See page 139.

If purchased with Moonstones, each purchase grants Buy/Sell 10 at your Home Chapter, and Buy/Sell 5 at others.

Carry Wounded**[Free]**

You are able to carry an Unconscious character. Hold your arm out and call "Carry". You may then move with the target at a slow walk. If you, or the target, are struck by any Effect, you must drop the target. Call "Purge Carry".

Commerce**[Minor, 5 MS, Once]**

You know how much things are worth, and can read Flags marked "Commerce" which may reveal the value of various items, and perhaps a little about their history or origin.

Cooking X**[Major, 15 MS, Once]**

You possess the Cooking Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 94 for a more detailed description of Cooking.

Copyist**[Major, 15 MS, Once]**

Once per Event, a character with this skill may spend 5-10 minutes role playing copying a spell text, a cure, or another in-game text which possesses a Copyist note. Make a note of this in your PEL, and you will receive an exact copy of the text at the next Event you Preregister for.

Cosmopolitan Connections **[Standard, 10 MS]**

This Ordinary Skill may only be used at your Home Chapter. At your Home Chapter during check in, you may randomly roll on the following chart of goods, which represents a trip to a nearby major city between Events. There, you either lucked into some wealth, or tried your hand at thievery.

- 2 Savagely beaten by street hooligans! -1 Maximum Hit Points for the next Day.
- 3 One unit of Air or Earth (roll a die, 1-3 Air, 4-6 Earth)
- 4 One Tool of character's choice (Cloth, Metal, or Wood)
- 5 1-2 units of Metal
- 6 1-2 units of Wood
- 7 1-2 units of Food
- 8 1-2 units of Cloth
- 9 1-2 units of Parchment
- 10 1d6 Crown
- 11 One unit of Fire or Water (roll a die, 1-3 Fire, 4-6 Water)
- 12 One item with Merchant Buy cost under 8 crown (player's choice), or one Chaos, Death or Life component

For units of Material (5-9), make a second roll of one die. On a 1-4, one unit is obtained. On a 5 or 6, two units are obtained.

Cure Affliction**[Major, 15 MS, Once]**

You have sufficient basic medical knowledge to attempt to cure afflictions- various curses, diseases, infections, taints, etc. The known cures can be found within the Library. You should role play the cure, expend any ingredients required, and then state the name of the cure. As the person afflicted cannot tell you the name of their affliction, there is a bit of guesswork involved here. Fortunately, given the medical texts available, virtually any affliction is curable... eventually.

Detect Health**[Minor, 5 MS, Once]**

Once per Renew, by sizing an opponent up for a few moments, you may call the "Detect Health" Effect.

Divine Lore	[Minor, 5 MS, Once]	Execution	[Major, 15 MS, Once]
You know much of the lore of the gods, and of your own in particular. You may read Flags marked Divine Lore. If they are marked with the name of a god, however, you may read them only if it is the god you have chosen to worship.		This Ordinary Skill may only be used at your Home Chapter. You gain the ability to make one "Death" strike against any person you meet who has been legally sentenced to death and is unarmed. You may also spend 1 Fire Component to call "Afflict with Branding" after suitable role play with a branding iron. This must also be used against someone legally convicted of a crime.	
Divine Spells	[Major, 15 MS, Once]		
Each faith has a body of lore that allows them to cast spells. You may not use these skills without possessing the Gift of Wisdom. Divine Spells may be found on page 125.			
Drinks on the House	[Unavailable]	Fence	[Unavailable]
This Ordinary Skill may only be used at your Home Chapter. Once per Event, you may offer free drinks to up to 6 people. They will gain the "Renew" Effect as normal.		You gain 2 Craft Points per Day, which may be used for the Bardic Voice, Poisoner, or Scribe Craft Skills with the following limitations:	
		* You may only perform or make items which cost 0 or 1 CP. * Fence is not a "Craft Skill" and you cannot gain more Craft Points for it using other abilities which improve "Craft Skills" most notably Craft Kits.	
Duelist	[Major, 15 MS, Once]	Flee	[Unavailable]
Once per Day, when you enter into a formal, single combat against a worthy foe (no use challenging rats), you "Renew" your abilities. However, you must have formally accepted your challenge, you must fight fairly, and you must fight to the death.		Once per Renew, as long as you are running or moving quickly away from your enemies, you can call "Resist" against any melee attack. You cannot use any other skills or abilities and must run toward safety, not away. You can't dodge spells or missiles with Flee resists, and Flee can't be used while wearing more than 2 points of physical armor.	
Duty X	[Standard, 10 MS]	Fortune Telling	[Standard, 10 MS, Once]
This Ordinary Skill may normally only be used at your Home Chapter, but see below.		You may tell another's fortune using cards, runes, etc. They must first cross your palm with silver, of course. Three times per Day, this may have potentially renew your target. This takes about 5-10 minutes, at the end of which you may call "Renew". However, you must have certain cards, runes or the like that signifies very bad fortune. If that card/runes/etc. is drawn, you do not call Renew, and must instead say "I curse you to take double damage from all attacks in your next battle". The odds of drawing the "bad" effect should be about one in ten.	
Some professions are humbler than others, and have tasks to perform that although necessary, may not be glamorous. However, when you fulfill a "shift" (15 to 30 minutes) of your Duty, you "Renew" your abilities. This skill is useable a limited number of times per Day, as noted in the Occupation. If purchased with Moonstone, you may perform the Duty once per day, and the Duty's description must be approved by Staff.		Fully Armored	[Standard, 10 MS, Once]
A Duty does not travel, unless you are hired to perform that role by a PC or NPC at the Chapter you are visiting.		Once per Event, you may put on and wear any amount of armor. This skill's effect lasts until you remove the armor, or 1 hour has passed, whichever comes first.	
Engineering	[Minor, 5 MS, Once]	Grant Karma	[Major, 15 MS, Once]
You understand the construction of buildings and structures. You may read Engineering flags, which might reveal hidden compartments, unstable walls, secret doors, and so on.		You may, after private conference, award Karma to those of your faith. The rules for doing so are in the Religion section.	
Entertainer	[Major, 15 MS, Once]	Guild Wages	[Unavailable]
Jugglers, dancers, minstrels, thespians, even puppeteers, these are the superstars of the Known world. Their performances are often the high points of folk's existence, especially in times of trouble. Once per Event, you may give a performance lasting at least 10 minutes. At the beginning, you select a group of no more than 20, and state "Forsooth, I grant you the trait Audience for the duration of this performance." At the end, you may call "By my Voice, Renew to Audience". Unless permission is granted by an NPC, this Skill may not be used during a battle or adventure.		Your skill in crafts demands a higher rate of pay. When utilizing the "General Income" crafting ability, you may obtain 2 crown for 1 CP, rather than merely 1 crown.	
Evade Trap	[Standard, 10 MS, Once]	Hagsblood	[Standard, 10 MS, Once]
Once per Day, you may call "Resist" against a trap, as you role play jumping out of the way. You may not wear physical armor while using this ability, but may use natural armor or Livery. This stacks with the 8th Level ability from the Gift of Dexterity.		You must possess both the Evil Eye and Witchblood advantages to use this skill. Once per Day, you may call "Charm by Gesture" after locking eyes with another character for at least a 10 count.	
		Improved Battle Endurance	[Standard, 10 MS, Once]
		You must possess the Gift of Courage. You may add 1 to the number of times you may use Battle Endurance per Renew.	

Improved Battle Rage [Major, 15 MS, Once]
You must possess the Battle Rage skill to use this skill. When in a rage, you are even more of a terror. You may "Resist" any two Effects, instead of one, and gain the ability to call "Heal Three to Self" once prior to the end of your rage.

Improved Burst Casting [Major, 15 MS, Once]
Requirement: Gift of Passion

You may increase your Bursts per Renew by 1.

Improved Bestow Favor [Standard, 10 MS, Once]
You must possess the Bestow Favor skill to use this skill. When you provide a token, it provides both "Bestow one Resist any Effect", and "Bestow one Heal 3 to Self".

Improved Butcher [Standard, 10 MS, Once]
You must possess the Butcher skill to use this skill. You gain 3 more Butcher Tags per Event.

Improved Duelist [Major, 15 MS, Once]
You must possess the Duelist skill to use this skill. When entering into a formal duel, not only do you "Renew" your abilities, you gain a single additional Special Attack to use during the duel.

Improved Instruction [Major, 15 MS, Multiple]
You must possess the Instruction skill in order to use this skill. You gain 3 more Skill Tokens to teach to others per Event.

Improved Leadership [Minor, 5 MS, Once]
You may use Leadership 4 times per Renew instead of 2.

Improved Resistance [Standard, 10 MS, Once]
You must possess the Elemental Resistance Advantage to purchase this Skill. You add a second element which you may Resist, and gain a second use per Renew.

Improved Scavenging [Standard, 10 MS, Once]
You must possess the Scavenging skill to use this skill. You gain 3 additional Salvage tags per Event.

Improved Storm Casting [Major, 15 MS, Once]
Requirement: Improved Burst Casting
You may increase your Storms per Renew by 1.

Income X [Minor, 5 MS, Multiple]
You receive the indicated number of crown per Event.
If purchased with Moonstones, each purchase grants an income of 5 (or +5) crown per Event. Purchased Income does not Travel, but Income from an Occupation does.

Increased Mana [Standard, 10 MS, Multiple]
You must possess the Gift of Wisdom to purchase this skill, and may purchase it up to three times. Each purchase adds one to your Maximum Mana.

Information Gathering [Standard, 10 MS]
This Ordinary Skill may only be used at your Home Chapter. This skill represents your character's ability to track down people who might know something about a particular subject you are looking for information about. This is a "plot skill"- it does nothing during Events, but if you submit a Post Event Letter within two weeks of the Event, you may indicate the type of information you are looking for. If someone is available in the nearby area who possesses this information, they will arrange to meet you in game. The success of your search is up to the Staff and depends on available time, how much information you have to guide your search, and how reasonable your goal is. In some cases, you may gain some information, but not actually locate someone. Note that, for dangerous or illegal information, Information Gathering will alert the NPC character that you are looking. Also note that, if a fellow PC possesses the information sought, they may be notified instead of or in addition to an NPC.

Instruction [Standard, 10 MS, Once]
Everyone has certain skills they possess, but few are capable of teaching those skills to another. A character with Instruction, however, is a skilled teacher. At check in, you receive three Skill Tokens- limited Moonstones that function only for the purposes of a specific skill. You may use these Skill Tokens to instruct others in the skills you possess, with the following rules.

It takes 30 minutes of training to grant 1 Skill Token to another, and each lesson should cost at least 5 crown in coin or barter. The teaching time may be split up over the course of an Event.
* A 5 MS skill may be trained up to 1 Skill Token per Event.
* A 10 MS skill may be trained up to 2 Skill Tokens per Event.
* A 15 MS skill may be trained up to 3 Skill Tokens per Event.
* Unavailable skills may not be taught with Instruction.
Skill Tokens obtained from Instruction may be supplemented with Moonstones for the actual purchase of the skill.

Iron Will [Standard, 10 MS, Once]
Once per Renew, you may call "Resist" to an Effect which was delivered "by Will".

Joy of Life [Major, 15 MS, Once]
You must possess the Gift of Empathy. Once per Day, you may spend a single use of Healing Hands to call "By my Voice, Heal One to Unstable". If "With Malice towards None" is active, you may instead call "By my Voice, Heal One."

Knockout [Major, 15 MS, Once]
You add "Knockout" to the list of your Special Attacks for 1H Blunt, 2H Blunt, or Tool Weapon Types. This must be delivered from behind and must strike the back. See the Gift of Dexterity.

Leadership	[Major, 15 MS, Once]	Metalworking X	[Major, 15 MS, Once]
You gain the ability to call "Heal 2 to ___ by Gesture", 2 times per Renew. Note that the Occupation description specifies who this applies to- others cannot voluntarily place themselves in your service to take advantage of this skill. You can do this by offering a few words of encouragement, threatening consequences, and so on, but you cannot use it while suffering from the "Silence" Effect, or when the person you wish to heal is Unconscious. If purchased with Moonstone, you must choose how these followers are linked to you: those whom you employ, those who follow your Faith, or any other connection which is approved by the Staff.		You possess the Metalworking Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 95 for a more detailed description of Metalworking.	
Literacy	[Free]	News & Rumors	[Minor, 5 MS, Once]
You are able to read and write.		This Ordinary Skill may only be used at your Home Chapter. You receive a general write up of what is going on in the area at the start of each Event, with a few extra rumors thrown in that may or may not be true.	
Livery	[Standard, 10 MS, Once]	Occupational Spells	[Unavailable]
While wearing a certain manner of dress, or the colors and heraldry of your sponsor, you gain 1 extra Hit Point. If you purchase Livery with Moonstones, it must strongly represent your Occupation, and be approved by the Staff.		Some Occupations have spells which aid them in their work, a mix of hedge magic and true Sorcery. You may only use these spells if you have the Gift of Wisdom. See page 125 for more information on Occupational Spells.	
Loemaster	[Unavailable]	Pathfinding	[Standard, 10 MS, Once]
This Ordinary Skill may only be used at your Home Chapter. Once per year, a character with this skill may utilize Research to create new items of in game lore, such as alchemy recipes or spells. You must write a proposal for the effect of the spell or other lore item and submit it to your Chapter's Staff. If approved, you will receive an in game write up of the item, which will be added to the game's Library as an item which can be researched. If not approved, you may submit a new item. Staff may choose to edit the properties of the item. The item may be added to libraries across Chapters, at Mystwood discretion.		This Ordinary Skill may only be used at your Home Chapter. You can find your way to distant locations in the bearby area, navigating the many treacherous paths of the hinterlands. This is a "plot skill"- it does nothing during Events, but if you submit a Post Event Letter within two weeks of the Event, you may indicate 3 locations, in order of preference, that you would like to find your way to.	
Mage Lore	[Minor, 5 MS, Once]	Examples could be "The ruins we visited where we found the six eyed hag", "The goblin encampment I've heard rumors about", "Any stone monolith". You can also choose to search for certain monsters or persons- "A medusa" or "The bandit Chief Bolo the Red". The success of your search is up to the Staff and depends on available time, how much information you have to guide your search, and how reasonable your goal is. In some cases you may gain some information but not actually locate anything. If you are successful, a Grey Wanderer will seek you out when it is time to journey to the adventure in question AT THE NEXT EVENT YOU ARE PREREGISTERED FOR. This is very important- unless you sign up for an Event, no adventure will be planned.	
Master Entertainer	[Unavailable]	Patronage X	[Unavailable]
You may use the Entertainer skill Once per Day, instead of Once per Event.		This Ordinary Skill may only be used at your Home Chapter. Once per year, you may sponsor X people into Advanced Occupations which require Patronage, such as Philosopher or Physician. This represents you using your influence and wealth to enable them to pursue their studies, rather than having to work for their survival.	
Masterwork	[Unavailable]	Poisoner X	[Major, 15 MS, Once]
This Ordinary Skill may only be used at your Home Chapter. A master crafter involved in the Guild may further their field and expand their craft. Once per year, if you are signatory to a Craft Kit, you may design an item with abilities and costs, draw up plans, and submit it to your Chapter's Staff. If approved, you will receive an in game patent for the item, which will be added to the game's Library as an item which can be produced. If not approved, you may choose to submit a different item. Staff may choose to edit the properties of the item. For the first year, only the Master Crafter who created the item may make it, after which, any crafter in the region (Chapter) may produce the item if they are familiar with its template. The item may be added to crafting charts across Chapters, at Mystwood discretion.		You possess the Poisoner Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 96 for a more detailed description of Poisoner.	
Medicine	[Unavailable]	Precision	[Standard, 10 MS, Once]
You gain additional Immediate items which you may use Apothecary CP on. These items are listed on the Apothecary list at the end of the table on page 91.		To use this skill you must possess the Gift of Prowess. You may add "5 Damage" to the list of Special Attacks you are capable of performing with any melee weapon.	

Production X (Type) [Unavailable]

This Ordinary Skill may only be used at your Home Chapter. You are able to gather, harvest or otherwise obtain Components or Materials of the indicated type between Events (for example "5 Metal"). Your production will be provided to you at check in. You may need to advise the Staff at that time.

Quick Learner [Unavailable]

Once per Day, you may spend 10 to 15 minutes role playing learning a skill from another to gain one Skill Token in that skill. They must possess the skill they are teaching, of course. This is in addition to any Skill Tokens you might have gained from the character if they possess Instruction.

Religious Ceremony [Major, 15 MS, Once]

Once per Day, you may organize a religious ceremony. After this ceremony, lasting 10 to 15 minutes, you may choose one of the following Effects.

The call is "By my Voice, ____ to Follower of <god>."

- * Heal and Renew
- * Bestow one Special Attack
- * Bestow one Resist Magic

Those pledged to other gods may attend the ceremony, but must be respectful and somewhat apart from the faithful. Unless permission is granted by an NPC, this Skill may not be used during a battle or adventure.

Research [Unavailable]

This Ordinary Skill may only be used at your Home Chapter. The plot skill Research is used between Events, primarily to gain helpful information and clues about Chronicles. Books and items which can be researched will normally be marked with a tag stating "Research", the topic that the item may be used to research on, and an NPC that the research must be directed to. Some categories of items, such as Relics, may be researched without a specific tag on them- the rules for doing so can be found elsewhere in this Rulebook, or in the addendum rules for that particular topic. Lastly, an NPC may directly advise you during game that a topic can be Researched- if this occurs, they will advise you to whom the Research should be directed.

To use Research, you must submit a Post Event Letter, where you may list the question or topic you are interested in, the source material you are utilizing (if any), and the NPC the research is to be directed to (if any)

At the next Event you Preregister for, you will obtain a research scroll with your results. A research scroll is an in game, registered item that can be lost or stolen. Players are encouraged to place their research scrolls into a library or similar repository, but are not required to. The Staff reserves the right to change or simply revoke a research scroll if it turns out that it causes problems to game balance or lore.

Retainers X [Minor, 5 MS, Multiple]

A number (X) of loyal servants and retainers may wear your colors or symbol, gaining the "Livery" skill. If they already had the skill from their occupation this does not add any benefit. If purchased with Moonstones, each purchase provides 1 retainer.

Room for More [Unavailable]

After a thirty count of calling for gaming, drinking, etc., you may spend 1 Bardic Voice CP to call "To Room, Compel Carouser to (play a game/drink/party)". This skill may not be used if there is combat occurring within line of sight.

Scavenging [Standard, 10 MS, Once]

You are not afraid to loot the dead for items others would not wish to touch. Each Event, you will receive 3 Salvage tags at check in. You may activate one tag as Cloth, Food, or Metal Material when you loot a body. The creatures must be appropriate to the type of Material- you cannot loot Food from an Undead, but could loot Metal from a construct. You may also "destroy" an item tag that has not expired, replacing it with one Unit of Cloth, Metal, or Wood, which you or another must use immediately. You must use your judgment as to what the item initially was made from- arrows are unlikely to render into Cloth, for example. This does not require Salvage Tags and may be done at will.

* You may make better use of the Village Midden Waystone, sifting through the thrown away items in the town dump.

Once you have activated a tag, you should check off the Material type, and stow the tag in a sack with various scraps and oddments. You also may not scavenge from someone who has already been picked over by another.

Scribe X [Major, 15 MS, Once]

You possess the Scribe Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 97 for a more detailed description of Scribe.

Sell Drinks [Unavailable]

This Ordinary Skill may only be used at your Home Chapter. You may sell licensed 'booze' (usually actually soda, iced tea, etc.) of various sorts at the Tavern. These drinks have various effects, which you pronounce on the person buying them (usually "Renew", but others are possible). Drinks may not be sold during battles. Taverns in most lands are owned by the local nobility, and so the game money paid for drinks must be returned to the NPC building (but see Tavern Share).

Serene Contemplation [Minor, 5 MS, Once]

You must possess the Gift of Wisdom to use this skill. You may reduce the Mana cost of some spells, as long as you have not physically attacked someone with a weapon during the current Day. Damage from spells and summoning is allowed. Any spell which costs more than 2 Mana costs 1 less. For example, 4 Mana spells cost 3, while 3 Mana spells cost 2, etc.

Set Trap [Standard, 10 MS, Once]

You can arm and re-arm traps, or move them and set them in new locations. Only traps with a tag can be moved with this skill.

Sewing X [Major, 15 MS, Once]

You possess the Sewing Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 98 for a more detailed description of Sewing.

Shifter Senses**[Standard, 10 MS, Once]**

You must possess the Skin Changer Advantage to purchase this skill. Once per Renew, you may call each of the following Effects once: "Detect Animal", "Detect Vermin", and "Speak to Animal".

Slayer (Type)**[Unavailable]**

You gain the ability to call one "Special Attack" against each creature of the indicated type you encounter. When you have a creature in sight, but are not sure if it is actually of the proper sort, you may call "Detect (Type)". You may not shout this, and can use this ability only to confirm that the monster is of the kind you slay, not to find hidden creatures. This skill may be used even without possessing a Gift which provides Special Attacks.

Standard Bearer**[Major, 15 MS, Once]**

Requirements: Livery of a particular group such as a Knight's retinue, the Town Guard, etc. as approved by Staff. While carrying the heraldic colors of your organization, you gain the choice of a few abilities pertinent to assisting your fellows. Any one of these abilities may be used per Renew.

* "Heal One to <Group>".

* "By my Voice, Bestow one Resist Will to <Group>".

* "By my Voice, Bestow 1 Mana to <Group>".

A standard must be a sizeable banner of at least 2'x2' on a pole at least 6' long. While bearing the standard you may only defend yourself with a one handed weapon, or use a shield.

If your standard is struck by an enemy, you must call "Torment to <Group> by Will.". If it suffers Shatter or you suffer Disarm and drop it, you must spend a 300 count of role play repairing and cleaning it before it may be used again.

Stench of the Enemy**[Minor, 5 MS, Once]**

You must possess the Eternal Foe disadvantage to use this skill. Once per Day, you may call "Detect Daemon", "Detect Fae", or "Detect Undead", depending on your Eternal Foe.

Sunder**[Major, 10 MS, Once]**

Once per Event, you may call "Shatter" with a two handed attack.

Swarm Magic**[Unavailable]**

Through long practice communing with the hive, you are able to remove and suspend some of your bees in ensorcelled pouches, called "Beekeeper's Bags". To create one requires 1 Cloth Material, and 1 Air, 1 Earth, and 1 Life Components. Once created, the item holds 10 "1 Damage" packets, representing the stings of your beloved bees.

Tarot Mortis Punchinello**[Standard, 10 MS, Once]**

You must possess the Gift of Dexterity. You may add a card representing Harlequin's rival Punchinello to your deck. It is represented by a Clubs card (if the dedicated Punchinello card is not available), and if drawn, results in "Maim all Limbs".

Taunt**[Standard, 10 MS, Once]**

This skill requires Bardic Voice to use. Once per Day, you may engage a foe in an insult match. After they have gotten worked up, you may call "Frenzy at me by Will", sending them into a rage and forcing them to attack you. You may only use this on someone who has shouted insults BACK at you, and whom you feel you have gotten the better of.

Tavern Share**[Unavailable]**

This Ordinary Skill may only be used at your Home Chapter. At the end of an Event, you gain 5% (1 in 20 crown) of the crown accumulated from the sale of drinks and other items at the tavern, or 5 crown, whichever is higher. If you are not present for cleanup during an Event, you gain the 5 crown regardless at next check in.

Tinkering**[Unavailable]**

You gain 2 Craft Points per Day, which may be used to make items from the Apothecary, Metalworking, Sewing, and Woodworking Craft Skills, with the following limitations:

* You may only make items which cost 0 or 1 CP.

* Tinkering is not a "Craft Skill", and you cannot gain more Craft Points for it using other abilities which improve "Craft Skills", most notably Craft Kits.

Toughness**[Major, 15 MS, Once]**

You add 1 to your maximum Hit Points. This is cumulative with additional Hit Points from either the Gift of Courage or Prowess.

Unarmed Combat**[Standard, 10 MS, Once]**

Twice per Renew, you may throw a packet at an opponent within melee reach and call "Subdue".

Use Two Weapons**[Major, 15 MS, Once]**

You may use a weapon of up to 42" in length in each hand. Note that the Gift of Dexterity also provides this skill.

Wages of Sin**[Minor, 5 MS, Multiple]**

You must possess at least one Chaos Mark. At check in, you will receive 1 Warpstone.

Warcaster**[Standard, 10 MS, Once]**

You may wear 1 Armor Point while casting spells. You must possess Wear Armor 1 or better to benefit from this skill.

Weapon Specialization (Type)**[Standard, 10 MS, Multiple]**

You gain one additional Special Attack per Renew with the indicated weapon type. You must have a Gift which provides Special Attacks to make use of this. You may purchase this with Moonstones multiple times, each time obtaining Specialization with a single weapon type from the table on page 40.

Weapon Use (Type)**[Standard, 10 MS, Multiple]**

You are able to use weapons of the indicated type, even if you do not have the Gifts normally required to do so, or it is a restricted weapon type. Each purchase provides a new type of weapon from the list below:

Bow

Large Shield

Flail

Polearm

Hand Crossbow

Single Throwing Weapon

Javelin

Staff

Other Weapon Types must be learned from Gifts or Occupations. Remember, many Weapon Types (all except Claw, Fist, Flail, and Large Shield) can be obtained from the Gifts of Courage, Dexterity, or Prowess. See Basic Weaponry for the list of Weapon Types all characters may use.

Wear Armor X**[Minor, 5 MS, Multiple]**

Allows you to wear X Armor Points, which add to your Hit Points. In order to gain these points, you must actually be wearing enough realistic looking armor to warrant it- see the Armor section on page 37. Purchasing this skill with Moonstones provides the ability to wear 1 Armor Point for each purchase, which stacks with your Occupation. A character with an Occupation which cannot wear armor would thus get Wear Armor 1, while a Town Guard would have a total of Wear Armor 4.

Woodwise**[Minor, 5 MS, Once]**

You may read Flags marked Woodwise, which represents your ability to commune with nature, and see things others may miss.

Woodworking X**[Major, 15 MS, Once]**

You possess the Woodworking Craft Skill, and have a certain number of Craft Points per Day. If purchased with Moonstones, this provides 2 Craft Points. Only one Craft Skill may be purchased with Moonstones. See page 99 for a more detailed description of Woodworking.

Work Rhythm**[Unavailable]**

You are used to long days of labor with oar, shovel, hammer, or pick, and have thus developed your own rhythms for working. This affords you a benefit in combat. When armed with a weapon of the following types, every third strike which successfully hits a weapon, shield, or your opponent may be called as "2 Crushing". If any of your strikes miss, you must start the three strikes over. Allowable types are One Handed Axe, Two Handed Axe, One Handed Blunt, Two Handed Blunt, Flail, or Tool.



CRAFTING SKILLS

All Craft Skills use “Craft Points” to determine how often you can use your abilities. So for example “Metalworking 4” means that you have 4 Craft Points to use each Day. The Mystwood day begins and ends at 6 PM.

While characters do not have very many Craft Points, you can create craft kits that will give you extra Craft Points. In addition, two crafters may work together, contributing Craft Points equally, on more complicated projects.

Craft Skills require that you do your best to actually practice the craft in question, within the limits of safety and practicality. At the very least, you should read up on how the craft was practiced in the Middle Ages, and engage in appropriate role playing. Whenever practical, actual practice of the craft is strongly encouraged. How long it takes to use craft abilities is up to you, but in most cases 5 minutes per Craft Point is reasonable.

For full weekend Events, any Craft Points from the “Sunday” game day which remain unspent may be spent between games, provided you have the proper Materials. This between games use must be noted in your Post Event Letter (see page 118). If you did not play the “Sunday” game day, you may spend any leftover “Saturday” Craft Points instead.

Game Items

Immediate abilities may be used at any time, with the appropriate Craft Points and Materials. An example of an Immediate ability would be a smith’s ability to sharpen a weapon.

Enhancements are one use, but will last indefinitely until used. You must write the effect on a Material tag (or use a tag made specifically for the Enhancement), and must do actual crafting in order to activate it. You then give the tag to the person whose gear you have enhanced. The enhancement is applied to a person’s gear- they must have the type of item in question, and must be wearing/using it when they use the enhancement. So using a “Reinforced Breastplate” requires you to be wearing a breastplate, of course! You may only use one instance of a specific Enhancement at a time, for example, while you may be carrying multiple Purity Seal tags, you can only have one attached and active at a time. Enhancements are game items, and can be stolen. The new owner must then apply them to their props, or store them in a box if they do not have an appropriate piece of gear.

Tools have no game effect, but are useful in making crafting kits and when collaborating between crafters. They can represent permanent tools, like hammers, or refined supplies like nails.

A **Craft Kit** is a collection of basic tools needed for a particular craft, and grants extra Craft Points to up to 3 crafters. In Mystwood, the physical workshop spaces are usually shared between crafters, but individuals and small groups maintain their own personal tools. Each craft kit should at least be represented by a wooden plaque at least 8”x11”, a small chest, or a few tools, either real or props. Each kit has an owner identified in the certificate of ownership. You can’t get away with using someone else’s tools without their permission, since it’s a small town and if somebody is running around with your hammer, you’ll know. The owner can permit up to 3 people per Event to use the Craft Kit and be considered “signatory” to the craft kit, usually themselves and two others. Craft kits can be stolen, usually by rats or pillaging marauders, or destroyed. This is represented by taking the certificate of ownership.

Some skills allow you to award **Moonstones** to others in recognition of their deeds. This is a solemn responsibility, and misusing it (for example awarding them to your friends when their actions don’t warrant it, awarding them to others with the understanding that they will do the same for you, etc.) is a serious breach of the spirit of the game.

A few items are labelled as **Emulsifiers**. These items are used with the Alchemy rules in Special Appendix 3, page 149.

Components and Materials

Most crafting abilities require you to obtain Materials and Components in various amounts. See Chapter 2, page 48. As a reminder, the basic Materials are Cloth, Food, Metal, Parchment, and Wood, while the Components are Air, Earth, Fire, Water, Chaos, Death, Life, and Time.

General Income

Any character may choose to trade one, some, or all of their unspent Craft Points in for 1 crown per Craft Point. This must be done in a Post Event Letter. This represents finding general occupational duties which aren’t well represented by in-game items. A character with Bardic Voice might have performed a speech between Events, for example, or a character with Metalworking might have kept busy with knife-sharpening and pot mending. Characters with Guild Income instead receive 2 crown per Craft Point.

Apothecary

Those characters with the Apothecary skill are viewed with both hope and dread. Apart from the intervention of the Saints, they are often the only possibility of relief from many horrid afflictions. However, their cures are often draconian, and the line between medicine and quackery, healing and harm, is very slim in the Known World...

Apothecaries make most of their potions from herb and simple animal products. They do often use magical components, but their Art should not be confused with Alchemy, which is a form of potion making that is available to nearly anyone (though improved with Apothecary).

Item	CP	Type	Components
Administer Anaesthesia	2	Special	None
			By administering soothing drugs, you provide a redraw of a failed First Aid attempt. Can only be done once per surgery attempt. May instead be used to call "Knockout" after a 10 count of role play with a willing or restrained target.
Apothecary's Workshop	4	Craft Kit	3 Water, 3 Death, 3 Life, 2 Cloth Tools, 2 Metal Tools, 2 Wood Tools +2 Apothecary (or Poisoner) Craft Points per Day for up to 3 characters.
Aqua Regia (Acid Bomb)	3	Enhancement	1 Water, 1 Death One Use. "3 Water to Room" packet. "The noble water", actually a powerful acid.
Aqua Vitae	1	Enhancement	1 Fire, 1 Water One Use. If applied before a Comforting Bandage, the Comforting Bandage will provide "Heal Four". Emulsifier.
Blade Poison	1	Enhancement	1 Death One Use. "Bestow Doom by Poison" attack. If attack misses, the poison is wasted.
Caustic Tar	2	Enhancement	1 Fire Three Uses. "Bestow Subdue by Poison" attack.
Contact Poison	3	Enhancement	1 Death Allows you to put contact poison on one small object (not a weapon). The object cannot be thrown or used offensively.
Herbal Poultice	1	Enhancement	1 Life, 1 Cloth Tool One Use. "Purge Poison".
Ingested Poison	1	Special	1 Death Allows you to poison food or drink by placing a Poison tag near it.
Medical Kit	1	Enhancement	1 Life, 1 Cloth Tool, 1 Metal Tool Six Uses. A character using First Aid may use this kit to bypass the die roll and treat the result as a 1-3 (white).
Potent Sweets	0	Enhancement	1 Time Three Uses. "Bestow 1 Mana".
Purging	1	1 Water	Immediate One Use. "Purge Poison".
Set the Bone	1	None	Immediate One Use. "Purge Maim".
Smelling Salts	1	None	Immediate One Use. "Purge Knockout".

Medicine

Item	CP	Type	Components
Invigorating Elixir	1	Immediate	None One Use. "Purge Blight". Requires Medicine Ordinary Skill.
Vinegar Wash	1	Special	None One Use. "Bestow one 'Resist' against Tainted Wound Affliction". Requires Medicine Ordinary Skill.
Vivifying Brew	1	Immediate	1 Life One Use. "Purge Doom". Requires Medicine Ordinary Skill.

Armstraining

Mystwood exists in a near constant state of warfare, beset by marauders, brigands, and monsters of every kind. Not only the Town Guard and local Knights, but every able bodied person must be prepared to fight at a moment's notice. Hence, many folk train every day, and those who can teach the martial arts are greatly valued. All of the below crafts, other than Disarming Maneuver, require appropriate role play.

Action	CP	Type
Basic Drill	2	Immediate
	May only be used in town when no combat is going on, or in a place of safety. You may "Renew" up to 6 people you actively trained.	
Deflection Training	2	Immediate
	After training you may call "Bestow Resist any Effect that strikes your shield" to up to 6 people you actively trained.	
Disarming Maneuver	2	Immediate
	"Disarm". May be performed instantly.	
Gear Up	2	Special
	You provide basic instruction regarding weapon and armor use. You may provide one of the following to up to 6 people you actively trained.: "Bestow Weapon Use" (any one Type you know, including Shield) or "Bestow Wear Armor 2". Wear Armor requires appropriate armor props.	
Quintain Training	0	Immediate
	Set up a training dummy with 1 Cloth, 1 Metal, or 1 Wood. After training, you may "Bestow 3 Damage" to up to 6 people you actively trained.	
Shrewd Cuts	2	Immediate
	After training, you may "Bestow Maim" to up to 6 people you actively trained.	
Spear Hedge	1	Immediate
	After training, you may "Bestow Disengage" to up to 6 people who are armed with 2 handed weapons and who you actively trained.	
Supple Wrist	2	Immediate
	After training, you may "Bestow Resist Disarm" to up to 6 people you actively trained.	
Target Practice	3	Immediate
	After training, you may "Bestow Lethal" to up to 6 people you actively trained.	
Tournament of Arms	2	Special
	Organize a single elimination tournament of at least 4 but no more than 32 participants. Provide a Moonstone to the winner for each round they won in the tournament.	



Bardic Voice

The tradition of the Bard or Skald is strong in Mystwood. Those who can craft words to suit their purposes have a special power, and are accorded a special respect. Most of the abilities of the Bard require you to create a short poem (any format) or speech. This requires at least a few minutes, but can be composed in advance and saved to use until a suitable opportunity. You may not use the same poem or speech more than once per Event.

Action	CP	Type
Bardic Contest/Debate	2	Special
		Once per Event, hold a debate or discussion on a topic of interest with at least three participants. Award a Moonstone to the victor.
Present Task or Quest	2*	Special
		Once per Event, you may set a task or quest for others to attempt. If they succeed at it, you may award a Moonstone to ONE of them. Costs CP only if they succeed.
Refreshing Song	1+	Immediate
		You may "Renew" up to 6 people per Craft Point spent. May only be used in town, when no combat is going on, or in a place of safety. There are many types of Renew performances- Careful Planning, Pleasant Stories, Diverting Songs, and Rousing Tales are other options.
Heroic Recounting	2	Special
		You may recount the deeds of a character before an audience of at least six others. You may then award them a Moonstone.
Praising Couplet	2	Immediate
		"Charm by Will".
Reasoned Argument	1	Immediate
		After a brief argument refuting a point, you may call "By my Voice, Purge Will".
Rumormongering	0	Special
		You may spend 1 Parchment and give a rumor to a Grey Wanderer. It will appear in this Chapter's News & Rumors next Event.
Witty Jest	1*	Immediate
		Tell a joke that makes light of your circumstances. The first person to laugh, genuinely, receives a "Renew". Costs CP only if someone laughs.



Cooking

Few in the Mystwood starve, due to the abundance of mangelwurzel, a sort of a starchy cross between a potato and a turnip that grows quickly in the rich forest soil. Even beggars often appear quite well fed. However, mangelwurzel has no real tastiness value whatsoever, and does not “stick to the ribs”. Thus the people of Mystwood eagerly seek food of other kinds, and a good meal before an adventure may mean the difference between victory and defeat.

Although a cook has some latitude as to how “medieval” they wish to be in their craft, obviously modern food and packaging should be avoided. “Going to eat mangelwurzel” is the polite way of saying “I’m off to eat my tasty chips and sandwich out of game”.

Item	CP	Type	Components
Hearty Meal “Bestow 2 Hit Points”.	1	Immediate	1 Food
Iron Ration One Use. “Renew” one person. May be used whenever the food is eaten, even outside of town, but not within line of sight of combat.	2	Enhancement	1 Food
Kitchen 2 Cooking Craft Points per Day for up to 3 characters.	4	Craft Kit	3 Air, 3 Fire, 3 Water, 3 Life, 2 Cloth Tools, 2 Metal Tools, 2 Wood Tools
Nail Soup Make a bizarre mixed meal from whatever is available. “Bestow 1 Hit Point” to three characters.	0	Immediate	1 Component or Material
Recognition Banquet Hold a feast to recognize of great deeds. Choose to award 1 Moonstone to 6 people, 3 Moonstones to 2 people, or 4 Moonstones to 1 person.	4	Special	4 Food
Replenishing Snack “Renew” up to 6 people. This can only be performed inside the town, when there is no combat going on, and takes about 10 minutes.	1	Immediate	1 Food per person
Toxic Food “Afflict with Food Poisoning”. May place yellow tag, up to six people per Craft Point spent.	1	Immediate	1 Food
Welcoming Morsel “Charm by Will”.	1	Immediate	None



Metalworking

You are able to create various items and enhancements which deal with metal. For example, you can hone blades to razor sharpness, reinforce armor at critical points, and repair damaged weapons.

Item	CP	Type	Components
Armor Piercing Arrows/Bolts	0	Enhancement	2 Metal 10 "2 Crushing" arrows or normal crossbow bolts. Choose at time of creation.
Harden Weapon	2	Enhancement	1 Metal One Use. "Resist Shatter".
Metal Tools	1	1 Metal	Tool Useful in Crafting.
Milanese Plate	3		1 Metal, 1 Death, Fire Three Uses. "Reduce to 1" against any weapon-delivered Effect.
Reinforced Bracers or Greaves	1	Enhancement	1 Metal One Use. "Resist Maim".
Reinforced Breastplate	2	Enhancement	1 Metal One Use. "Resist Lethal".
Reinforced Helmet	2	Enhancement	1 Metal One Use. "Resist Knockout or Lethal".
Rothenberger Plate	2	Enhancement	1 Earth One Use. "Resist Harm".
Sharpen Blade	1	Immediate	None "Bestow 3 Damage" attack.
Smithy Workshop	4	Craft Kit	5 Air, 5 Fire, 5 Water, 1 Cloth Tool, 5 Metal Tools, 3 Wood Tools +2 Metalworking Craft Points per Day, for up to three characters.
Spot Weakness	2	Immediate	None "Shatter" with weapon. May be used to shatter locks, if desired.
Unusual Weapon	2	Special	2 Metal Allows you to create a weapon with different Special Attacks than the basic list. See Chapter 3, page 40 for details.



Poisoner

Some characters that make and use Apothecary items are interested or trained mostly in the use of Poison, rather than medicine. The poisoning of Humans is illegal, but the poisoning of just about anything else is not. Poison is greatly feared and regarded with suspicion, however...

This skill allows you to make and use the Blade Poison, Caustic Tar, Contact Poison, or Ingested Poison items from the Apothecary list. You may also use an Apothecary's workshop to increase your Craft Points, but may not build one yourself.

Item	CP	Type	Components
Blade Poison	1	Enhancement	1 Death "Bestow Doom by Poison" attack. If attack misses, the poison is wasted.
Caustic Tar	2	Enhancement	1 Fire Three Uses. "Bestow Subdue by Poison" attack.
Contact Poison	3	1 Death	Enhancement Allows you to put contact poison on one small object (not a weapon). The object cannot be thrown or used offensively.
Ingested Poison	1	Special	1 Death You may poison food or drink by placing a Poison tag near it.
Poison Tolerance	0	Special	1 Life "Bestow Resist Poison to Self".
Purging	1	Immediate	1 Water One Use. "Purge Poison".
Quick Poison	1	Immediate	None "Bestow 3 Damage by Poison" attack. If attack misses, the poison is wasted.



Scribe

The greatest work of civilization is writing- a record of the comings and goings, the acts and actions of humanity. While the Europa of Mystwood is mostly inhabited by illiterate peasants, there still exist many who require letters sent, documents prepared, and purity seals inscribed. And, of course the scribe is invaluable when prayers must be written for the gods, and when heroic deeds must be illuminated for posterity.

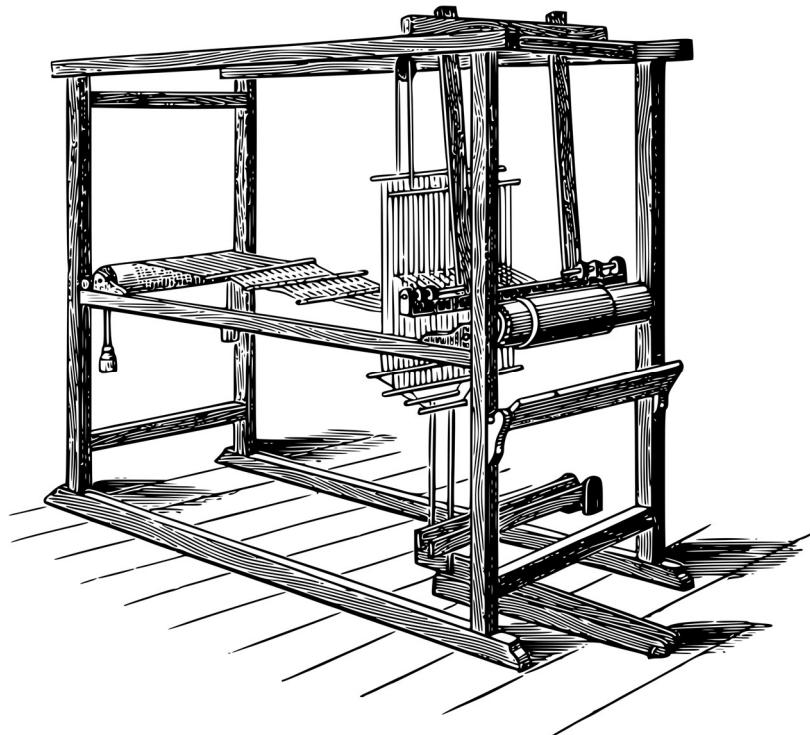
Item	CP	Type	Components
Forged Document	1	Special	1 Parchment You may create any form of document, so long as a prop is provided. It will appear official to anyone who is not an expert on the real version of such a document.
Illuminated Account	4	Special	1 Parchment Write an illuminated account of the adventures of others to add to the library. You may award one Moonstone on up to 6 worthy persons involved in the adventure. You may not duplicate a story already in the library.
Invitation	1	Special	1 Parchment Invite an NPC to visit town. The invitation can be given to a Grey Wanderer, and will usually be accepted.
Prayer	1	Special	1 Parchment, any number of Karma Record the prayers of yourself or another, give them to a Grey Wanderer, and they may be heard.
Purity Seal	0	Enhancement	1 Cloth or 1 Parchment One Use. "Resist" one "by Magic" Effect if work visibly.
Sacred Verse	1	Special	1 Parchment Compose a sacred verse in praise of the gods. Place it in the library, and you may request 1 Karma from a priest.
Scriptorium	4	Craft Kit	9 Parchment, 2 Air, 2 Earth, 2 Fire, 2 Water, 2 Chaos, 2 Death, 2 Life, 2 +2 Scribe Craft Points per Day for up to three characters.
Swift Letter	1	Special	1 Parchment Write a letter and give it to a Grey Wanderer for delivery.



Sewing

Most folk in the Mystwood own only one or two sets of clothing, making the care of that clothing a high priority. As everything must be hand sewn and hand woven, considerable time and skill goes into things we take for granted in the modern world. The art of sewing is also valuable for the protective runes that can be embroidered into clothing, for the tapestries that recount great deeds, and for many medical applications.

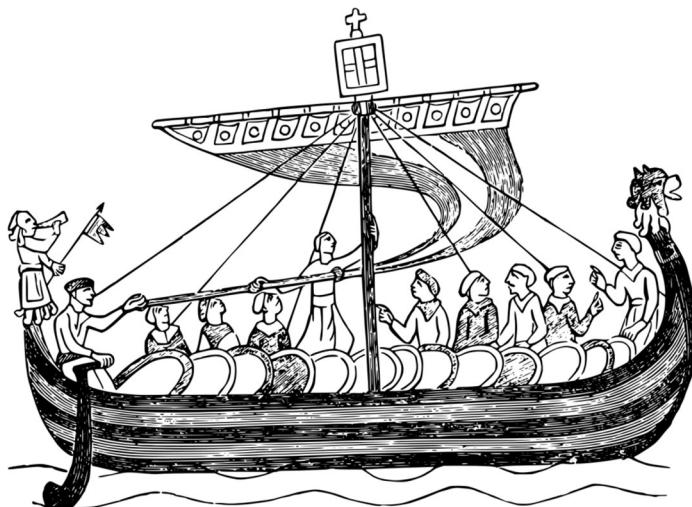
Item	CP	Type	Components
Cloth Tools Useful in Crafting.	1	Tool	1 Cloth
Comforting Bandage One Use. "Heal 2" when tied on with ten count of role play.	0	Enhancement	1 Cloth
Create Vellum Allows you to turn up to 3 Cloth tags into 1 Parchment each. Cross out "Cloth", and write "Parchment", with your initials.	1	Special	1-3 Cloth
Mending and Patching "Renew" yourself and the person whose clothing is mended. Cannot be done outside of town, and may only be used when real repairs are needed.	0	Immediate	None
Rune of Freedom One Use. "Resist Bind or Root" if not wearing armor.	1	Enhancement	1 Cloth, 1 Air
Rune of Resistance One Use. Choose one Element to resist, such as "Resist Fire" or "Resist Water".	1	Enhancement	1 Cloth
Secret Pocket One Use. Allows you to hide one small item or up to 10 coins for 30 minutes, so it cannot be found with the "Search" Effect.	1	Enhancement	1 Cloth
Sewing up the Wound 30 count of role play sewing a wound. "Heal 3".	1	Immediate	None
Swirling Cloak Lasts one year. Wearer may call "Disengage" once per Renew.	2	Enhancement	2 Cloth
Tailor's Shop +2 Sewing Craft Points per Day for up to three characters.	4	Craft Kit	5 Air, 2 Earth, 2 Water, 2 Cloth Tools, 1 Metal Tool, 1 Wood Tool
Tapestry Create an image depicting the deeds of others and hang it in a suitable place. Most are painted rather than embroidered. Grant up to 5 Moonstones, divided as you want to those depicted, all to one person or divided up.	2	Special	1 Cloth, plus 1 Cloth per Moonstone



Woodworking

Wood, wood, everywhere, and not a piece to carve... The Woodworker suffers from the unusual situation of being surrounded by their raw materials, but often unable to use them. Technically, all trees in the forests of Europa belong to one or more nobles, and only fallen boughs or dead trees may be used by the peasantry. This makes wood surprisingly hard to come by. Nonetheless, wood is a crucial element in all people's lives, and the woodworker's labor is greatly valued.

Item	CP	Type	Components
Burning Brand	1	Enhancement	1 Wood, 1 Fire
	One Use. "1 Damage and Subdue by Fire to Room" packet.		
Fire Arrows	0	Enhancement	1 Wood, 1 Fire
	5 "2 Fire" arrows or normal crossbow bolts. Choose at time of creation.		
Dart Trap	2	Special	1 Metal, 1 Wood, 1 Death
	Allow you to place a Dart Trap (mouse trap painted black) where desired. Must be immobile. Can only be armed by someone with the Set Trap skill.		
Glancing Shield	2	Enhancement	None
	One Use. "Resist Crushing".		
Glyph of Warding	3	Special	2 Air, 2 Earth, 2 Fire, or 2 Water
	Allows you to place a yellow card that reads "Glyph of Warding. Forsooth, you take 10 Damage by (element type). Remove this card". Can only be placed behind a door or in a container where it will be seen only when it is opened. Cannot be moved. Passive trap only, cannot be used offensively.		
Harvest Wood	1	Special	None
	Allows you to harvest 1 Wood Material, which must be used immediately.		
Locked Box or Door	2	Special	1 Metal, 2 Wood, 1 Earth
	Allows you to mount a game legal lock on a door or box.		
Make Paper	1	Special	1-3 Wood
	Allows you to turn up to 3 Wood tags into 1 Parchment each. Cross out "Wood", and write "Parchment" instead, with your initials.		
Reinforced Shield	2	Enhancement	1 Wood
	One Use. "Resist Shatter".		
Sunder Shield	1	Immediate	None
	Call "Shatter Shield" with a weapon.		
Town Upkeep	0	Special	None
	Perform needed maintenance or repairs on the town walls and buildings. You, and up to 3 helping you, may "Renew". Usable once per Day.		
Training Field	4	Craft Kit	2 Air, 4 Earth, 4 Fire, 4 Metal, 4 Wood, 4 Cloth, 3 Metal Tools, 2 Wood Tools
	+2 Armstraining Craft Points per Day for up to three characters.		
Wood Shop	4	Craft Kit	2 Cloth, 2 Air, 5 Earth, 2 Water, 3 Metal Tools, 3 Wood Tools
	+2 Woodworking Craft Points per Day for up to three characters.		
Wood Splint	1	1 Wood	Enhancement
	One Use. "Purge Maim".		
Wood Tools	1	1 Wood	Tools
	Useful in Crafting.		



CHAPTER SEVEN

ADVANTAGES AND DISADVANTAGES

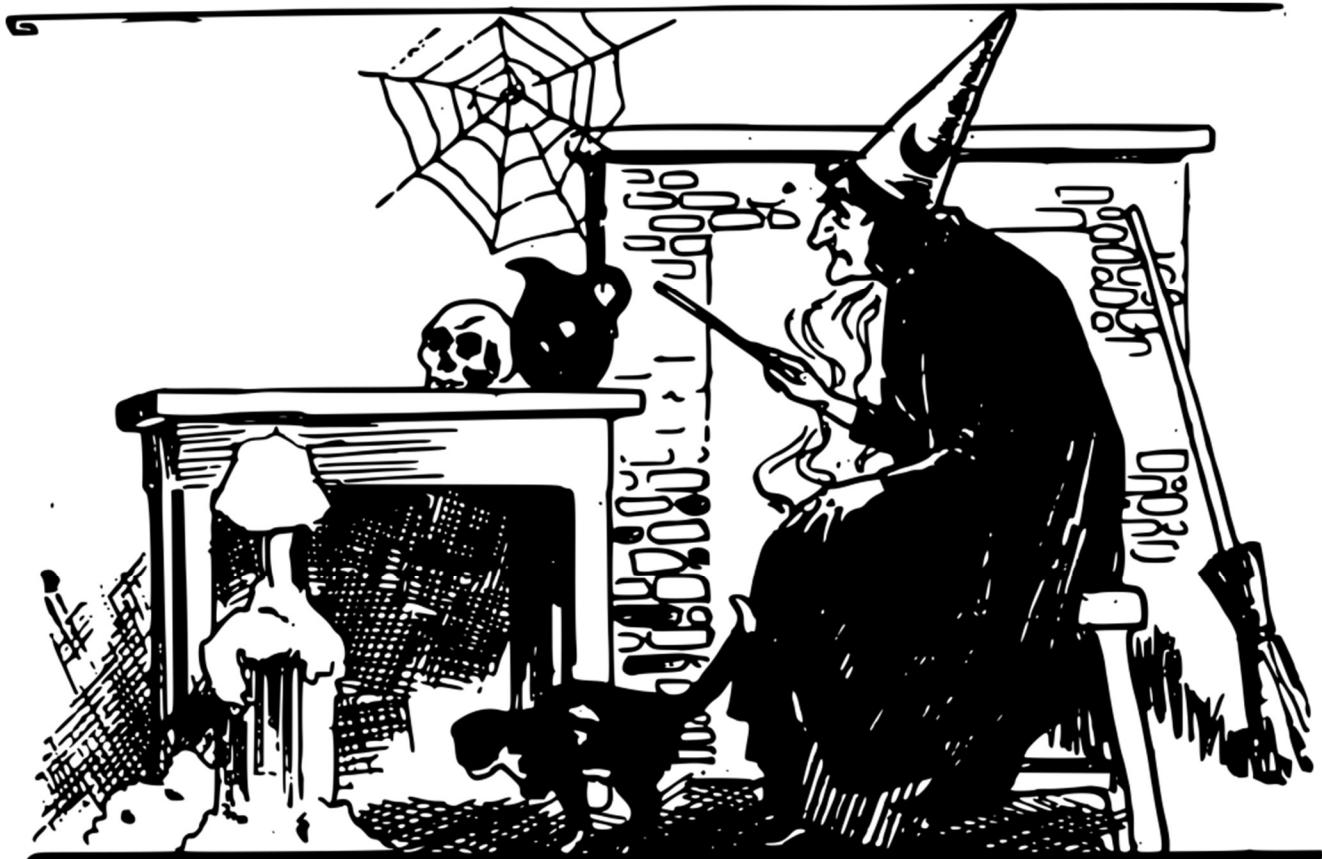
In the World of Mystwood, humans sometimes mingle their blood with that of supernatural creatures. The Fae steal away human children and replace them with Changelings. Werefolk assume human form, and take mortal lovers. Other folk can claim descent from the elements- from the stone of the mountains or the light of the sky itself. Others still are marked by darker powers- the mutations of Chaos, the curse of the Vampire, or even the power of the Dragon. Sometimes, whole families will bear the mark of the supernatural, while other times a bloodline may be thought extinct, only to reappear in a distant descendant. Attitude toward supernatural bloodlines varies- in places, some are thought quite ordinary, while others, particularly those thought to stem from the power of Chaos or Unlife, are actively persecuted.

In general, Advantages and Disadvantages are intended as a way to easily allow customization for players who wish to do so. Newer players may wish to skip this section entirely. You may choose or change Advantages and Disadvantages later on in your character's career if it makes sense and you receive Game Master approval..

You may choose one or more Advantages from the list below. If you do choose Advantages, you must choose an equal number of points of Disadvantages. So, for example, if you chose a 2 point and a 1 point Advantage, you might take a 3 point Disadvantage to compensate for it. You may not choose more than 4 points of Advantages. You do not have to choose any- many folk, even great heroes, are ordinary mortals.

Supernatural Heritage

If you take Advantages or Disadvantages marked with an asterisk (*), you must wear some kind of obvious makeup or costuming to show your supernatural heritage. What you choose is up to you, but it must look good, be easy to put on and remove, fit your advantages and back story and be obvious enough to be noticed. You must also maintain an image that is at least mostly human- full facial makeup that alters a character's features in an inhuman way is not allowed, while scars, burns, or face paint would be.



Potential Origins

Dragon Kin- Those whose ancestors served the Dragon, or bear a slight taint of draconic blood, often have green around the eyes or lips, potentially with a scaly pattern.

The Duergar- Ancient smiths and miners, the Duergar are often known as the “Mountain Fathers”. Long ago, it is said they imparted their knowledge of engineering unto the Romans. Those who share in their bloodline often have large beards, heavy eyebrows, or long hair, and wear rune marked clothing and gear. Some call the Duergar “dwarves”, though rarely to their face.

Elemental Kinship- Those who share some bond with nature might possess certain affinities to Air, Earth, Fire, or Water. This is often passed down from generation to generation. It can be shown using lip, eye, or skin highlights- yellow or white for Air, green or brown for Earth, orange or red for Fire, and blue or blue-green for Water.

Elfin Ancestry- Although the race of Elves is believed to have died out many hundreds of years ago, in legend they were the founders of magic, and the creators of spells as wizards understand them today. Pointed ears are a common mark of elven blood.

Monstrous Kinship- Some people are abnormally large and powerful. They may share some blood with a monstrous creature, perhaps a giant or troll. This heritage might be shown with shoulder pads, or tusks.

Mutation- Chaos has a lingering presence everywhere, and sometimes a child is changed. A mutation like an animal’s head or a tentacle arm is too extreme to be allowed as the sign of Chaos for a player character, for such a person would not be allowed inside the town walls. Hunchbacks, club feet, patches of scales and the like work, as do costumes of rags and bones.

Nymphs and Satyrs- These creatures are often referenced to in ancient Roman writings, though few have been seen for some time. However, their blood flows strong within some people. Small horns on the forehead or leaves in the hair can show descent from these bloodlines... or perhaps might be the taint of Chaos.

Shape Changers- All manner of witchcraft or familiar dalliance can cause a child to be born with the ability to change shape, often into a ferocious beast. Animal Eye contacts can make a great way to show a shapechanger’s heritage, as are tails, clothing of fur and leather, and wild hair.

The Nibelung’s Gift- This gift is said to come from the stars themselves, and is not understood by many. However, some children who were born on clear starry nights are blessed with good fortune for the rest of their lives. This Gift often shows itself as sparkles on the skin or hair.

Vampires- True vampires are always a threat to the villages of Mystwood, but there are some who have only the slightest marks and so are deemed harmless. Often, they have the power to heal with their blood, and can be quite useful. Vampire’s blood may be shown as a darkness around the eyes, pointed canines, or unusual hair.

ADVANTAGES

Advantageous Gluttony (1): A character with this Advantage may consume two units of Food to gain +1 maximum Hit Point for the next six hours. This extra Hit Point is not a Bestow, and stacks with other Hit Point sources.

***Call of Freedom (1):** Restraints cannot hold you. You may use this Advantage once per Renew to call "Resist" against the "Bind", "Paralyze", or "Root" Effects, or to escape from mundane bindings such as manacles.

***Caustic Blood (2):** Whenever you take 3 or more points of Damage from a single weapon hit, or suffer the "Maim", "Lethal", or "Death" Effect from a melee attack, you may call "Return 2 Damage by Poison" as your blood sprays out and burns your attacker. You still take the effect of the hit.

Crushing Strength (1, 2 or 3): You may use one "2 Crushing" melee attack per Renew per point you spent on this Advantage.

Durability (1): Once per Renew, you may call "Resist" to a "Maim" Effect.

***Elemental Fury (1, 2 or 3):** You may throw one "2 Damage by <Element> burst per Renew per point of this Advantage you take. To use this ability, you may gather as many packets as you wish, and throw them all at once in a group. You must choose one of the following elements when you take this Advantage: Air, Earth, Fire, or Water.

***Elemental Resistance (1):** Choose one element to be resistant to. This ability lets you call "Resist" against that element (Air, Earth, Fire or Water only) once per Renew.

Evil Eye (1): Once per Day, you may curse someone with an annoying but not incapacitating effect. Examples:

"I curse you....

...to value leaves and trash like gold...

...to rhyme at all times..."

...to honk like a goose..."

...to see spiders everywhere..."

...to feel great charity and good will...

...to be filled with sorrow and misery...

...with painful joints...

...by Gesture".

...to sneeze frequently...

...to stumble and fumble...

...to dread the night...

...to fear your own weapons...

...to find your armor confining...

...with claustrophobia...

...with hunger that is never satisfied

You may use any of the above or submit other curses to the Staff. You may not curse during combat, as this takes about a 60 count of staring at someone. In addition, you may "Purge Curse" once per Day.

Feign Death (1): Once per Day, you may fall down in a deathlike state. While in this state, which may last for up to 30 minutes, you cannot be harmed in any way, but cannot move or speak. Call "No Effect".

***Forest Ally (1):** You may use this advantage when out in the wild, out of town, outside of any walls. You may throw one "Bind by Magic" packet and one "Root by Magic" packet per Renew, as the trees rise up and snare your foes.

***Healing Blood (1):** You have powerful blood, possibly the result of vampiric ancestry. Twice per Renew, you may use a few drops of your blood to provide the "Heal 2" Effect to an injured person. If any individual character receives this healing Effect from you more than 3 times, ever, you must also state "Afflict with Blood Bond".

Hunter's Senses (1): You may use your senses to call "Detect ___", a total of three times per Renew. You may choose any combination of "Animal", "Living", "Undead", or "Vermin".

***Natural Armor (2):** You always count as wearing 1 Armor Point, which adds to your Hit Points. This Armor Point is NOT cumulative with any other armor you may wear.

Old Blood (1): Once per Day, you may call "Detect Fae".

***Poison Spittle (2):** Once per Day, you may lick a blade to coat it with venom. You must call "Doom by Poison" on your next swing. If you miss, or the target blocks your attack, the ability is wasted.

Purity (1): Once per Renew, you may call "Resist" against a "Poison" Effect.





Skin Changer (2): Once per Day, you may don a mask, transforming yourself into a horrible beast for up to one hour. During this time, in addition to your normal Gifts, Occupation, and Skills, you may use 30" Claws (see page 41) and gain 2 maximum Hit Points. In addition, you may call "Maim" twice with your claws, and may call "Disengage" 3 times. However, you may not speak or wear armor during this time, and many will not react well to your transformation.

***Stonefast (1):** Once per Day, you may plant your feet and call "Stonefast".

Stubborn Courage (1): Once per Day, you may take up a defensive position (a roughly 10 foot area) and resolve to hold it to the last. As long as you do not leave your post, your current and maximum Hit Points are increased by 8. This stacks with any armor you might be wearing. You may not use this ability in duels of any sort.

Talent (1-3): You have a skill or knack that does not depend on your Occupation. You must be able to explain how you came by this talent.

* 1 Point: Any one Minor skill.

* 2 Points: Any one Standard skill.

* 3 Points: Any one Major skill.

If you purchase a given skill with Talent, you may not purchase that skill again with Moonstone (unless it can be purchased multiple times). Further, you may not purchase a skill which is listed as Unavailable.

***Treewalk (1):** Once per Day, while in the wild (outside of town, outside of any walls, and off of any cleared path), you may merge yourself with a tree, and remain so for up to 30 minutes. While merged, you must remain in contact with the tree and may not use any abilities or weapons, but cannot be harmed in any way. Call "No Effect".

Undead Bane (1): You may throw two "5 Damage to Undead" packets per Renew.

***Witchblood (1-4):** Each Event at check in, you may roll on a chart that gives you small, random magical powers. Beware though, many are not beneficial. See Appendix 4, Witchblood, on page 145 for the chart.

DISADVANTAGES

***Anathema (1):** The kiss of poison is deadly to you. Any “by Poison” Effect you suffer instead causes you to suffer “Doom”.

Blind (4): You cannot use weapons, run, throw packets, or read. You must role play this at all times.

Bloodlust (3): Once you take damage, you are in a fight to the end. You will not run, retreat, negotiate, break off the battle, surrender or take prisoners. If you go more than a minute without encountering a new enemy, you can role play working your way down from your rage.

Carouser (1): You must always join any drinking, carousing or gambling, or partying that is going on, even if it is not a good idea. You may not stop gambling until the gaming is over, or your funds are exhausted. If there is no celebration on any given night, you must start one. You gain the Carouser trait.

Cowardice (2): When the going gets rough, you run for it, leaving your friends in the lurch. You must flee from any fight that looks like it's going badly, even if only to hide in a building.

Creature of the Night (2): You dislike sunlight and must wear a broad brimmed hat, hood, or other protection during the day, as well as staying inside as much as you can. In addition, you lose 1 Maximum Hit Point between dawn and the change of day at 6 PM. In the event you would be reduced to 0 maximum Hit Points, you instead are reduced to 1 and cannot run, jump, or shout.

Divine Disfavor: God of the Wild (2): You have done something to anger the god of the Wild. Miracles of Resurrection will not provide the Wild resurrection (typically once per year).

Divine Disfavor: Goddess of Mercy (4): You have done something to anger the goddess of Mercy. Miracles of Resurrection will not provide the Mercy resurrection (typically once per Event). Note that this may result in a short-lived character!

Divine Disfavor: Lord of Justice (1): You have done something to anger the Lord of Justice, or you died before your tenure in the Mystwood, and were mysteriously returned. Miracles of Resurrection will not provide the Justice resurrection (typically once ever).

Eternal Foe: Fae (1): One of the great non-human powers of the world, the Fae, senses you as a great enemy, and will go to great lengths to harass, hunt and even kill you, targeting you above all others in any battle. You gain the trait “Fae Foe” if you have this Disadvantage.

Eternal Foe: Chaos or Undeath (2): One of the great non-human powers of the world senses you as a great enemy, and will go to great lengths to harass, hunt and kill you, targeting you above all others in any battle. Choose Chaos or Undead to be your Eternal Foe. You gain the trait “Chaos Foe”, or “Undead Foe” if you have this Disadvantage.

Excessive Curiosity (1): You can't leave any mystery unexplored. Examples: If you possess Hedge Magic and the appropriate components, you must attempt to make an item when confronted with a matrix. If you encounter a book, you must attempt to read it. Etc.

Forgetful (1): At least once per Event, you must forget something of importance. You should role play this.

Greed (1): Gold and other valuables bring out the worst in you. You will not spend money if you can avoid it, and must go to almost any length short of directly harming yourself or others to obtain any money on offer.

Gullible (1): Reasonable attempts to trick or mislead you always work. You always assume people are telling the truth, unless they are an obvious monster or evil creature.

Horribly Disfigured (1): You have suffered some nasty injury or illness in the past. You must wear significant makeup or prosthetics to show this- scar wax, rigid collodion, a partial mask, or the like.

Maimed (3): You may only use one of your arms. This cannot be cured with “Purge Maim”- it is permanent unless you change your disadvantages. Even so, you should come up with an excellent story!

Mostly Illiterate (1): You cannot read, but may sign your name if needed. You do not possess the Literacy Free Skill.

Nearsighted (1): You cannot use any ability or weapon that targets someone more than 5 feet away. You cannot identify others at a distance either, or “Resist” any Effect that comes from more than 5 feet away.

Pacifist (2): You won't harm another human, no matter how tainted or warped, under any circumstances, though animals, daemons, monsters, undead and so on are fine.

Perpetual Gloom (1): You are always dour and cynical, and must role play seeing the dark side of things. You must respond with “No Effect” to the “Renew” Effect when it is delivered “By my Voice”.

Phobia (1 per Phobia): You are deathly afraid of one of the following and must avoid it if at all possible. Choose one of the following: Chaos, Darkness, Enclosed Places, Fae, Fire, Large Animals, Nobles, Spell Casters, or Undead.

While in the presence of your fear, you cannot think straight, and may not use any abilities that require you to call an Effect, including Resists, spells, etc.

***Raging Hunger (1):** If you do not consume at least one unit of Food every six hours, you become weak. Until you consume 1 Unit of Food, you lose 1 Maximum Hit Point. If this would cause you to be reduced to 0 maximum Hit Points, you instead are reduced to 1 and cannot run, jump, or shout.

Sickly (3): You “bleed out” and move from Unstable to Dead after only a 60 count Unstable.

Slow (2): You may not run.

Spendthrift (1): You must always spend any money you have at the first opportunity. You may not give treasure to others though- you like spending money. Basically you must spend all your money by the end of the Event.

Tainted (1): You start with (or gain) 3 Marks of Chaos. Seven marks of Chaos will cause your character to become an NPC. Once In Game, look in the Book of Woe for the full description of this affliction: “Chaos Mark”

Teetotaler (1): You cannot gain a “Renew” by tavern or tavern keeper provided means (for example, drinking).

Troublemaker (1): You are always meddling and playing pranks on others.

Truthfulness (2): You are bound to never lie.

Unwashed (1): You are prone to getting sick. At the beginning of each Event, you must roll to discover what Affliction you will suffer from for the duration of the Event. Once In Game, look in the Book of Woe for the full description of this affliction.

***Vulnerability (1):** Choose one of the four elements: Air, Earth, Fire, or Water. Your humors are imbalanced and this cannot be corrected. You take double damage from any Effect called by that element.

***Wild Heart (1):** You are not comfortable with civilized things. Any “by Fire” Effect you suffer also causes the “Frenzy”.



A Few Examples of Costume Choices for Supernatural Ancestry

These examples are by no means canon, or the only options, and players are encouraged to choose their own costuming and ancestry.

Mismatched Ears/Eyes (Chaos): Caustic Blood, Elemental Resistance, Poison Spittle, Witchblood

Colored Makeup (Elemental Kinship): Elemental Fury, Elemental Resistance, Natural Armor, Stonefast, Vulnerability

Fangs (Vampire): Caustic Blood, Healing Blood, Poison Spittle, Raging Hunger, Vulnerability, Wild Heart, Witchblood

Fangs (Bestial Ancestry): Call of Freedom, Forest Ally, Healing Blood, Natural Armor, Raging Hunger, Wild Heart

Glitter/Eye Shadow (Nibelung): Call of Freedom, Elemental Resistance, Healing blood, Vulnerability

Pointed Ears (Elfin Ancestry): Call of Freedom, Elemental Fury, Elemental Resistance, Stonefast, Treewalk, Witchblood

Scales (Dragon Kin): Caustic Blood, Healing Blood, Natural Armor, Poison Spittle, Wild Heart

CHAPTER EIGHT

RELIGION

IMPORTANT DISCLAIMER

Mystwood's religious systems are fake- we made them up, based loosely on a mixture of the structure and tenets of multiple real world beliefs, faiths from fantasy literature, and other sources. Although the Mystwood game incorporates these religious elements in order to create a more complete and believable setting, they are purely fictional, and involvement in religious role play of any form is purely optional. While some real world philosophers, religious figures and beliefs may be referenced, directly or obliquely, in game, they have been altered to fit a setting that is like Medieval Europe, but not identical. Mystwood's use (and modification) of historical figures, religious symbols, beliefs, and imagery is not meant to demean or make fun of the very real beliefs and faith of any person, living or dead.

Some characters worship no god, others venerate all three, and some pay lip service but have no true faith. There are benefits to following a god, such as role play rewards, and only those who choose to dedicate themselves to a single god may earn Karma. However, there are no requirements that your character follow a deity. You may be treated differently during in-game role play if you choose not to worship a deity, but just as in the real world, faith, or lack thereof, is a matter between you and the gods.

That being said, the gods in Mystwood are real, miracles do occur, and holy men and women are inspired by the Three every day. Thus, agnostics are far more common in the world of Mystwood than atheists.

INTRODUCTION

Long ago, mankind worshipped many gods, under hundreds of names. The men and women of Hellas worshipped a pantheon headed by mighty Zeus, while to their south the Aegyptians worshipped many gods, some with animal traits. In what is now the modern League and Scandia, man and beastman alike venerated Fae, or the grim gods of the Aesir. The Romans adopted all the gods they encountered, assimilating them into the personages of their deities (who in turn were inspired by the Hellans), and, mingled about all these faiths, the insidious cults of Chaos masqueraded as deities- or merely practiced their debauched rites in the open, with no goodly folk to oppose them.

All this changed when a group of priests from many faiths, dissatisfied with the constant bickering and warfare amongst their followers, convened a council. At this council, the followers of many gods discussed the tenets, rites, and beliefs that their faiths shared. They observed amongst themselves the rites which had power, and discarded those that seemed to be only idle ceremony, with no true holiness. Much argument and turmoil gave way, over the course of three years, to a divine understanding. From the many different viewpoints, the Council of Faith determined a central truth, from which a new, unified Church would arise. The end of the Council would mark the first year of a new era, the beginning of the modern calendar- Year One, After Unification. And so, throughout the Empire that was Rome and beyond, spread by priest and messenger, the Church took hold, driving the faiths of Fae and Chaos to the very borders of Europa.

Today, the Church teaches that there are three gods, and that it is blasphemy to try to name them. Instead, the gods are given titles- Justice, Mercy, and Wild. The gods love the world, and all mortal kind, even those who are wicked or tainted by Chaos. This can be seen in the miraculous powers that those who follow the tenets of the gods are capable of- so called "Karmic Powers".

However, the gods do not speak as mortals do, nor do they appear in any form, though some hold that they send dreams. Only priests and priestesses, properly sanctified and trained, can serve as intermediaries between mortal and god, allowing the gods to hear the prayers of mortals, and mortals to earn a fraction of the power of the gods. Each priest (and, indeed each congregant) must interpret the writings of the saints and the teachings of wise folk in their own ways. What can be agreed upon, however, are the seven tenets of Faith, established at the Council of Faiths.

The First Tenet

There are three gods, each alike and equal in Benevolence and Necessity.

The Second Tenet

Each person of True Faith is called to serve a single deity, to the exclusion of the others.

The Third Tenet

The gods that came before were named and given traits, which caused division and strife. Truly, the Gods of Man are without name or form. It is the unclean “gods” of Chaos who are given blasphemous names by their wretched followers. These shall not be uttered.

The Fourth Tenet

The Gods embody and inspire what is pure and good in humankind- honor, order, compassion, humility, justice, wisdom, courage, and respect for nature. The so-called “gods of Chaos” embody all that is foul, and that humankind must overcome- greed, envy, fear, madness, sadism, lust, and rage.

The Fifth Tenet

Though the world was born of Chaos, as the plan of the gods unfolds, it becomes pure. So too must mortalkind strive to overcome the evil within them, and reach their potential. Alas, the evil of Chaos- base emotions, cruelty, and disorder- unmakes the world and separates mortals from the gods. One must struggle against such things, both in the exterior world and within oneself.

The Sixth Tenet

In time, all mortals must die, and in dying, sleep in the grave until the world is made pure of all evil and Chaos, when the gods will awaken them. There is but one exception to this, and that is Sainthood. While the spirits of the dead might linger due to unfinished business, or be returned through the blasphemy of Undeath, these are to be pitied, and freed from their miserable existence.

The Seventh Tenet

Those who have lived extraordinary lives may, upon dying, be returned for a single day. Through the Saints, the gods reveal their will, for each Saint is returned with true inspiration, given by the gods, as to the divine plan for creation. It is through the words of Saints that we come to know the natures and plans of the gods, and how to separate what is Holy from what is base, or worse, what is of Chaos. Alas, the Saints are but mortal, and so their divine revelations may be delivered poorly, or misinterpreted by those who record their teachings. The Apocrypha of the Saints often contradict one another, and it is only by pondering the lives and words of many saints that one truly comes to know the gods.



Duties and Sins

No living being is perfect in the eyes of the gods. With that said, there are certain actions which are particularly pleasing, and others in turn displeasing, to each of the three gods. When a follower of one of the gods performs deeds which the gods deem favorable, they may earn Karma. When a follower sins against the tenets of their god, they must atone.

Karma is the favor of the gods, measured in Icons (tags). These are earned by goodly deeds that please the gods, living an upright life, and striving against the powers of evil, Unlife, and Chaos. Generally speaking, the best way to gain Karma is to either pray at a shrine which might have a series of tasks to be performed, or to seek out a character capable of granting Karma (possessing the Grant Karma skill) and relating your faith- the rituals you have performed, the deeds you have accomplished, and the sins which you have committed. They will determine if, and how much, Karma you have earned from your actions. Particular actions are almost always rewarded with Karma- these actions are listed specifically under “Karma Awards” for each deity.

Karma may then be spent to invoke the favor of the gods. You may save Karma tags as long as you like before using them. Using a Karma ability requires prayer- as much as possible in the time available, and certainly thanksgiving after the miracle.

Every deity has particular sins. If you commit a sin (and no one is perfect all the time), you may continue to earn, but may not use, Karma until you have completed a penance assigned by a priest. You must pay close attention to the sins of your deity. It is your responsibility to know if you have sinned, and if you desire to make use of Karma again, your responsibility to seek out a priest and perform absolution.

Ritual and Penance

The substance of rituals, penances and so on vary a great deal. It is important that any ritual you perform be in good taste, and further important that the ritual not draw directly or completely from any real world religion or mythology. It is acceptable to change a real world function in nature and wording so that the result is similar in tone, but an in game ritual should never make a player feel uncomfortable that a real world religious rite is being performed, or worse, mocked.

Common Rituals include shared songs, stories of the works of the Saints (which may be made up on the fly or may be found in game in books or scrolls), examples of places the teachings of the gods caused you to make certain decisions in game, and the like. They may be as complex or as simple as the practicing character desires (though Justice rituals tend to be more complicated, and Mercy the simplest.)

Penance is equally varied. Common penances in Navarre include the Tithe, whereby some measure of the character’s wealth is consigned to the Church, The Servicium, where the sinner agrees to obey some worthy the priest points out for a period of time, and the Gauntlet, a swift and sound beating administered by the priest or a proxy. Particularly egregious sins, such as the raising of Undead by a follower of the Wild, may be considered nearly unforgiveable- such actions may require that the character embrace the life of a penitent (and accepting that Occupation) for a period of time in order to regain the good graces of their faith.

Penance for ordained priests, monks, and other church members is generally more complicated, more painful, more public, and consequently more humiliating in the eyes of society. It almost always involves a period of time as a Penitent, and may be considerably more elaborate.

Saintly Revelation

Due to the nature of Saintly Revelation, there is a fair amount of variation in the actual practice of worshipping the gods. It is therefore perfectly allowable to make up your own ceremonies and such, as long as they are in good taste. You may also choose to change or omit a total of two Sins, Rituals, or Duties from those listed for your god, to reflect your particular beliefs. Once you have chosen a deity, and modified their duties and sins, you may not change again unless something extraordinary happens in your character’s life. This must be approved by the Staff.

Justice, Wisdom, the Keeper of the Scales

It is through the inspiration of Justice that mortals build ordered societies, and so prosper. Each person playing their part, the whole is greater than the sum of those parts. It is through Wisdom that knowledge is gained and preserved. It is the Keeper of the Scales that sees that evil is punished, that all are held to account, and that the law is honored as it must be. He is a stern, but never needlessly cruel god, a benevolent patriarch. It is through him that law, government, and society become more perfect over time. Justice has progressed from the anarchy of the ancient past, through the cruel despotism of empires, to the current enlightened age when Knighthood is earned by the worthy and serfs may purchase their freedom, and even nobility must respect the law. In time, it is said, justice and the rights of all will advance even further with his guidance, though it is hard to imagine what form this might take.

Followers of Justice strive particularly for the destruction of all things Chaotic, especially Daemons.

Greeting: Hand held forward, straight arm, palm out.

Heraldry: Black and white colors, keys, scales, hammers.

Rituals and Duties

- * Affirming all one's oaths- loyalty, etc.
- * Delivering or enacting sentences
- * Preaching the laws
- * Purification of self, others and the land after encounters with Chaos
- * Settling disputes

Sins

- * Allowing knowledge to be lost, destroyed, or used for evil purposes.
- * Breaking the law
- * Creating or supporting unjust laws for gain
- * Dishonor
- * Disrespect for position and rank
- * Harboring Chaos, even unwittingly
- * Killing captives
- * Lying

Karma Awards

One Karma may be awarded to you by a priest of Justice for any of the following actions:

- * Defeat of Chaos schemes or attacks at cost to yourself, or through great personal effort.
- * Playing a significant role in destruction of a Named Daemon, closing of a Daemonic Portal.
- * Making a significant contribution to knowledge or philosophy.
- * Playing an instrumental role in bringing an important criminal to justice or seeing justice done in complicated or difficult circumstances.
- * Tithing 10 crown, or 10% of your wealth, whichever is more, to the Church.
- * Settling a dispute honorably.

Karmic Power	Karma	Effect
Calm and Reason	1	You may call "By my Voice, Purge Will" once.
Daemonbane	1	You gain the skill "Slayer (Daemons)" until you next Renew.
Doom of the Faithless	2	You may call "_____, Doom to Oathbreaker by Name" once.
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Justice, Law, Politics or combating Chaos.
Holy Fury	1	You gain one use of the skill "Battle Rage".
Honest Labor	1	You may use 2 Craft Points for a skill of your choice to use on one task related to your beliefs.
Purify	5	You may purge a Mark of Chaos from another after they perform suitable penance. Call "Forsooth, I remove a Mark of Chaos".
Smite	1	After a 60 count of role play calling on Justice for strength, you may call "Bestow one 8 Crushing melee attack to Self".

Mercy, Courage, Fortune, the Maiden, Brave Sister, the Iron Dove

There is no greater gift than the ability to feel- to love, to laugh, to strive, to hope, and to forgive. Mercy bestows this gift, and it is she that makes life worth living. She is the bonds between humankind that transcend the laws of society and the harsh realities of nature. Mercy is a goddess of both love and battle. She is true courage on the field, the fight for loved ones and beside worthy companions. She engenders love of freedom, and of family, She is the light in darkest times, the bringer of hope. She is the bulwark against the greatest threats of Chaos- cruelty, anger, greed, and the dark forces that corrupt one's soul.

Mercy recognizes that there is good in even the darkest souls, and that all may hope and strive for forgiveness.

Followers of Mercy believe in the importance of courage and being true to one's own heart above. They will never flee the field of battle or leave others behind, and while they will fight fiercely when needed, they strive for peace when they can.

Greeting: Fist to Heart

Heraldry: Red and white colors, lions and doves, olive branch.

Rituals and Duties

- * Bringing peace
- * Fighting to the end
- * Invoking good fortune
- * Preparation for battle
- * Preventing torture
- * Ritual forgiveness
- * Uniting lovers

Sins

- * Bullying, taunting, cruelty, torture
- * Failure to forgive or show mercy
- * Fleeing from battle
- * Giving in to hatred or anger
- * Giving in to torture, fatigue, or weakness
- * Not accepting a challenge
- * Parting lovers

Karma Awards

One Karma may be awarded to you by a priest of Mercy for any of the following actions:

- * Bringing reconciliation to those who have a deadly quarrel but were once close.
- * Death or great loss in defense of others.
- * Forgiveness of great wrong.
- * Gifts of charity of at least 10 crown or 10% of your wealth, whichever is more.
- * Outstanding heroism in battle.
- * Showing mercy at great cost to yourself.
- * Uniting family members, lovers or longtime friends parted by evil.

Karmic Power	Karma	Effect
Glory	1	You gain the skill "Slayer (Humans)" until you next Renew.
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Battle, Courage, Love or Peace.
Healing Hand	1	You may touch a character with a packet to call "Heal".
Life Link	1	You may form a Life Link with another person. Call "Bestow Life Link". During this time, you may call "Heal (X) to (Name)". This causes X points of damage to you. You may have only one Life Link at a time, total.
Peace	1	You may call "By my Voice, Purge Frenzy" once.
Purity	2	Once activated, this Karma power lasts 5 minutes. Within that period, you may call "Detect Poison" at will. You may spend a 10 count role playing to call "Purge Poison", and a 30 count to "Resist" any "by Poison" Effect. Both of these are also "at will."
Salvation	1	You may throw a packet (or touch the target with one) for "Purge Doom".
Self Sacrifice	5	You may take another's Final Death on yourself. They are restored to life, but you lose your "once ever" resurrection bestowed by Justice, If you have already used this death, you permanently die yourself. You must enter this in your Chapter's death record, and a Grey Wanderer is required.
The Gods Provide	1	You may take 2 Material or Component tags and divide them in half. Each half will function as a normal tag. Write "The Gods Provide" on the tags with your initials.
Wonder of Healing	2	You may call "Heal 1 to Room" once.

The Wild, Nature, the Huntsman, the Keeper of the Dead, the Lord of Gold

The Wild is the god of all things Primal- of the natural path, the needs of the body. It oversees not just the harvest and the hunt, but also the honest labor and skillful craft of the common folk, and efforts to win coin. The dead are in its keeping, and also the riches of the earth. It teaches the need to both preserve and prosper from the natural world. It is the link between humankind and the world around them that must never be severed. It is the kinship between human and animal, the primal spirit that enables humans to survive, compete, and prosper. It is the dictum that the weak must perish so that strong may survive.

It is the Wild.

Followers of the Wild have a great hatred for the Undead, for they break the circle of life, and steal what was in the keeping of the Wild.

Greeting: Touching head, heart, stomach

Heraldry: Green and gold colors, oak leaves, wheat sheaves, crescent moon, stag's head or skull.

Rituals and Duties

- * Bleeding upon the earth
- * Feasting and harvesting
- * Hunting, farming, and crafting
- * Killing Undead
- * Laying the dead to rest
- * Showing respect for the dead

Sins

- * Cruelty to animals or children
- * Damaging forest or crops
- * Fighting for sport
- * Injuring prey and letting them go
- * Letting things go to waste
- * Not eating kills

Karma Awards

One Karma may be awarded to you by a priest of the Wild for any of the following actions:

- * Playing a major role in any economic improvement, such as establishment of new hunting grounds, farms, or trade routes.
- * Playing a major role in destroying a greater Undead creature.
- * Protecting wild land, natural creatures, tombs and the dead at cost or great effort to yourself.
- * Significant gifts of Food or Material to the community at large, valued at least 10 crown or 10% of your wealth, whichever is more.
- * Slaying those who transgress against things protected by the Wild.

Karmic Power	Karma	Effect
Animal Kinship	1	You may throw three "Charm Animal" packets. All must be used within a 60 count.
Armor of Wode	2	By donning a garment of leaves, crown of horns, elaborate face and body paint or the like, you may "Bestow (up to 3) Armor Points" on yourself or another. These count as physical armor, but anyone may use them even if they do not possess the Wear Armor skill. Armor available depends on the props which are used, with a maximum of 3 Hit Points: 1 Armor Point: Blue or black stripe across eyes; fan of leaves behind head; leaves in hair; or necklace of bones. 2 Armor Points: Animal skull worn on head; sheets of plaited grass or reeds; large necklace of bones, claws, and skulls. 3 Armor Points: At least half of body, or all limbs, striped in blue, black, or green; full animal skin cape with head.
Beastspeech	2	You may call "Speak to Animal", which will last the normal 5 minutes.
Bounty of the Earth	1	You may call forth 3 units of Food, 2 units of Wood, or any one elemental Component, which must be used immediately (no tags).
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Crafting, Nature, Undead, or Wealth.
Transformation	5	After a protracted ritual and various tests over the course of a day, this allows you or another to gain a 1 point Advantage. You must take on some costuming, as Supernatural Heritage, even if none of the Advantages are supernatural. A character may only benefit from this once, and this may give the character 5 total Advantage points.
Vengeance of Nature	1	You gain the skill "Slayer (Undead)" until you next Renew.

Other Faiths in Europa

Heresy

The Church is vast and hegemonic, but there still exists great room for interpretation. As mentioned above under Saintly Revelation, individuals may have a different point of view on the tenets of faith, and have slightly differing duties and sins. However, these minor modifications are sometimes a slippery slope towards true heresy. True Heresy in Mystwood is represented by such examples as Monotheism, where a character believes only one of the three is a true god worthy of worship (often Mercy), or the Harrow Cult, who believed that there are five gods, dividing the powers and sins of the Three into different categories- but adding Chaos and Undeath into the mix as well. Perhaps the most common Heresy is the concept that all three of the gods can be actively worshipped, their sins and powers made available to all. Some evidence suggests that the gods do sometimes continue to reward individuals with heretical practices, but the Church actively roots out heretics it discovers with fire and the sword.

The second character a player makes at a given Chapter may begin the game with heretical beliefs or practices, but will follow the mechanics for one of the Three as given above unless otherwise instructed. Of course, any player character may come to hold heretical beliefs from play, with the same restrictions.

Tripartitism

The Church of the Three is confined largely to Europa. However, there are other followers of the Three, in Araby, Thule, and Khemt, and such followers belong to a parallel sect known as the Tripartites. Considered heretics by the Church, the major difference in doctrine between the Church and the Tripartites is that the Church believes the three gods to be entirely separate beings, while Tripartites believe the three gods to be three independent aspects of a single whole. Such philosophical differences are of critical import to theologians and dogmatics, but ultimately a peasant harvesting barley in Kvenland and a fisherman in the Arabian Gulf will not see much difference in their faiths.

The second player character a player makes at a given Chapter may choose to be a Tripartite, if they are from the appropriate cultural background- for example, from Araby or Thule. The mechanics for Tripartite worship are identical to worshipping the Three.

Old Gods

In the world of Mystwood, there remain pockets and isolated cults who continue to follow ancestral faiths from prior to the Unification of the Three nearly a thousand years ago. As mentioned above, the Old Gods, worshipped by the Celts, Germans, Greeks, Norse, Romans and many others, may embody aspects of the Three, or may be creatures of Chaos, the Fae, or Undeath. No mortal knows, and even these gods do not speak to their followers. Who can say if, for example, One-Eye, head of the Skandian pantheon, is Justice in an older guise, or a great being of Chaos, or something else entirely? Further, worship of the old gods (in game) is often a criminal activity, and in many parts of Europa heathen faiths are subject to violence and discrimination.

The second player character a player makes at a given Chapter may choose to worship the Old Gods of their culture, if they are from the appropriate background- for example, a Skandian from Kvenland. Some places may have shrines to these Old Gods, but if these are truly responses from the Old Gods or merely Matrix-like magical effects is a matter of interpretation. If the Old Gods truly offer rewards on the order of Karmic Powers, they have been silent for centuries. Many more pragmatic or syncretic followers of the Old Gods merely call Mercy, Justice, or the Wild by ancient names when in private, paying lip service to ancient ceremonies while observing Church sins and duties. If this practice angers the gods, they rarely react.

Chaos

Always seductive, existing on the edges of society, Chaos cults permeate all nations and cultures of Europa. Some cults purport to be brotherhoods devoted to the powers of magic, or mere philosophers, or warrior kinships. Others declare themselves openly, though these tend to be destroyed quickly. Service to Chaos typically results in lives that are nasty, brutish, and short. Great power can be received, at the cost of one's soul.

No player character may begin the game following Chaos, but may discover means to do so in game through role play. Further, the worship of Chaos is criminal in all locations where Chapters are located, with the penalty of Death if suspected or discovered. Even if a player character chooses to follow Chaos secretly, they will begin to receive Chaos Marks for those actions which benefit the Ruinous Powers, which will eventually result in the death, madness, or mutation of their character.

Further, characters who willingly have sworn themselves body and soul to Chaos immediately lose the benefits of Miracles of Resurrection. The ultimate result of Chaos worship is death, or the character becoming an NPC whose further story is entirely in the hands of the Chapter Game Masters, to do with as they please.

Elemental Lords

Like the cults of Chaos, the other Elements- Air, Earth, Fire, Water, and even Death, Life, and Time- have mighty beings who are able to bestow a variety of benefits to mortals who swear themselves to service. The Elemental Lords are not gods, though, and do not grant miracles. Instead, choosing to serve the Elemental Lords generally entails doing them favors and services in exchange for bestowed powers and elemental Components.

No player character may begin the game in service to the Elemental Lords, but may discover means to do so in game through role play. Service to the Elemental Lords does not require that one cease worship of the Three, however, while serving the Elemental Lords characters may neither gain nor spend Karma.

The Cult of the Moon God

Rumors tell that some goblins, orcs, ogres and the like serve a Moon God, probably a simple personification of the moon itself. Humans are rarely privy to the strange rituals of these nonhuman folk, which seem to differ from place to place and tribe to tribe. The few tenets agreed upon by most goblins are survival of the self and tribe, opposition to Chaos, and the important of tradition.

No player character may begin the game worshipping the Moon God, but may discover means to do so in game. Further, characters who cease to worship the Three in favor of this nonhuman deity immediately lose the benefits of Miracles of Resurrection.

The Fae

Some of the mighty Fae Lords and Ladies accept mortal servants, usually for their own amusement. It is claimed by some that mortals can become Fae, and Fae mortal, by forswearing certain aspects of their nature, but the process of this is unknown.

No player character may begin the game in service to a Fae court, but may discover means to do so in game through role play. Service to the Fae does not require that one cease worship of the Three, however, joining a Fae Court permanently, or becoming a Fae, will result in the character becoming an NPC whose further story is entirely in the hands of the Chapter Game Masters, to do with as they please.



CHAPTER NINE

EVENTS AND CHARACTER ADVANCEMENT

WHAT TO EXPECT AT A MYSTWOOD LARP EVENT

Chronicles

A typical Mystwood Event is divided into Chronicles and Adventure Time.

Most of a Mystwood Event, the saga of the game, is divided into Chronicles which may last one, two or three years. There are normally three Chronicles operating at a given Mystwood Chapter. This ensures that there are several storylines for players to become involved in, and players have a good chance of seeing at least a few of them through to the end.

A Chronicle may focus on role playing, combat, adventure, or some mixture of each. The variety of Chronicles enables those who cannot commit to full weekends of live role playing to still enjoy complete storylines.

Each Chronicle is typically directed by a “Triad” of three experienced participants, the Staff of Mystwood, under the direction of the Chapter’s Game Master(s). Each Triad is independently responsible for their Chronicle, but together comprise the game’s Staff. It is intended that Triads may retire after completing their Chronicle, and new Triads come forward to continue the saga.

Adventure Time, by contrast, is devoted to small things not essential to any particular story, such as small group quests, role playing within the town, the practice of occupations and the pursuit of waystones. Much of Adventure Time is self-directed.

In addition, Players may choose to act as Non-Player Characters for one or two Chronicles, thereby enriching the game with a larger cast of characters.

If you would like to become part of a Triad, or run your own Chronicle, please contact the Chapter Staff. If your proposal is not chosen, feel free to submit it again next year. You may also submit more than one proposal if you wish, however, you will never run two Chronicles at the same Chapter at the same time.

Modules

Individual adventures which occur during a Chronicle are sometimes called “modules”. These can last anywhere from 5 minutes to hours, and can be for a few players or many. Modules might be designed for a particular Occupation or background, or might be open to everyone. You usually won’t know beforehand that role play is going to lead to a module- though something like a farmer coming into town looking for help fighting the beastmen in his field is a strong hint- so it’s good practice to approach anyone who you think your character would be interested in.

An Example Schedule

Most full weekend Events generally begin Friday night around 9:00 pm, and end Sunday afternoon around 3:00pm. Mystwood is set up so that if you can only attend part of the Event, you can pay a reduced entry fee and will (most likely) not miss out on the whole story line. It is a good idea to Preregister for your first Event, and arrive early, so the Staff knows you are attending.

Example Weekend Event Schedule

Friday Evening (6 pm - 9 pm)	Check in and Setup
Friday Night (9 pm - 12 am)	Adventure Time
Sat. Morning (10 am - 11 am)	Adventure Time
Sat. Day (11:00am - 4 pm)	Chronicle A
Sat. Evening (4 pm - 7 pm)	Adventure Time & Dinner
Sat. Night (7 pm - 1 am)	Chronicle B
Sunday Day (10 am - 3 pm)	Chronicle C
Sunday Day (3 pm - finish)	Clean Up

Example Single Day Event Schedule

Sat. Morning (9 am- 10 am)	Check in and Setup
Sat. Day (10 am- 2 pm)	Chronicle A/Quest
Sat. Evening (2 pm - 5 pm)	Adventure Time & Dinner
Sat. Night (5 pm - 9 pm)	Chronicle B/Quest
Sat. Night (9 pm – finish)	Cleanup

ACCOMMODATIONS AND GEAR

Anyone attending an overnight Event should be aware that Mystwood Events often take place at wilderness campgrounds- you will need your own tent, sleeping gear, food, socks, sensible shoes, bug spray, sunscreen, and water at a minimum. Some players choose to leave the game site during the overnight period.

Pricing

Pricing varies, based on the type of participation and by location. Each Chapter and Event will have its pricing information detailed on the website or Facebook Event page.

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, but not always, a player-organized out of game pot luck dinner Saturday night- check the Event page for details and expect to bring a share of the food if you wish to participate.

Costuming, Weapons, and Props

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 such items to new members. However, as you continue to attend the game, you will need to acquire your own items. After your third Event, you must have at least basic costuming and such personal weapons as you might require in order to obtain full Moonstones. See Fully Equipped, pg 117.

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.

Liability

Every participant needs to sign a waiver yearly, which is available online and at game check in. Those under 18 must have it signed by a parent in advance. Those who are 18 or older can sign their own.



PREREGISTRATION

Mystwood Events are much more easily planned when the Game Masters and Staff know who is going to be attending. To that end, we request that you Preregister using the link on the Mystwood website at mystwood.org.

In order to obtain Income, Production, and any other Skill-related benefits, you must have Preregistered. Generally, you must Preregister at least one week prior to the Event. For your first Event, this requirement will be waived.

MOONSTONES

At each Event you attend, whether PCing or NPCing, you will obtain Moonstones. These are Mystwood's tokens of achievement, used to advance your characters in multiple ways. They are partially in-game, as they can be awarded by other characters through a variety of means, but for the most part they are granted by attendance, and by assisting the game with the donation of necessary items.

In game, Moonstones are given in recognition of deeds and in gratitude. The most holy of them are said to appear to those in great need of aid, to reward those who take up their quest. Others might appear on the corpses of the most terrible monsters when they are slain. Most are made by mortals however, simple tokens of wood, bone or glass, given in honest praise to fellows. Regardless of source, they are still sacred.

Moonstones awarded for attendance and the like will be recorded on your character sheet, in the Mystwood Database. Those which you receive in game are your responsibility to turn in at the beginning of an Event- keeping these in a special pouch (with your name in it so it can be returned to you if it is lost) is a good idea.

Moonstones may never be stolen, sold, bought, or given between players. They can be only be earned or awarded, as discussed in the rules.

HOW TO GET MOONSTONES DURING GAME



Event Attendance

Simply coming to a Mystwood Event gets you **One Moonstone, plus One Moonstone per Chronicle** you are participating in as a Player or Staff/Cast/Nonplayer.

Friday Night Checkin

If you check in on Friday night, you will get an additional **One Moonstone**.

Cleanup

At the end of each Event, there is a huge amount of cleanup to do to preserve the site. Helping out is worth **One Moonstone**.

This results in a potential total of **Six Moonstones** for Player attendance.

Fully Equipped

In order to obtain all the Moonstones you are due each Event, you must be Fully Equipped. Unless you bring all of the following items with you to an Event, your maximum Moonstones gained for the Event will be capped at **Four Moonstones**.

For PCs and NPCs:

- * Basic Costume (Player costuming, or black shirt and black pants for NPCs)
- * Dark Colored (or Period) Shoes
- * Personal light source
- * Personal food (and potluck item if you intend to participate in the potluck)
- * Personal water

For PCs only:

- * Personal weapons (if needed)
- * Sword ring or sheath (if needed)
- * Personal spell packets (if needed)
- * Easily identifiable mug or tankard

OUT OF GAME WAYS TO GAIN MOONSTONE

Post Event Letter (PEL)

After each Event you may want to complete a Post Event Letter. The PEL will ask for a small summary of your experience at the Event, and a few specific questions about your weekend. It should take 45 minutes or less to complete and you will earn **1 Moonstone**. A link will be posted after each Event.

Post Event Letters are one of the most useful tools the Staff have to improve the game. Many actions go unseen or unnoticed during the game, and the Staff does not see the action from the players' perspective. Post Event Letters also serve as a record of the game, allowing the Staff to keep track of what plots and stories are developing, and what the players know and don't know.

Completing the PEL also allows you to update your character and use Occupation-related Plot skills for between Event actions. For example, you might want to go up to 6 Dexterity from 5, or a character with Pathfinding may be able to locate a hidden trail between Events so that it can be visited the next time, setting up a future adventure. Or, a character with Research might look for the secret weakness of the Vampire Lord who is attacking the town in a library book about the Undead.

Post Event Letters are always helpful, but will only result in Moonstone or Plot Skill results if they are completed within 2 weeks after the end of an Event.

Helping Out

The game holds many work days to improve the sites we play at, make props, etc. Helping out at these is worth **One Moonstone** per hour for simple tasks, and potentially more for poor weather or difficult activities. A list of upcoming work days can be found on the Mystwood Facebook page.

New Players

New players are always sought to help the game grow and expand and become even better than before. After the new player's second Event, you will gain **Five Moonstones**.

Helping Allied Games

Mystwood has a number of games that we have partnered with. If you go and help them out as an NPC, you will be rewarded, generally with **Three Moonstones**.

Being A Hero

There are certain in-game actions that may grant you Moonstones. For example, a baker catering a wedding for a poor farmer at no cost might be worthy of a Moonstone reward. Often killing a great and powerful creature may earn you Moonstones. Fulfilling a quest, bringing justice, compassion, or mercy could be a way to earn Moonstones. These opportunities will present themselves in game- sometimes an opportunity will be well defined- other times you may be surprised.

Needful Things

A list of “Needful Things” is maintained by each Chapter. These are props that would improve the game- if you can make or purchase them, you can donate them for Moonstone. Spell packets are almost always needed, as are snacks and water for Staff and players alike.

Unusual Circumstances

Moonstones are often awarded to people willing to give a stranded PC or NPC a ride to an Event, or run similar errands.

SKILL TOKENS

Skill tokens are a type of limited Moonstone, useable only for a single specific Ordinary or Craft skill. For example, you might pay a swordsmith to train you in Metalworking, a traveling teacher might teach Serene Contemplation lessons, or a weathered standing stone in the middle of the forest might allow you to meditate and discover an unusual skill not otherwise found in game. Skills may be learned through any combination of Moonstones and Skill Tokens, so Pathfinding, a 10 Moonstone skill, might be learned with 10 Moonstones, 10 Skill Tokens, or a combination.

During an Event, characters may obtain Skill Tokens from any other character, player or nonplayer, who possesses the Instruction skill according to the rules for that skill.

Between Events, any character may purchase Skill Tokens for any rulebook skill which is not listed as “Unavailable” at a rate of 20 crown per Skill Token. This is generally considered in game as going to the nearest city and hiring a professional teacher. This tends to be significantly more expensive than in-game learning.



HOW TO SPEND MOONSTONES

Leveling Gifts

Moonstones may be spent to increase your Level by improving a Gift. A starting character begins at Level 5, or Level 6 with a character history.

The cost to advance is equal to the new Level in Moonstones. If you are beginning the game at Level 6, you must earn 7 Moonstones to become 7th Level. You may choose any Gift to take your new Level in- all Gift Levels are tracked on the same advancement, so whether you're Prowess 3/Wisdom 3, Courage 6, or any other combination, it will still cost 7 Moonstone to advance.

You may advance any number of Levels between Events in your **Post Event Letter**, as long as you have the Moonstones.

Example of Leveling	Level	Cost
Start- 3 Courage, 3 Passion	6	0
+1 Passion	7	7 MS
+1 Courage	8	8 MS (15 MS Total)
+1 Wisdom	9	9 MS (24 MS Total)

Purchasing Skills

Skill purchases can be explained as being gained in any way the purchasing character likes- learned from a book, taught over time by an NPC (or PC, if that fellow player is amenable), instilled by some kind of self-training, or the like. You may be able to find teachers of the skills you would like to learn. If they agree to be your teacher, you may role play with them to earn Skill Tokens that will function as Moonstones for the purpose of learning the skill you are being taught.

The first Skill you buy costs the listed amount in the Skills section. Each additional skill beyond the first costs a progressive 1 Moonstone more. Only skills marked with a value may be purchased this way. There are some skills that are reserved to their respective occupations, and these are marked [Unavailable].

Example of Skill Purchase	Type	Cost
Skill #1 Butcher	Major	15 Moonstones
Skill #2 Scavenging	Minor	6 Moonstones (5+1 progressive)
Skill #3 Livery	Standard	12 Moonstones (10 +2 progressive)
Skill #4 Divine Spells	Major	18 Moonstones (15 +3 progressive)
Skill #5 Pathfinding	Standard	14 Moonstones (10 +4 progressive)

Over time, additional skills may be introduced into the game through books or teachers.

NPCING FOR CHRONICLES

In addition to Moonstone, you will earn 5 crown for each Chronicle you NPC. You should keep track of the time, and make sure to arrive on time to your Chronicle. Failure to report for an NPC Chronicle will result in being charged for the time, and may result in a Warning.

SENESCHALS

Seneschals are experienced players who help the Game Staff while still playing during a Chronicle. They must be on site during Setup and/or Cleanup, and are generally given one or more tasks to take care of during this time, such as replenishing a waystone, setting up a shrine, ensuring the bathrooms have toilet paper, or the like.

During the Chronicle, they assist new players with rules or site questions, directing them to the rulebook or the the fallenappropriate Staff member. They may also be advised of certain plots by the Chronicle Triad or Game Masters, to help ensure certain things are set up or timed correctly.

Lastly, because the Staff and other NPCs can't be everywhere, to see all the awesome role playing players do, Seneschals may be entrusted with one or more Moonstones or Karma. They can give these rewards to their fellow PCs when those players do things which, in the Seneschal's judgment, deserve reward. Such rewards are strictly tracked to prevent favoritism.

To become a Seneschal you must be approved by the Staff. A player who acts as a Seneschal during an Event will be rewarded with 1 Moonstone.

A HERO'S DEATH

When a character who is connected to a Miracle of Resurrection reaches a total of 100 Moonstones, something about them changes. Perhaps it is the Three taking an increased interest in them, or the touch of Chaos enticing them to power. It may simply be that their connection to their village and the people of their Chapter awakens a certain protective ability within them. Whatever the source, such characters become able to choose a time to die, in the hopes that they may defeat a great enemy, and thus protect what is important to them.

Activating this feat, which you may do at any time, means the permanent death of your character is certain- you will die of your wounds or of fatigue when the battle is over. NOTHING will save you after this, and your character is irreversibly dead.

So long as this feat is in effect, you become incredibly resistant to damage and fatigue. You may "Purge" any Effect that does not directly kill you after a 3 count of role playing. Any ability you are capable of performing "per Renew" has three uses added, and if you spend a 60 count catching your breath, you receive the "Renew" Effect. You can be brought down by damage, but after a 30 count, you will rise up at full Hit Points. You are not subject to "Disarm", and your weapons cannot be stolen.

This feat comes to an end after 30 minutes pass, or you are brought to 0 Hit Points five times- after that, even you can't keep going.

CHARACTER RETIREMENT AND DEATH

If a player tires of playing a given character, or finds their circumstances have altered in such a way that it no longer makes sense that their character would adventure, they may retire that character. Similarly, a character might suffer Final Death, having run out of Miracles of Resurrection. In either of these cases, the character is considered out of play.

A player need not entirely despair that their character is no longer playable. The player who has a character death or retirement will receive 20% of that character's spent Moonstone back into their unspent Moonstone pool.

For example, a character who is level 8 and had two purchased Ordinary Skills for a total of 21 MS would be worth $6+7+8+21 = 42$ MS. 20% of this number, rounded down, is 8 MS. A character who is high level, or has purchased many skills, may allow the player's next character to be somewhat advanced compared to other new characters.

Mystwood's reason for doing this is simple. While we as storytellers hope all characters have lives as long as the player desires, to be retired when their story is done, or when dramatic death takes them, as game masters we know that life is never certain, and random chance can result in fatality that was neither planned nor necessarily "fun". Thus, this rule is meant to mitigate the loss of any existing character by giving a minor leg up to the player's next character.



APPENDIX ONE

SPELLS

SORCERY

With the coming of the Lord of Justice, it became possible to tame the wild power of Chaos, and use it in a purposeful manner, rather than allowing oneself to be ruled by the Chaos powers. Thus, Sorcery was born. Sorcery is different from Summoning in that it deals with pure magic, rather than manipulating natural elements through magic. With great effort, spells are created that bend Chaos to a specific function, such as binding a foe, creating a defensive barrier, or clouding the mind of another.

In order to cast a spell, a mage must first master it. The first time a spell is cast, it is very difficult- there may be elaborate formulae, long incantations, puzzles and tests of patience and will, all designed to shape and harness the power of Chaos. However, having cast the spell once, the “Pattern” needed to cast the spell becomes part of the Sorcerer's very soul, and they can henceforth unleash that spell with but a word and a gesture. Spells cannot be cast if the spell caster has the “Silence” Effect used on them.

In addition to spells from increasing Wisdom, a mage may learn one additional new spell per Event by finding a means in game, and must keep a list of all spells known and their exact effects in a “spellbook”. Spells can be gained in many ways- the sorcerer might find an arcane text in an ancient and dangerous grimoire, a diagram on a standing stone copied and decoded, a puzzle solved, or the spell may be taught to the sorcerer by a powerful spirit. The mage must follow the directions and complete the ritual. Mages cannot normally teach each other spells, though they may share where spells may be found. Spellbooks cannot be stolen, and others cannot use them to learn spells- they are just a spell caster's notes.

In addition to Sorcery, many Occupations have a few minor magics, often mixing sorcery and alchemy, which may be cast by anyone in that Occupation who also possesses the Gift of Wisdom. If you leave the Occupation, you are no longer in touch with the spirits who once helped you, and lose the ability to cast those spells.

CASTING SPELLS

In order to cast a spell, you must possess the Gift of Wisdom. You may not be wearing physical Armor, unless you possess Warcaster, Battle Mage, or the spell is a Divine Spell. You may have natural armor or Livery. Spells also cannot be cast if you are suffering from the “Silence” Effect.

Each spell costs a certain amount of “Mana”, which limits the number of spells you can cast per Renew. Generally, you indicate the target by throwing a birdseed packet “Dysha”, also known as a “spell packet” and calling the Effect. If the packet hits, the target is affected, even if it strikes a weapon, cloak, or shield. If it misses, the spell is wasted and the Mana spent.

SPELL LIST

Below, you will find the basic spells a character with the Gift of Wisdom may learn when they gain a Level of Wisdom. There are other spells in the world which must be found or invented.

Spells are of several types:

Bolt: You may throw a single spell packet and call the Effect.

Gesture: You must be able to gain the attention of your target, once complete, you may call the Effect.

Spray: You are allowed to throw a number of bolts, but you must throw them all as quickly as you can (within a 5 count).

Voice: You do not throw a bolt- instead all within the sound of your voice will be affected.

Storm: You may throw any number of bolts but must keep both feet planted. If you move your feet, or take damage, the storm stops.

Spells are listed by Name; Type and amount of Mana; and finally the Effect which you must call when you cast the spell. Spells with the word “Chaos” or “Death” in the name are considered Dark Magic, and are often illegal.

Amicus Mort Voice, 4 Mana “By my Voice, Charm Undead”	Fool's Gold Voice, 1 Mana “By my Voice, Compel you to perceive this as (small item) by Magic”	Red Bolt of Chaos Bolt, 0 Mana “3 Damage by Magic”. May be used once per Renew. If you possess the Gift of Passion, you may call “by <your Element>” instead of “by Magic”.
Arrow of Death Bolt, 4 Mana “Doom by Will”	Gaze of the Medusa Bolt, 4 Mana “Paralyze by Magic”	Red Hex Bolt, 3 Mana “Frenzy by Magic”
Arrows of Time Storm, 4 Mana “Root by Magic”	Gorgon's Breath of Chaos Bolt, 4 Mana “Doom by Magic”	The Serpent's Coils Bolt, 2 Mana “Bind by Magic”
Aura of Chaos Voice, 4 Mana “By my Voice, 1 Damage to Enemy by Magic”	Hydra's Grasp Spray, 4 Mana “Bind by Magic” x4	Shield of Capricorn Bolt, 1 Mana “Repel by Magic”
Awaken Bolt, 1 Mana “Purge Knockout”	Illusory Vermin Bolt, 1 Mana “Compel you to (itch or sneeze) uncontrollably for a 60 count by Magic”	Smiting the Beast Bolt, 1 Mana “3 Damage to Animal by Magic”
Awaken Rage Bolt, 1 Mana “Frenzy to Animal by Magic”	Infernal Dominion Bolt, 4 Mana “Enslave Daemon by Magic”	Speech of the Dead Voice, 3 Mana “Speak to Spirit”
Blinding Glamour Bolt, 1 Mana “Subdue by Magic”	Infernal Kinship Voice, 4 Mana “By my Voice, Charm Daemon”	Sussuria Mortis Voice, 1 Mana “Speak to Undead”
Castigation of Cassandra Bolt, 1 Mana “3 Damage to Fae by Magic”	Infernal Revelation Voice, 1 Mana “Detect Daemon”	Telmar's Transfixion Bolt, 1 Mana “Root by Magic”
Disguising Glamour Voice, 3 Mana “By my Voice, Compel you to perceive me as (basic type of creature or person) by Magic”	Infernal Tongues Voice, 1 Mana “Speak to Daemon”	Tendrils of the Kraken Spray, 2 Mana “Root by Magic” x3
Dispel Magic Bolt, 1 Mana “Purge Magic”	Mage Winds Storm, 3 Mana “Repel by Magic”	Titan's Tread Voice, 3 Mana “By my Voice, Slow to Enemy by Magic”
Dizzydweamor Bolt, 1 Mana “Compel you to spin around three times by Magic”	Mind Blast Spray, 2 Mana “Subdue by Magic” x4	The Twin Serpent Spray, 3 Mana “Bind by Magic” x2
Dominion Mortis Bolt, 3 Mana “Enslave Undead by Magic”	Minotaur's Breath Spray, 5 Mana “Frenzy by Magic” x3	Varo's Hand Bolt, 1 Mana “Disarm (Item) by Magic”
Dreamseeker Voice, 1 Mana “Detect Unconscious”	Mortal Puppet Bolt, 1 Mana “Animate by Magic”	Voice Stealer Bolt, 1 Mana “Silence by Magic”
Exponere Mortis Voice, 1 Mana “Detect Undead”	Primal Fear Bolt, 1 Mana “1 Damage by Will”	Webcutter Voice, 4 Mana “By my Voice, Purge Bind and Root”
Feet of Clay Spray, 1 Mana “Slow by Magic” x3		

DIVINE SPELLS

Divine Spells of Justice

Apprehend	
Gesture, 3 Mana	
"Root by Magic by Gesture"	
Banish	
Bolt, 1 Mana	
"5 Damage to Daemon"	
Castigate	
Voice, 2 Mana	
"By my Voice, 1 Damage to Daemon"	
Defend	
Spray, 1 Mana	
"Root Daemon by Magic" x3	
Expose Daemons	
Voice, 1 Mana	
"Detect Daemon"	
Mute	
Gesture, 3 Mana	
"Silence by Magic by Gesture"	
Unravel Magics	
Spray, 2 Mana	
"Purge Magic" x 3	

Divine Spells of Mercy

Aid	
Spray, 1 Mana	
"Purge Maim" x3	
Calm	
Spray, 1 Mana	
"Purge Frenzy" x3	
Cleansing	
Bolt, 3 Mana	
"Purge Blight"	
Mercy	
Bolt, 1 Mana	
"Heal Enemy"	
Purification	
Bolt, 1 Mana	
"3 Damage to Daemon" or	
"3 Damage to Undead"	
Seek the Fallen	
Voice, 0 Mana	
"Detect Unconscious". May be used once per Renew.	
Storm of Battle	
Storm, 4 Mana	
"Subdue by Magic"	

Divine Spells of the Wild

Banish Undead	
Bolt, 1 Mana	
"5 Damage to Undead"	
Bestial Rage	
Gesture, 4 Mana	
"Frenzy by Will by Gesture"	
Castigate Undead	
Voice, 2 Mana	
"By my Voice, 1 Damage to Undead"	
Entangle	
Storm, 6 Mana	
Storm for "Bind by Magic" or "Root by Magic", chosen with each packet.	
Expose the Unliving	
Voice, 1 Mana	
"Detect Undead"	
Freedom	
Voice, 3 Mana	
"By my Voice, Purge Root"	
Sympathy	
Bolt, 1 Mana	
"Heal Animal"	

OCCUPATIONAL SPELLS

Beekeeper

Distracting Stings	
Voice, 1 Mana	
"Disengage"	
Honeyed Words	
Bolt, 2 Mana	
"Charm by Magic"	
Stinging of the Bees	
Spray, 2 Mana	
"1 Damage by Earth"	
Swarmspeech	
Voice, 1 Mana	
"Speak to Vermin"	

Executioner

Cauterizing Spark	
Bolt, 1 Mana	
"2 Damage by Fire"	
Cripple Limb	
Bolt, 1 Mana	
"Maim (Limb) by Magic"	
Find Fugitive	
Voice, 1 Mana	
"Detect Living"	
Soothing End	
Bolt, 1 Mana	
"Slow and Subdue by Will"	
Torment	
Bolt, 1 Mana	
Up to three bolts of "Subdue by Will" or "Torment by Will" used within 5 minutes	

Gaoler

Halt Miscreant	
Bolt, 1 Mana	
"Root by Magic"	
Shackle	
Bolt, 1 Mana	
"Bind by Magic"	
Silence Cell	
Room, 3 Mana	
"Silence to Room by Magic"	
Torment	
Bolt, 1 Mana	
Up to three bolts of "Subdue by Will" or "Torment by Will" used within 5 minutes	

Gravedigger

Decay

Bolt, 3 Mana
“Doom to Undead by Magic”

Hex against Accidents

Bolt, 2 Mana
“Bestow one Resist Crushing”

Quiet the Dead

Bolt, 2 Mana
“Paralyze Undead by Magic”

Transfix the Dead

Spray, 1 Mana
“Root Undead by Magic” x3

Herald

Diplomatic Immunity

Voice, 3 Mana
“By my Voice, Repel by Magic”

Holdfast

Voice, 2 Mana
“By my Voice, Subdue by Will”

Honeyed Words

Bolt, 2 Mana
“Charm by Magic”

Silence in the Ranks

Voice, 2 Mana
“By my Voice, Silence for one Minute by Will”



Physician

Cauterizing Spark

Bolt, 1 Mana
“2 Damage by Fire”

Cripple Limb

Bolt, 1 Mana
“Maim (Limb) by Magic”

Fleabath

Bolt, 2 Mana
“Purge Swamp Fleas Affliction and 1 Damage by Water”. Note that this can be used on a character or on a piece of furniture with a Swamp Fleas tag affixed to it, but not on a source of Swamp Fleas, such as a matrix or waystone.

Peaceful Sleep

Gesture, 1 Mana
“Knockout by Will”. This may only be used on a willing or helpless character.

Ratcatcher

Blast Vermin

Bolt, 1 Mana
“Five Damage to Vermin”

Escape Bonds

Bolt, 1 Mana
“Purge Bind”

Expose Vermin

Voice, 1 Mana
“Detect Vermin”

Hex against Accidents

Bolt, 2 Mana
“Bestow one Resist Crushing”

Smite Vermin

Voice, 2 Mana
“By my Voice, 1 Damage to Vermin”

Walk Unhindered

Spray, 1 Mana
“Purge Root” x3

Witch Hunter

Find Fugitive

Voice, 1 Mana
“Detect Living”

Holdfast

Voice, 2 Mana
“By my Voice, Subdue by Will”

Torment

Bolt, 1 Mana
Up to three bolts of “Subdue by Will” or “Torment by Will” used within 5 minutes

Transfix the Unnatural

Spray, 1 Mana
“Root Daemon by Magic” x3

Walk Unhindered

Spray, 1 Mana
“Purge Root” x3

BARDIC MAGIC

Bardic Magic is an ancient magic said to have been passed to humans by the Elves before their people left Europa. It has since been heavily modified as musical tastes and magical theories have changed. Today, the greatest practitioners of the Bardic Magical arts dwell in Burgundy (the Troubadours) and in Karelia (the Lamenters), though the art is not unknown elsewhere in Europa.

You must possess Bardic Voice and the Gift of Wisdom in order to make use of Bardic Magic. Bardic Magic may not be played or sung above a normal speaking volume, primarily in order to avoid creating a scenario where game Effects cannot be heard over a din of music. Bardic Magic spells require Mana, and many have enhanced effects if Bardic Voice CP are also spent.

Not unlike Divine Spells, a character learns all of the following spells at once.

Blather

Gesture, 1 Mana

Utter a string of nonsense words at a target. If they respond to you, even by saying "What?", you may call "Subdue by Will by Gesture". If they do not respond or notice, you do not spend the Mana.

Fury

Gesture, 2 Mana

Work another character up into a bloody rage with your words, then call "Bestow One Special Attack and Frenzy at Foe."

2 Bardic Voice CP: Work a group of up to six characters up into a bloody rage with your words, then call "Bestow One Special Attack and Frenzy at Foe."

Rally

Gesture, 1 Mana

You may sing for at least a 60 count (1 minutes) to call "Heal 1".

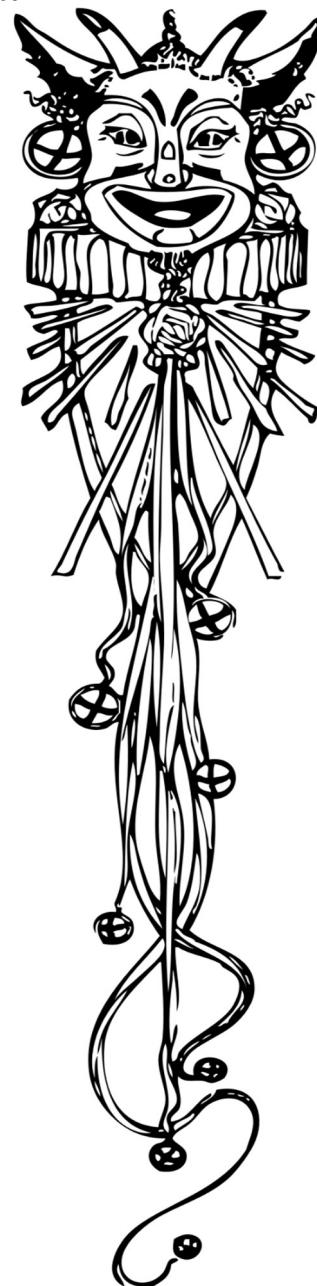
1 Bardic Voice CP: You may sing for at least a 60 count (1 minutes) to call "Heal 5", which must be used on a conscious character.

Song of Courage

Gesture/Voice, 1 Mana

You may sing for at least a 60 count (1 minutes) to call "Bestow Resist Will" on a target.

1 Bardic Voice CP: You may sing for at least a 60 count (1 minutes) to call "By my Voice, Purge Will".



APPENDIX TWO COMPILED TABLES

SPECIAL ATTACKS

Melee Weapon Types	Length	Special Attacks	Notes
Dagger	18-24"	Doom	Melee only
One Handed Axe	24-44"	4 Damage, Harm, Maim	
One Handed Blunt	24-44"	4 Crushing, Subdue	Club, hammer, or mace
One Handed Sword	24-44"	Lethal, Maim	
One Handed Tool	24-44"	2 Damage, Subdue	Hammer, Pestle, Sickle, etc.
Two Handed Tool	36-66"	2 Damage, Subdue	Pick, Shovel, Broom, etc.

Ranged Weapon Types	Length	Special Attacks	Notes
Normal Crossbow *	20-40"	Lethal	Base 3 Damage

Gift of Courage or Prowess

Melee Weapon Types	Length	Special Attacks	Notes
Two Handed Axe	36-66"	6 Damage, Harm, Maim	
Two Handed Blunt	36-66"	6 Crushing, Subdue	Club, hammer, or mace
Two Handed Sword	36-66"	Lethal, Maim	
Polearm	60-72"	3 Damage, Maim	
Spear	48-72"	Lethal	
Staff	48-66"	Subdue, Trip	

Gift of Dexterity

Ranged Weapon Types	Length	Special Attacks	Notes
Bow *	24-60"	Lethal	Base 2 Damage
Dagger	18-24"	Doom	Thrown
Hand Crossbow*	<16"	Lethal	
Thrown Weapon	<12"	2 Damage	
Javelin	24- 36"	Lethal	

Special Access

Melee Weapon Types	Length	Special Attacks	Notes
Claws	24-30"	Maim	See Claws & Fists. Requires Skin Changer.
Fists	24-30"	Subdue	See Claws & Fists. Requires Brawler.
Flail	32-54"	2 Crushing, Subdue	Requires Weapon Use (Flail) to use.

ARMOR

(Page 37)

Plate	AP	Notes
Helmet	1	
Great Helm	2	Covers face and ears
Gorget	1	
Pauldrons	1	Pair
Backplate	1.5	
Breastplate	2	
Upper Arms/Rerebrace	1	Pair
Bracers	0.5	Pair
Gauntlets	1	Pair
Tassetts	1	Pair
Thighs/Cuisses	1	Pair
Knee Armor/Cops	0.5	Pair
Sabatons/Feet	1	Pair
Chainmail/Scale	AP	Notes
Coif	1	
Mantle	1	Shoulders/upper torso
Hauberk	4	Full arms, to knees
Short Hauberk	3	Elbows, to thighs
Byrnies/Shirt	2.5	Short sleeve, to waist
Vest	2	No sleeves
Skirt	1	Waist
Gloves/Mittens	1	

Brigandine	AP	Notes
Vest	2.5	No sleeves, to waist
Tunic	3	Elbows to knees
Bracers	0.5	
Greaves	0.5	
Hard Leather	AP	Notes
Helmet	1	
Great Helm	1.5	Covers face and ears
Gorget	0.5	
Pauldrons	0.5	Pair
Backplate	1	
Breastplate	1	
Upper Arms/Rerebrace	0.5	Pair
Bracers/Gauntlets	0.5	Pair
Tassetts/Hips	0.5	Pair
Thighs/Cuisses	0.5	Pair
Knee Armor/Cops	0.5	Pair
High Boots	1	Pair
Soft Leather/Clothing	AP	Notes
Arming Cap	0.5	
Soft Leather Tunic/Jerkin	1	
Gambeson	2	
Soft Leather Sleeves	0.5	Pair
Soft Leather Gloves	0.5	Pair
Soft Leather Legs	0.5	Pair



GIFTS

See Chapter Five, beginning on page 57.

THE GIFT OF COURAGE

<u>Level</u>	<u>Abilities</u>	<u>Hit Point Bonus</u>	<u>Battle Endurance per Renew</u>	<u>Resist Will per Day</u>
1	Use of Arms, Battle Endurance (Disengage)	+0	1	-
2	Toughness I	+1	2	-
3	Battle Endurance (Heal 2)	+1	3	-
4	Resist Will	+1	3	1
5	Toughness II	+2	4	1
6		+2	4	2
7	Battle Endurance (Purge Maim)	+2	5	2
8	Toughness III	+3	5	3
9		+3	6	3
10	Battle Endurance (Lethal to Harm), Toughness IV	+4	6	4

THE GIFT OF DEXTERITY

<u>Level</u>	<u>Abilities</u>	<u>Special Attacks Per Renew</u>	<u>Assassinate Per Day</u>
1	Disarm Traps/Pick Locks, Thrown Weapon, Use Hand Crossbow	-	-
2	Special Attacks, Use Bows	1	-
3	Florentine, Pick Pockets I, Tarot Mortis	1	-
4	Assassinate	2	1
5	Two Weapons	2	1
6		3	2
7	Swashbuckling	4	2
8	Evade Trap	4	2
9	Pick Pockets II	5	2
10		5	3

THE GIFT OF EMPATHY

<u>Level</u>	<u>Abilities</u>	<u>Healing Hand per Renew</u>
1	First Aid, Diagnose	-
2	Cure Maim	-
3	Healing Hand (Heal 2)	3
4	Improved First Aid	3
5	With Malice Toward None (Heal 3)	4
6	Detect Unconscious	4
7	Master First Aid	5
8	With Malice Toward None (Heal 5)	5
9	Empath's Cry	6
10	Heroic Surgery	6

THE GIFT OF PASSION

<u>Level</u>	<u>Abilities</u>	<u>Max Damage per Bolt/Burst</u>	<u>Bursts per Renew</u>	<u>Storms per Renew</u>
1	Summon Element, Elemental Burst	2	1	-
2	Hedge Magic	2	1	-
3		3	2	-
4	Elemental Storm, Purge Element	3	2	1
5	Mage Lore	3	3	1
6		4	3	1
7	Elemental Kinship	4	3	2
8		4	4	2
9		5	5	2
10	Summoner's Stride	5	5	2

THE GIFT OF PROWESS		Special Attacks Per Renew	Deathstrikes Per Day
Level	Abilities		
1	Use of Arms	1	-
2	Detect Health, Extra Hit Point	1	-
3		2	-
4	Deathstrike	2	1
5		3	1
6	Thrown Weapon	4	1
7		4	2
8	Wrist Twist (Resist Crushing)	5	2
9		6	2
10		6	3

THE GIFT OF WISDOM		Resist Magic Per Renew
Level	Abilities	Mana
1	Lore, Sorcery	1
2	Hedge Magic, Mage Lore	2
3		3
4	Purge Magic I	4
5		5
6		6
7	Purge Magic II	7
8		8
9		9
10		10
		3

OCCUPATIONS AND SKILLS

This quick reference list does NOT specify what your specific Duty, Livery, or Leadership is. For that, you must turn to Chapter Five, beginning on page 67.

Occupation	Skills
Absolver/Flagellant	Absolution, Battle Rage, Blessed, Divine Lore, Improved Battle Rage, Iron Will, Livery, Toughness, Weapon Specialization (Flail), Weapon Use (Flail)
Adventurer	Agility, Scavenging, Serene Contemplation, Wear Armor 2
Alchemist	Retain your Basic Occupation, plus add Production (one Chaos or Time)
Almoner	Begging, Blessed, Buy/Sell 20, Cooking 2, Divine Lore, Duty 1, Income 10
Apprentice	Agility, Apprenticeship, Duty 1, Production X (any 1 Material or Component), Serene Contemplation
Artist	Artistry, Income 10, Serene Contemplation one of Metalworking 4, Scribe 4, Sewing 4 or Woodworking 4 and one of Commerce, Divine Lore, Engineering, Mage Lore, or Woodwise
Astrologer	Fortune Telling, Divine Lore, Information Gathering, Mage Lore, Production (1 Time), Research, Scribe 2, Serene Contemplation
Baker	Cooking 4, Income 10, News & Rumors, Weapon Use (Flail)
Barback	Retain your Basic Occupation, plus add Income 5 and Sell Drinks
Barber Surgeon	Apothecary 2, Cure Affliction, Medicine
Bard/Minstrel/Thespian	Bardic Voice 4, Entertainer, News & Rumors
Beekeeper	Apothecary 2, Income 10, Livery, Occupational Spells, Production (4 Food, 4 Life), Serene Contemplation, Swarm Magic, Wear Armor 1, Woodwise
Beggar	Agility, Begging, Livery, Scavenging and one of Information Gathering or Weapon Use (Staff)
Blacksmith	Livery, Metalworking 4, Weapon Specialization (One Handed Blunt, Two Handed Blunt)
Boatman	Buy/Sell 10, Income 5, Production (1 Water), News & Rumors, Work Rhythm and one of Cosmopolitan Connections or Scavenging
Butcher	Butcher, Cooking 2, Livery, Toughness

Occupation	Skills
Cantor	Absolution, Bardic Voice 4, Divine Lore, Divine Spells, Entertainer, Grant Karma, News & Rumors, Religious Ceremony, Serene Contemplation
Captain of the Guard	Duty 1, Income 15, Improved Leadership, Livery, Patronage 1, Scribe 2, Warcaster, Weapon Specialization (any one Weapon Type), Weapon Use (Large Shield), Wear Armor 5
Clerk/Forger	Copyist, Production (2 Parchment), Scribe 4, Serene Contemplation
Crofter	News & Rumors, Production (2 Cloth, 4 Food, 4 Wood), Weapon Specialization (Tool), Work Rhythm, Woodworking 2
Corporal of the Guard	Armstraining 2, Duty 2, Income 10, Leadership, Livery, Warcaster, Weapon Specialization (any one Weapon Type), Weapon Use (Large Shield), Wear Armor 4
Courier	Agility, Income 5, News & Rumors, Pathfinding, Scribe 2
Dancer/Juggler/Acrobat	Agility, Entertainer, Livery, News & Rumors, Weapon Specialization (Thrown Weapon)
Demagogue	Armstraining 4, Bardic Voice 4, Income 10, Information Gathering, Leadership, News & Rumors, Unarmed Combat
Dragon Slayer	Battle Rage, Livery, Scavenging, Slayer (Beastman, Draconian, Goblin, Minotaur, and Troll), Wear Armor 3
Executioner	Entertainer, Execution, Income 10, Livery, Occupational Spells (page 119), Poisoner 4, Weapon Specialization (One Handed Axe, One Handed Sword, Two Handed Axe, Two Handed Sword)
Famulus	Armstraining 2, Iron Will, Livery, Mage Lore, Slayer (Daemons), Weapon Specialization (any one Weapon Type), Warcaster
Fence/Pawnbroker	Buy/Sell (50), Commerce, Fence, Income 10, News & Rumors, Retainers 1 and Information Gathering or Research
Folk Healer	Apothecary 2, Cure Affliction, Detect Health, News & Rumors
Forester/Ranger/Gamekeeper	Pathfinding, Production (8 Wood), Weapon Specialization (One Handed Axe, Two Handed Axe), Wear Armor 2, Woodwise, Woodworking 4
Fortune Teller	Fortune Telling, Income 10, Mage Lore, News & Rumors, Serene Contemplation and one of Bardic Voice 2 or Scribe 2
Freeholder	Butcher, Patronage 1, Production (4 Cloth, 12 Food, 2 Wood), Weapon Use (Flail), Woodwise, Woodworking 2
Friar	Absolution, Divine Lore, Divine Spells, Grant Karma, News & Rumors, Pathfinding, Religious Ceremony
Gaoler	Duty 1, Income 10, Livery, Occupational Spells (page 119), Set Trap, Weapon Specialization (One Handed Blunt, Two Handed Blunt), Warcaster, Wear Armor 3
Gentlefolk	Bestow Favor, Income 10 and choose any 2 of the following: Bardic Voice 2, Cooking 2, Divine Lore, Information Gathering, Research, Scribe 2, Serene Contemplation, or Sewing 2
Gravedigger	Engineering, Income 5, Occupational Spells (page 120), Production (1 Death Component), Slayer (Undead), Weapon Specialization (Tool), Woodworking 2
Guild Crafter	Guild Wages, Livery. Retain your Basic Occupation, plus add +2 Craft Points to any one Craft Skill you possess.
Guttersnipe	Agility, Duty 1, Evade Trap, Production (1 Death), Scavenging
Herald	Armstraining 2, Bardic Voice 4, Income 10, Information Gathering, Livery, Occupational Spells (page 120), Scribe 2
Herbalist	Apothecary 4, Cure Affliction, Mage Lore, Woodwise
Herder	Pathfinding, Production (2 Cloth, 6 Food), Wear Armor 1, Woodwise
Hermit	Apothecary 2, Cure Affliction, Divine Lore, Scribe 2
Hunter	Butcher, Pathfinding, Production (2 Food), Weapon Specialization (Bow, Normal Crossbow), Wear Armor 1, Woodwise
Initiate	Divine Lore, Livery, Quick Learner, Serene Contemplation
Inquisitor	Battlemage, Divine Lore, Divine Spells, Leadership, Livery, Mage Lore, Slayer (Undead), Wear Armor 3 and Information Gathering or Research

Occupation	Skills
Juror	Bardic Voice 2, Research, Scribe 2, Serene Contemplation and any two of Commerce, Detect Health, Divine Lore, Engineering, Iron Will, Mage Lore, News & Rumors, or Woodwise
Knight Errant	Armstraining 4, Income 10, Leadership, Livery, Retainers 1, Wear Armor 6
Knight Paladin	Absolution, Battlemage, Blessed, Divine Lore, Divine Spells, Grant Karma, Income 10, Livery, Religious Ceremony, Retainers 1, Wear Armor 10
Knight Penitent	Battlemage, Blessed, Divine Lore, Divine Spells, Income 10, Livery, Retainers 1, Wear Armor 8
Knight of the Realm	Armstraining 4, Income (50), Improved Leadership, Livery, Patronage 3, Retainers 6, Wear Armor 8
Knight Templar	Battlemage, Leadership, Income 10, Livery, Mage Lore, Research, Retainers 1, Scribe 4, Wear Armor 6
Laborer	Duty 2, Engineering, Income 5, Toughness, Weapon Use (Two Handed Axe or Two Handed Blunt), Weapon Use (Tool), Work Rhythm
Lackey	Buy/Sell 10, Commerce, Livery, Quick Learner, News & Rumors and one of Serene Contemplation or Unarmed Combat
Lay Cleric	Divine Lore, Divine Spells, Income 5, Religious Ceremony, Serene Contemplation, Wear Armor 3 and one of Warcaster or Weapon Specialization (your choice of One Handed Blunt, One Handed Sword, Two Handed Blunt, or Two Handed Sword)
Librarian	Copyist, Research x2, Scribe 4, Serene Contemplation
Litigant	Bardic Voice 2, Battle Rage, Duelist, Livery, Toughness, Unarmed Combat
Locksmith	Engineering, Income 5, Set Trap, Weapon Use (Staff), Woodworking 4
Magistrate	Bardic Voice 2, Commerce, Duty 1, Income 20, News & Rumors, Research, Retainers 3, Scribe 4
Master Crafter	Guild Wages, Instruction, Livery, Masterwork, Retainer 1 Retain Basic Occupations skills, plus add +4 Craft Points to any one Craft Skill you possess.
Master Healer	Retain your Basic Occupation, plus add Medicine
Master Thespian	Bardic Voice 6, Master Entertainer, Income 10, News & Rumors, Scribe 2 and Information Gathering or Research
Merchant	Buy/Sell (100), Commerce, Income 20, News & Rumors, Patronage 1, Retainers 2 and choice of any one Craft 2 skill
Miller	Income 20, News & Rumors, Production (8 Food), Production (Choose one: 4 Air, 4 Water, or 3 Life), Woodworking 4
Miner	Commerce, Engineering, Metalworking 2, Patronage 1, Production (8 Metal), Weapon Specialization (Tool), Wear Armor 3, Woodworking 2
Novice Monk	Divine Lore, Livery, Research, Scribe 2, Serene Contemplation
Ordained Priest	Absolution, Battlemage, Divine Lore, Divine Spells, Grant Karma, Income 10, Religious Ceremony, Serene Contemplation, Weapon Specialization (your choice of One Handed Blunt, One Handed Sword, Two Handed Blunt, or Two Handed Sword) Wear Armor 4
Page	Agility, Income 5, Livery, Quick Learner, Wear Armor 2
Peddler	Buy/Sell (50), Commerce, Income 10, News & Rumors, Pathfinding
Penitent	Battle Rage, Blessed, Divine Lore, Livery, Weapon Specialization (Flail), Weapon Use (Flail)
Philosopher	Loremaster, Production (2 Parchment), Research x2, Scribe 6, Serene Contemplation
Physician	Apothecary 6, Cure Affliction, Livery, Medicine, Occupational Spells (page 120), Research, Serene Contemplation
Pit Fighter/Judicial Champion	Armstraining 4, Battle Rage, Duelist, Entertainer, Unarmed Combat, Wear Armor 3
Poacher	Butcher, Pathfinding, Production (3 Cloth, 6 Food), Weapon Specialization (Bow, Normal Crossbow), Wear Armor 2, Woodwise
Quarrier	Duty 1, Engineering, Production (4 Earth), Toughness, Weapon Use (Two Handed Blunt), Wear Armor 1, Work Rhythm
Ragpicker	Duty 2, Production (any one Material), Scavenging, Weapon Specialization (Tool) and one of Toughness or Weapon Use (Polearm)
Ratcatcher	Engineering, Livery, Occupational Spells (page 120), Poisoner 2, Set Trap, Slayer (Vermin)

Occupation	Skills
Ruffian	Brawler, Scavenging, Toughness, Unarmed Combat, Weapon Specialization (One Handed Blunt), Wear Armor 2
Sacristan	Blessed, Divine Lore, Research, Scribe 2, Set Trap, Weapon Specialization (any one), Wear Armor 2, Woodworking 2
Sawbones	Apothecary 4, Cure Affliction, Livery, Medicine, Sewing 2, Weapon Specialization (Dagger)
Sergeant at Arms/Bodyguard	Armstraining 6, Income 10, Leadership, Livery, Wear Armor 4
Sharp	Bardic Voice 2, Commerce, Cosmopolitan Connections, Fortune Telling, Information Gathering, Iron Will, News & Rumors, Room for More, Unarmed Combat.
Squire	Income 10, Wear Armor 4 and one of Armstraining 4 or Metalworking 2
Steward	Buy/Sell (50), Cooking 6, Commerce, Leadership, Scribe 2
Street Vendor	Buy/Sell 10, Cooking 2, News & Rumors, Scavenging and one of Metalworking 2, Sewing 2, or Woodworking 2
Student	Copyist, Production (1 Parchment), Quick Learner, Serene Contemplation
Tailor/Leatherworker	Duty 1, Medicine, Sewing 4
Tavern Keeper	Cooking 2, Drinks on the House, Duty 1, Income 10, Information Gathering, News & Rumors, Sell Drinks
Tavern Master	Buy/Sell 20, Cooking 2, Drinks on the House, Duty 2 (minding the tavern), Income 10, News & Rumors, Patronage, Retainers 1, Sell Drinks, Tavern Share
Theologian	Bardic Voice 2, Divine Lore, Divine Spells, Research x2, Scribe 4, Serene Contemplation
Tinker	Armor Repair, Buy/Sell (30), Commerce, News & Rumors, Scavenging, Tinkering
Town Crier	Bardic Voice 2, Duty 1, Income 10, Information Gathering, News & Rumors, Unarmed Combat
Town Guard	Duty 1, Income 5, Livery, Warcaster, Weapon Specialization (Any one Weapon Type), Weapon Use (Large Shield), Wear Armor 3
Town Guard Auxiliary	Retain your Basic Occupation's skills, plus Income (+5) and Livery.
Town Guard Recruit	Duty 1, Income 5, Livery, Wear Armor 2
Varlet	Duty 2, Income 5, Information Gathering, Leadership, Unarmed Combat and any one Craft skill 2
Ward	Bestow Favor, Income 10, Quick Learner, Scavenging
Witch Hunter	Armstraining 2, Battlemage, Leadership, Mage Lore, Occupational Spells (page 120), Set Trap, Slayer (Daemons), Wear Armor 4 and Information Gathering or Research
Woodfolk	Duty 1, Weapon Specialization (One Handed Axe, Two Handed Axe), Wear Armor 1, Woodworking 4, Woodwise

SKILLS REFERENCE

Skills are in Chapter Seven, starting on page 81.

Skill	Purchase
Absolution	[Major, 15 MS, Once]
Agility	[Standard, 10 MS, Once]
Apothecary	[Major, 15 MS, Once]
Apprenticeship	[Unavailable]
Armor Repair	[Standard, 10 MS, Once]
Armored in Faith	[Minor, 5 MS, Once]
Armstraining	[Major, 15 MS, Once]
Artistry	[Unavailable]
Bardic Magic	[Major, 15 MS, Once]
Bardic Voice	[Major, 15 MS, Once]
Basic Weaponry	[Free]
Battle Rage	[Unavailable]
Battlemage	[Major, 15 MS, Once]
Begging	[Unavailable]
Beloved of the Forest	[Standard, 10 MS, Once]
Bestow Favor	[Unavailable]
Blessed	[Standard, 10 MS, Once]
Blood of Skandia	[Standard, 10 MS, Once]
Brawler	[Standard, 10 MS, Once]
Butcher	[Major, 15 MS, Once]
Buy/Sell (X)	[Minor, 5 MS, Multiple]
Carry Wounded	[Free]
Commerce	[Minor, 5 MS, Once]
Cooking	[Major, 15 MS, Once]
Copyist	[Major, 15 MS, Once]
Cosmopolitan Connections	[Standard, 10 MS, Once]
Cure Affliction	[Major, 15 MS, Once]
Detect Health	[Minor, 5 GB, Once]
Divine Lore	[Minor, 5 MS, Once]
Divine Spells	[Major, 15 MS, Once]
Drinks on the House	[Unavailable]
Duelist	[Major, 15 MS, Once]
Duty	[Standard, 10 MS, Once]
Energy Conservation	[Major, 15 MS, Once]
Engineering	[Minor, 5 MS, Once]
Entertainer	[Major, 15 MS, Once]
Evade Trap	[Standard, 10 MS, Once]
Execution	[Major, 15 MS, Once]
Fence	[Unavailable]
Flee	[Unavailable]
Fortune Telling	[Standard, 10 MS, Once]
Fully Armored	[Standard, 10 MS, Once]
Grant Karma	[Major, 15 MS, Once]
Guild Wages	[Unavailable]
Hagsblood	[Standard, 10 MS, Once]
Improved Battle Endurance	[Standard, 10 MS, Once]
Improved Battle Rage	[Major, 15 MS, Once]
Improved Bestow Favor	[Standard, 10 MS, Once]
Improved Burst Casting	[Major, 15 MS, Once]
Improved Butcher	[Standard, 10 MS, Once]
Improved Duelist	[Major, 15 MS, Once]
Improved Instruction	[Major, 15 MS, Multiple]
Improved Leadership	[Minor, 5 MS, Once]
Improved Resistance	[Standard, 10 MS, Once]
Improved Scavenging	[Standard, 10 MS, Once]
Improved Storm Casting	[Major, 15 MS, Once]

Skill	Purchase
Income (X)	[Minor, 5 MS, Multiple]
Increased Mana	[Standard, 10 MS, Multiple]
Information Gathering	[Standard, 10 MS]
Instruction	[Standard, 10 MS, Once]
Iron Will	[Standard, 10 MS, Once]
Joy of Life	[Major, 15 MS, Once]
Knockout	[Major, 15 MS, Once]
Leadership	[Major, 15 MS, Once]
Livery	[Standard, 10 MS, Once]
Literacy	[Free]
Loremaster	[Unavailable]
Mage Lore	[Minor, 5 MS, Once]
Master Butcher	[Standard, 10 MS, Once]
Master Entertainer	[Unavailable]
Master Teacher	[Major, 15 MS, Multiple]
Masterwork	[Unavailable]
Medicine	[Unavailable]
Metalworking	[Major, 15 MS, Once]
News & Rumors	[Minor, 5 MS, Once]
Occupational Spells	[Unavailable]
Pathfinding	[Standard, 10 MS, Once]
Patronage (X)	[Unavailable]
Poisoner	[Major, 15 MS, Once]
Precision	[Standard, 10 MS, Once]
Production X (Type)	[Unavailable]
Quick Learner	[Unavailable]
Religious Ceremony	[Major, 15 MS, Once]
Research	[Unavailable]
Retainers X	[Minor, 5 MS, Multiple]
Room for More	[Unavailable]
Scavenging	[Minor, 5 MS, Once]
Scribe	[Major, 15 MS, Once]
Sell Drinks	[Unavailable]
Serene Contemplation	[Minor, 5 MS, Once]
Set Trap	[Standard, 10 MS, Once]
Sewing	[Major, 15 MS, Once]
Slayer (Type)	[Unavailable]
Standard Bearer	[Major, 15 MS, Once]
Stench of the Enemy	[Minor, 5 MS, Once]
Swarm Magic	[Unavailable]
Sunder	[Major, 10 MS, Once]
Tarot Mortis Punchinello	[Standard, 10 MS, Once]
Taunt	[Standard, 10 MS, Once]
Tavern Share	[Unavailable]
Thousand Yard Stare	[Minor, 5 MS, Once]
Tinkering	[Unavailable]
Toughness	[Major, 15 MS, Once]
True Grit	[Standard, 10 MS, Once]
Unarmed Combat	[Standard, 10 MS, Once]
Use Two Weapons	[Major, 15 MS, Once]
Wages of Sin	[Minor, 5 MS, Once]
Warcaster	[Standard, 10 MS, Once]
Weapon Specialization (Type)	[Standard, 10 MS, Multiple]
Weapon Use (Type)	[Standard 10 MS, Multiple]
Wear Armor (X)	[Minor, 5 MS, Multiple]
Woodwise	[Minor, 5 MS, Once]
Woodworking	[Major, 15 MS, Once]
Work Rhythm	[Unavailable]

KARMIC POWERS

KARMIC POWERS: JUSTICE (Page 110)

Karmic Power	Karma	Effect
Calm and Reason	1	You may call "By my Voice, Purge Will" once.
Daemonbane	1	You gain the skill "Slayer (Daemons)" until you next Renew.
Doom of the Faithless	2	You may call "_____, Doom to Oathbreaker by Name" once.
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Justice, Law, Politics or combating Chaos.
Holy Fury	1	You gain one use of the skill "Battle Rage".
Honest Labor	1	You may use 2 Craft Points for a skill of your choice to use on one task related to your beliefs.
Purify	5	You may purge a Mark of Chaos from another after they perform suitable penance. Call "Forsooth, I remove a Mark of Chaos".
Smite	1	After a 60 count of role play calling on Justice for strength, you may call "Bestow one 8 Crushing melee attack to Self".

KARMIC POWERS: MERCY (Page 111)

Karmic Power	Karma	Effect
Glory	1	You gain the skill "Slayer (Humans)" until you next Renew.
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Battle, Courage, Love or Peace.
Healing Hand	1	You may touch a character with a packet to call "Heal".
Life Link	1	You may form a Life Link with another person. Call "Bestow Life Link". During this time, you may call "Heal (X) to (Name)". This causes X points of damage to you. You may have only one Life Link at a time, total.
Peace	1	You may call "By my Voice, Purge Frenzy" once.
Purity	2	Once activated, this Karma power lasts 5 minutes. Within that period, you may call "Detect Poison" at will. You may spend a 10 count role playing to call "Purge Poison", and a 30 count to "Resist" any "by Poison" Effect. Both of these are also "at will."
Salvation	1	You may throw a packet (or touch the target with one) for "Purge Doom".
Self Sacrifice	5	You may take another's Final Death on yourself. They are restored to life, but you lose your "once ever" resurrection bestowed by Justice, If you have already used this death, you permanently die yourself. You must enter this in your Chapter's death record, and a Grey Wanderer is required.
The Gods Provide	1	You may take 2 Material or Component tags and divide them in half. Each half will function as a normal tag. Write "The Gods Provide" on the tags with your initials.
Wonder of Healing	2	You may call "Heal 1 to Room" once.

KARMIC POWERS: WILD (Page 112)

Karmic Power	Karma	Effect
Animal Kinship	1	You may throw three "Charm Animal" packets. All must be used within a 60 count.
Armor of Wode	2	By donning a garment of leaves, crown of horns, elaborate face and body paint or the like, you may "Bestow (up to 3) Armor Points" on yourself or another. These count as physical armor, but anyone may use them even if they do not possess the Wear Armor skill. Armor available depends on the props which are used, with a maximum of 3 Hit Points: 1 Armor Point: Blue or black stripe across eyes; fan of leaves behind head; leaves in hair; or necklace of bones. 2 Armor Points: Animal skull worn on head; sheets of plaited grass or reeds; large necklace of bones, claws, and skulls. 3 Armor Points: At least half of body, or all limbs, striped in blue, black, or green; full animal skin cape with head.
Beastspeech	2	You may call "Speak to Animal", which will last the normal 5 minutes.
Bounty of the Earth	1	You may call forth 3 units of Food, 2 units of Wood, or any one elemental Component, which must be used immediately (no tags).
Guidance	1	You may ask a Grey Wanderer to hear your prayers, seeking information on how to proceed in a matter related to Crafting, Nature, Undead, or Wealth.
Transformation	5	After a protracted ritual and various tests over the course of a day, this allows you or another to gain a 1 point Advantage. You must take on some costuming, as Supernatural Heritage, even if none of the Advantages are supernatural. A character may only benefit from this once, and this may give the character 5 total Advantage points.
Vengeance of Nature	1	You gain the skill "Slayer (Undead)" until you next Renew.

APPENDIX THREE

ECONOMY

General Notes on the Value of Crafting in Mystwood

These prices were derived as follows: Your time is worth 1 crown, base. A Craft Point is also worth about 1 crown. Materials and Components were valued as though purchased at the lowest listed value (so Food is worth 2 crown). If a given item took more than one single unit of Materials or Components, each unit after the first had its value increased by 1 crown.

Thus, for example, an Unusual Weapon requires 2 Craft Points and 2 Metal. The value is 3 (base 1, plus 2 CP) plus 2 (first unit of Metal) plus 3 (second unit of Metal), for a total of 8 crown.

The “high” recommended sell price is then 50% more than this value, rounded up.

It is recommended as a seller that you start with the high price, and be haggled down no lower than the low price, during your in game interactions.

Production

Materials	2 to 3 crown. Cloth, Food, Metal, Parchment, and Wood
Basic Components	3 to 5 crown. Air, Earth, Fire, and Water.
Life Component	4 to 6 crown
Death Component	5 to 8 crown. Death is generally illegal.
Chaos or Time Component	8 to 12 crown. Chaos is generally illegal.

Apothecary

Administer Anaesthesia	3 to 5 crown
Apothecary's Workshop	79 to 119 crown (if providing all Components and Materials)
Aqua Regia	13 to 20 crown
Aqua Vitae	9 to 14 crown
Blade Poison	7 to 11 crown- possibly illegal
Caustic Tar	6 to 9 crown, or 2 to 3 crown per Bestow
Contact Poison	9 to 14 crown- possibly illegal
Herbal Poultice	11 to 17 crown
Ingested Poison	7 to 11 crown- possibly illegal
Medical Kit	16 to 24 crown, or 3 to 5 crown per individual use
Potent Sweets	9 to 14 crown, or 3 to 5 crown per candy
Purging	5 to 8 crown
Set the Bone	2 to 3 crown
Smelling Salts	2 to 3 crown
Invigorating Elixir	2 to 3 crown
Vinegar Wash	2 to 3 crown
Vivifying Brew	6 to 9 crown

Armstraining

It is reasonable to charge “trainees” 1+ crown when using a craft that can be used on multiple people.

Basic Drill	3 to 5 crown
Deflection Training	3 to 5 crown
Gear Up	3 to 5 crown
Quintain Training	3 to 5 crown
Shrewd Cuts	3 to 5 crown
Spear Hedge	2 to 3 crown
Supple Wrist	3 to 5 crown
Target Practice	3 to 5 crown
Tournament of Arms	3 to 5 crown- Reasonable to charge 1+ crown entry fee.

Bardic Voice

Bardic Contest, etc.	3 to 5 crown- Reasonable to charge 1+ crown entry fee.
Bestow Task or Quest	This should not be paid for by the recipient in most situations.
Refreshing Song, etc.	2 to 3 crown- Reasonable to charge listeners 1+ crown.
Heroic Recounting, etc.	3 to 5 crown- Reasonable to charge "trainees" 1+ crown each.
Praising Couplet	3 to 5 crown
Reasoned Argument	2 to 3 crown
Rumormongering	3 to 5 crown
Witty Jest	2 to 3 crown

Cooking

Hearty Meal	4 to 6 crown
Iron Ration	5 to 8 crown
Kitchen	85 to 128 crown (if providing all Components and Materials)
Nail Soup	3 to 6 crown
Recognition Banquet	16 to 24 crown
Replenishing Snack	4 to 6 crown, +3 to 5 crown per consumer
Toxic Food	4 to 6 crown- possibly illegal
Welcoming Morsel	2 to 3 crown

Metalworking

Armor Piercing Arrows	6 to 9 crown
Harden Weapon	5 to 8 crown
Metal Tools	4 to 6 crown
Milanese Plate	14 to 21 crown
Reinforced Bracers/Greaves	4 to 6 crown
Reinforced Breastplate	5 to 8 crown
Reinforced Helmet	5 to 8 crown
Rothenberger Plate	6 to 9 crown
Sharpen Blade	2 to 3 crown
Smithy Workshop	109 to 164 crown (if providing all Components and Materials)
Spot Weakness	3 to 5 crown if done on another's behalf
Unusual Weapon	8 to 12 crown

Poisoner

Blade Poison	7 to 11 crown- possibly illegal
Caustic Tar	6 to 9 crown, or 2 to 3 crown per Bestow
Contact Poison	9 to 14 crown- possibly illegal
Ingested Poison	7 to 11 crown- possibly illegal
Purging	5 to 8 crown
Quick Poison	2 to 3 crown- possibly illegal

Scribe

Forged Document	4 to 6 crown
Illuminated Account	7 to 11 crown
Invitation	4 to 6 crown
Prayer	4 to 6 crown, plus value of Karma
Purity Seal	3 to 5 crown
Sacred Verse	4 to 6 crown
Scriptorium	146 to 219 crown (if providing all Components and Materials)
Swift Letter	4 to 6 crown

Sewing

Cloth Tools	4 to 6 crown
Comforting Bandage	3 to 5 crown
Create Vellum	4 to 5 crown, plus 3 to 5 per additional Parchment made (if Cloth provided, 2 to 3 crown total)
Mending and Patching	1 to 2 crown
Rune of Fireproofing	4 to 6 crown
Rune of Freedom	8 to 12 crown
Rune of Warmth	4 to 6 crown
Secret Pocket	4 to 6 crown
Sewing up the Wound	2 to 3 crown
Swirling Cloak	8 to 12 crown
Tailor's Shop	60 to 90 crown (if providing all Components and Materials)
Tapestry	5 to 8 crown, plus 3 to 5 crown per additional Moonstone

Woodworking

Burning Brand	8 to 12 crown
Fire Arrows	7 to 11 crown
Dart Trap	14 to 21 crown
Glancing Shield	3 to 5 crown
Glyph of Warding	11 to 17 crown
Harvest Wood	3 crown
Locked Box or Door	15 to 23 crown
Make Paper	4 to 5 crown, plus 3 to 5 per additional Parchment made If Wood provided, 2 to 3 crown total
Reinforced Shield	5 to 8 crown
Town Upkeep	1 to 2 crown
Training Field	105 to 158 crown (if providing all Components and Materials)
Wood Shop	76 to 114 crown (if providing all Components and Materials)
Wood Splint	4 to 6 crown
Wood Tools	4 to 6 crown

Other Valuable Skills

Apprenticeship	4 to 6 crown
Armor Repair	3 to 4 crown
Butcher	See Production (2 to 3 crown)
Copyist	5+ crown depending on perceived rarity or value of text
Cure Affliction	4 crown, plus any other necessary ingredients
Entertainer	5 to 8 crown
Execution	5 to 8 crown
Fence	See relevant Craft item.
Fortune Telling	4 to 6 crown
Instruction	5 or more crown per Skill Token
Scavenging	See Production (2 to 3 crown)
Tinkering	See relevant Craft item.

Buy/Sell

Even in peaceful times, Europa is a dangerous place to travel any real distances. Only the hardiest of peddlers and merchants will brave the treacherous roads through the forest. Even those who make it to these remote settlements will not be successful without a good knowledge of when and where goods are likely to be available, what reasonable prices are, and where buyers can be found with actual coin to spend.

The Buy/Sell skill represents this knowledge. You may use this skill once per Event, at a time of your choosing. Bring a list of items you want to buy or sell and the coin to do so to a Grey Wanderer, or go to the Staff operations building. This represents interaction with an off-board NPC merchant.

The maximum amount you can spend is listed in your Occupation's Buy/Sell entry.

The following list includes all items and their normal prices. While this is a baseline, these prices and items may change from Event to Event, and be a source of trends which one can use to profit. Each Event you might be given an extra sheet with more unusual items, that will not have precise descriptions. These will be somewhat of a gamble if you choose to buy them.

The “Buy” column shows how much a character with Buy/Sell can purchase the given item for between games or “off board” with an NPC merchant. This amount is identical to the lowest value for the Recommended Sell Price under Economy.

The “Sell” price, on the other hand, represents the amount a character with Buy/Sell can liquidate an item for between games or “off board” with an NPC merchant.

Items	Type	Buy	Sell	Notes
Food	Basic Material	2	2	
Cloth	Basic Material	2	2	
Parchment	Basic Material	2	2	
Metal	Basic Material	2	2	
Wood	Basic Material	2	2	
Air	Basic Element	3	3	
Earth	Basic Element	3	3	
Fire	Basic Element	3	3	
Water	Basic Element	3	3	
Life	Rare Element	4	4	
Death	Rare Element	5	5	Illegal- use and sell carefully.
Chaos	Rare Element	8	8	Illegal- use and sell carefully.
Time	Rare Element	8	8	
Cloth Tools	Tool	4	3	
Metal Tools	Tool	4	3	
Wood Tools	Tool	4	3	
Items	Type	Buy	Sell	Notes
Armor Piercing Arrows/Bolts	Enhancement	6	5	10 “2 Crushing” arrows or normal crossbow bolts.
Fire Arrows/Bolts	Enhancement	7	6	5 “2 Fire” arrows or normal crossbow bolts.
Aqua Regia (Acid Bomb)	Enhancement	13	9	One Use. “3 Water to Room” packet.
Burning Brand	Enhancement	8	6	One Use. “1 Damage and Subdue by Fire to Room” packet.
Comforting Bandage	Enhancement	3	3	One Use. “Heal 2” when tied on with ten count of role play.
Medical Kit	Enhancement	16	13	Six Uses. A character using First Aid may use this kit to bypass the die roll and treat the result as a 1-3 (white).
Herbal Poultice	Enhancement	11	9	One Use. “Purge Poison”.
Wood Splint	Enhancement	4	3	One Use. “Purge Maim”.

Items	Type	Buy	Sell	Notes
Iron Ration	Enhancement	5	3	One Use. "Renew" one person. May be used whenever the food is eaten, even outside of town, but not within line of sight of combat.
Potent Sweets	Enhancement	3	3	Three Uses. "Bestow 1 Mana".
Purity Seal	Enhancement	3	3	One Use. "Resist" one "by Magic" Effect if work visibly.
Glancing Shield	Enhancement	3	1	One Use. "Resist Crushing".
Hardened Weapon	Enhancement	5	3	One Use. "Resist Shatter".
Milanese Plate	Enhancement	14	9	Three Uses. "Reduce to 1" against any weapon-delivered Effect.
Reinforced Breastplate	Enhancement	5	3	One Use. "Resist Lethal".
Reinforced Limbs	Enhancement	4	3	One Use. "Resist Maim".
Reinforced Helmet	Enhancement	5	3	One Use. "Resist Knockout or Lethal".
Reinforced Shield	Enhancement	5	3	One Use. "Resist Shatter".
Rothenberger Plate	Enhancement	6	4	One Use. "Resist Harm".
Unusual Weapon	Enhancement	8	5	A variety of oddities.
Rune of Freedom	Enhancement	8	6	One Use. "Resist Bind or Root" if not wearing armor.
Rune of Resistance	Enhancement	4	3	One Use. Choose one Element at time of purchase to resist, such as "Resist Fire" or "Resist Water".
Secret Pocket	Enhancement	4	3	One Use. Allows you to hide one small item or up to 10 coins for 30 minutes, so it cannot be found with the "Search" Effect.
Swirling Cloak	Enhancement	8	5	Lasts one year. Wearer may call "Disengage" once per Renew.
Emulsifiers				
Aqua Vitae	Special	9	7	One Use. If applied before a Comforting Bandage, the
Cinnabar	Special	5	3	
Poppy Milk	Special	6	5	
Saffron	Special	5	3	May be added to a Replenishing Snack to Renew a total of 8 instead of 6. Emulsifier.

APPENDIX FOUR

WITCHBLOOD

A character's Witchblood effects for the weekend are obtained by a roll of two six sided dice. Each Event is different, and some Events may use a different chart for plot-related reasons. If you have Witchblood more than once, and roll "Attuned to" and "Imbalanced to" the same Humor(s), those rolls cancel out.

Roll	Effect	Notes
1 1	Spellburnt	For the entire Event, any "by Magic" Effect you are affected by also causes "1 Damage".
1 2	Hexed	For the entire Event, you suffer "Torment" whenever you hear your name.
1 3	Imbalanced Cold Humors	For the entire Event, you suffer double damage from any "by Earth" or "by Water" Effects.
1 4	Imbalanced Dry Humors	For the entire Event, you suffer double damage from any "by Earth" or "by Fire" Effects.
1 5	Imbalanced Warm Humors	For the entire Event, you suffer double damage from any "by Air" or "by Fire" Effects.
1 6	Imbalanced Wet Humors	For the entire Event, you suffer double damage from any "by Air" or "by Water" Effects.
2 1	Attuned to Cold Humors	Once per Renew, you may call "Resist" to an Effect delivered "by Earth" or "by Water".
2 2	Attuned to Dry Humors	Once per Renew, you may call "Resist" to an Effect delivered "by Earth" or "by Fire".
2 3	Attuned to Warm Humors	Once per Renew, you may call "Resist" to an Effect delivered "by Earth" or "by Water".
2 4	Attuned to Wet Humors	Once per Renew, you may call "Resist" to an Effect delivered "by Air" or "by Water".
2 5	Nimble	Twice times per Renew, you may call "Disengage".
2 6	Webcutter	For the entire Event, you may call "No Effect" to the "Bind" and "Paralyze" Effects.
3 1	Entrapment	Once per Renew, you may throw a "Root by Magic" packet.
3 2	Entanglement	Once per Renew, you may throw a "Bind by Magic" packet.
3 3	Tranquility	Once per Renew, you may throw a "Silence by Magic" packet.
3 4	Beaststalker	For the entire Event, you may call "Detect Animal" at Will. Once per Renew, you may throw a "5 Damage to Animal" packet.
3 5	Daemonstalker	For the entire Event, you may call "Detect Daemon" at Will. Once per Renew, you may throw a "5 Damage to Daemon" packet.
3 6	Undeadstalker	For the entire Event, you may call "Detect Undead" at Will. Once per Renew, you may throw a "5 Damage to Undead" packet.
4 1	The Sting	Once per Renew, you may throw a "1 Damage by Magic" packet.
4 2	The Swarm	Once per minute (60 count), you may throw a "1 Damage by Magic" packet.
4 3	Air Invocation	Once per Renew, you may throw a "5 Damage by Air" packet.
4 4	Earth Invocation	Once per Renew, you may throw a "5 Damage by Earth" packet.
4 5	Fire Invocation	Once per Renew, you may throw a "5 Damage by Fire" packet.
4 6	Water Invocation	Once per Renew, you may throw a "5 Damage by Water" packet.
5 1	Great Evocation	Once per Renew, you may call "By my Voice, 1 Damage by Magic".
5 2	Stalker	Once per Renew, you may throw a "Harm by Magic" packet.
5 3	Slaughter	Once per Renew, you may throw a "Doom by Magic" packet.
5 4	Slayer	Once per Day, you may throw a "Death by Magic" packet.
5 5	Healing	Once per Renew, you may touch a character with a packet for "Heal Two by Magic". If you possess Healing Hands, you instead gain an additional use per Renew for the duration of the Event.
5 6	Rejuvenating Word	Once per Day, you may call "By my Voice, Heal One by Magic".
6 1	Repellant Glare	Once per Renew, you may call "By my Voice, Repel by Will".
6 2	Paralysis	Once per Renew, you may throw a "Paralyze by Magic" packet.
6 3	Compelling Word	Once per Day, you may call "Charm by Will by Gesture".
6 4	Demanding Word	Once per Day, you may throw an "Enslave by Magic" packet.
6 5	Reserves of Strength	Once per Day, for a period of 15 minutes you gain +10 to your Maximum Hit Points.
6 6	Magic Resistance	Once per Day, you may call "Resist" to any single "by Magic" Effect.

APPENDIX FIVE

HOLY RELICS

Ask a Game Master if the rules in this Appendix are being used at your Chapter.

The Church of the Three puts great value in the grave goods and remains of those Saints who are returned by the gods, and for good reason. Often these items have great powers of inspiration, and groups of them are the subject of pilgrimage over great distances, potentially adding enormous revenues to the locale which houses them. As such, Holy Relics are a rare treasure in Mystwood, fetching high prices and being a topic of much interest for their beneficial properties.

Some potential relics, however, are false, being merely base items, or worse, are enchanted with the foul magic of Chaos or Undeath. Even so, they are well worth collecting, researching, and displaying if true, for a group of Holy Relics can provide powerful benefits.

Any potential Holy Relic will be marked first with an “Unidentified Relic” tag. This tag may have a numeric plus or minus written on it, which gives a basic idea of whether or not the relic is truly imbued with some holy power- a bonus to the roll is good evidence to support the theory.

There are several ways to confirm that a particular item is a Holy Relic, and not some forgery:

1. A character with the Research skill may look into the history of the potential relic in their Post Event Letter.
2. During Adventure Time, a character with Fortune Telling may expend one of their daily uses of that skill toward gleaning information. Three total attempts must be made, which can be made by different Fortune Tellers.
3. During Adventure Time, three characters, each worshipping one of the Three Gods, may each pray over the relic and each spend 1 Karma. The Karma should be brought to the Staff building and a Game Master notified.

Fortune Telling and Prayer may be interchanged- so two Fortune Tellers and a faithful of one of the gods may work together.

Once the inspection is complete, a Game Master will make a roll on the below table. The relic will then be retagged as an authentic relic, or otherwise marked as worthless, a fetish, periapt, or talisman (if of Fae, Undeath, or Chaotic origin).

	White (1-3)	Red (4)	Black (5-6)
White (1-3)	Holy relic w/ no special properties	Holy relic w/ 1d6 karma	Holy relic w/ 1 Karma (17%)
Red (4)	Holy relic w/ a magical property	Fae Fetish	Chaos Talisman w/ 1d6 Chaos
Black (5-6)	Fake	Death Periapt	Chaos Talisman

Once a Relic is determined to be authentic, it is up to the owner of the relic to write up a short description of it, making up a story of origin, (unless one is provided. A researched Relic becomes a much more precious item, which can make for great opportunities, even if the owner is not interested in constructing a Reliquary.

Reliquaries

Reliquaries are the containers that store and display relics. Since the relics themselves are very valuable, it is considered only appropriate that they be enshrined in vessels, or reliquaries, crafted of or covered by gold, silver, ivory, gems, and enamel. These precious objects constitute a major form of artistic production across Europa and Arabia.

Many reliquaries assume the form of small boxes with open lids into which one might see, but more complex containers are also common. They are often covered with narrative scenes from the lives of the saints whose remains may be contained within.

Reliquaries are also sometimes fashioned into full-body statues, or more abbreviated, but still imposing, bust-length images of saints, often those with local reputations of great authority. Set on an altar and carried in procession, their arrival sometimes heralded by the sounding of horns, these highly decorated works of art make an indelible impression on the faithful.

Reliquaries are sometimes created expressly for privileged individuals, or purchased by them. The faithful of humble means might still acquire a souvenir badge at the shrines of saints that called to mind the precious works of art associated with them.

Relic Gazing

Looking upon a collection of proven Relics can have a very powerful effect on faithful individuals. Anyone who wishes to view a relic must pay whatever price the owner deems fit, or otherwise sneak in their viewing. No more than once per day, by gazing upon the Relics in a contemplative manner for 5 or more minutes, the character will gain a boon, determined by the number of Relics in the collection.

Only followers of the Three in good standing with their faith may gain the benefits of looking upon a Relic collection.

1-4 Relics	You receive the Renew Effect, if you worship one of the Three.
5-8 Relics	You receive the Renew Effect, if you worship one of the Three. You also receive the “Bestow 1 Karma” Effect. This Karma does not receive a tag and must be used within the next 6 hours.
9-12 Relics	You receive the Renew Effect, if you worship one of the Three. You also receive the “Bestow 1 Karma” Effect. This Karma does not receive a tag and must be used within the next 6 hours. A Lay Cleric who has prayed at this Reliquary immediately receives the Absolution Ordinary Skill for up to 1 hour, and may absolve one character who has sinned and who has made proper penance.
13-16 Relics	You receive the Renew Effect, if you worship one of the Three. You also receive the “Bestow 1 Karma” Effect. This Karma does not receive a tag and must be used within the next 6 hours. A Lay Cleric who has prayed at this Reliquary immediately receives the Absolution Ordinary Skill for up to 1 hour, and may absolve one character who has sinned and who has made proper penance. Being restrained in the presence of this number of relics will cause you to receive the Exorcism Cure after 10 minutes.
17-20 Relics	You receive the Renew Effect, if you worship one of the Three. You also receive the “Bestow 1 Karma” Effect. This Karma does not receive a tag and must be used within the next 6 hours. A Lay Cleric who has prayed at this Reliquary immediately receives the Absolution Ordinary Skill for up to 1 hour, and may absolve one character who has sinned and who has made proper penance. Being restrained in the presence of this number of relics will cause you to receive the Exorcism Cure after 10 minutes. A character who follows one of the Three may spend 1 Karma while touching the reliquary to call “Repel Daemon” at will.
21+ Relics	You receive the Renew Effect, if you worship one of the Three. You receive the “Bestow 1 Karma” Effect. This Karma does not receive a tag and must be used within the next 6 hours. A Lay Cleric who has prayed at this Reliquary immediately receives the Absolution Ordinary Skill for up to 1 hour, and may absolve one character who has sinned and who has made proper penance. Being restrained in the presence of this number of relics will cause you to receive the Exorcism Cure after 10 minutes. A character who follows one of the Three may spend 1 Karma while touching the reliquary to call “Repel Daemon” at will. A follower of Chaos who touches any of these relics suffers the “Torment” Effect.

APPENDIX SIX

PATRON SAINTS

Ask a Game Master if the rules in this Appendix are being used at your Chapter.

In the world of Mystwood, the three gods- Justice, Mercy, and the Wild- do not directly communicate with their followers, instead sending occasional visions and dreams to those who pray to them. Mortal followers must attempt to understand and explain these visions, a process which often fails.

For the most important plans of the gods, a mortal who lived a virtuous life might be returned for a single day, to explain a facet of the plan to the living as best they can. The saints are yet mortal, and while they act as a conduit to the deities, their explanations remain those of mortals- albeit somewhat better informed.

Those Saints whose messages are most important, most resonant, or most world-shaping become Patron Saints, through which mortals might know the gods in unique ways. Following the lives and the post mortem message of these Saints often conveys a special understand of the gods, which can provide mechanical benefits, as well as unique role play.

Mechanics

In order to select a Patron Saint, there must be a shrine of that Saint at a Chapter your character interacts with. For example, there may be a statue of Saint Horrigan at the Keep Chapter. Your character must attend a Keep Event in order to choose Horrigan as your Patron.

There is no limit on the number of people who can follow a particular Patron Saint, but an individual character can select and receive mechanic benefits from no more than one Patron Saint per year.

When a Patron Saint is chosen, the character gains a Ritual or Duty, and a Sin, which are listed on the Patron Saint. There may be more than one of these listed, in which case you must choose at least one.

The character then gains a Karmic power, which will be listed with a Karma cost and description. Lastly, there will be an individual, singular ability or boon, which may be used once per year.

EXAMPLE SAINTS

Saint Priscus the Tabletbreaker

Rituals and Duties

- * Sharing knowledge regarding spells and magic considered "Clean" by Justice
- * Assisting the mad and enfeebled, especially those made so by magic

Sin

- * Failing to destroy or diminish Chaotic knowledge such as rituals, or otherwise safeguard such knowledge away from mortals
- * Harming a white animal or any bird, excepting birds of Daemonic or Fae nature

Karmic Power	Karma	Effect
Vessel of Sorcery	1	You may call "Bestow 1 Mana" on a willing target within arm's reach.

Saintly Revelation

Once per Year you worship your Patron Saint, you may call upon the spirit of Priscus' eagle. Roleplay for 30 seconds to call either "Shatter" with any melee weapon, or "By my Voice, Silence to Daemon".

Saint Ulwin the Dreamer

Rituals and Duties

- * Interpreting and helping to understand the meaning of dreams
- * Defending the creatures of day against the creatures of night, especially Vampires.

Sins

- * Accepting healing from blood willingly

Karmic Power	Karma	Effect
Battle Fury	3	You may call "Bestow 3 Hit Points and Frenzy at Enemies" on up to three people, one of whom can be yourself. This can be done by packet.

Saintly Revelation

Once per Year you worship your Patron Saint, you may invoke the rite of the Dream Warrior. You must notify the Staff of your intent to use this ability. When it is invoked you will fall into a deep sleep, and as a dream spirit, you may challenge a foe to combat.

That creature must fight you one on one as a dream spirit. This does not always work, and may involve complications as well...

APPENDIX SEVEN

POTION MAKING

Ask a Game Master if the rules in this Appendix are being used at your Chapter.

The art of Alchemical potion making is uncommon but not difficult. To make a potion, one must possess the following:

- * This rulebook appendix.
- * A recipe for a Potion Making concoction,
- * a Chaos or Time Component, which is used as a base, and
- * The Components and/or Materials listed in the Potion Making concoction recipe.

Any character, regardless of skill (or lack thereof), may make use of this scroll to experiment with potion making, though characters with the Cooking and Apothecary Craft Skill may find that it is easier and/or more productive. Each physical copy of a Potion Making concoction recipe may be used once per Event per player.

The prospective potion maker places his bottle, or another marker, in the center space on the 5x5 grid on the potion making sheet. Emulsifiers can change the starting square- see below. Then, a period of roleplaying must commence, typically ten minutes. After this, the potion maker rolls dice.

If using a **Time** Component, the potion maker rolls **two** dice- one tracking up and down, the other tracking left to right.

If using a **Chaos** Component, the potion maker rolls **four** dice- two tracking up and down, two tracking left to right.

On the die, a 1-2 counts as Up or Left, a 3-4 counts as remaining in the space, and a 5-6 counts as down or right.

Each Up/Down die result causes the result on the recipe sheet to move one square up or one square down from the start. If a 3-4 is rolled, that die does not move the final position.

Each Left/Right die causes the result on the recipe sheet to move one square left or one square right from the square you stopped on in the Up/Down phase. If a 3-4 is rolled, that die does not move the final position.

Typically, potions using Time as a base have fewer side effects, but also have weaker or smaller yields.

The result may be represented by almost anything ingestible. Any drink- water, alcohol, juice- may be used as the potion's base, or it might be dried into a powder, or even pressed into a pill. Potions created with this system expire 90 days from the date they are created.

There are several items and techniques which can be used to modify the results of a potion making batch. These options must be used BEFORE rolls are made.

EMULSIFIERS

It is known by experienced potion makers that four materials are of special use in the creation of potions. Normally, these four “emulsifiers” must be used individually, or else the potion will be ruined, but skilled characters with Apothecary may use two. These emulsifiers must be used **before** the dice are rolled.

Aqua Vitae

Aqua vitae, or spirit of wine, is simply wine which has been distilled properly. It is the most common emulsifier for potion making. Occasionally, aqua vitae is mixed with garlic, and some of this mixture is sold as “Allium” or “Allioum.” The use of Aqua Vitae causes the starting square to move **down one**.

A Character with the Apothecary Craft Skill can make Aqua Vitae with the following recipe.

Item	CP	Type	Components
Aqua Vitae	1	Enhancement	1 Fire, 1 Water

One Use. If applied before a Comforting Bandage, the Comforting Bandage will provide "Heal Four". Emulsifier.

Cinnabar

Cinnabar is mined from places far away- Aragon, Illyria, and Hind, to name a few. It is a brilliant red mineral which can be used in porcelain, or can be roasted to release quicksilver, which is the use of interest to alchemists. Quicksilver, of course, is highly poisonous, and dangerous to use, but is the finest and most potent of the emulsifiers for potion making. Some sources know Cinnabar as "Calomel." The use of Cinnabar causes the starting square to move **down two, left one**.

A Character with the Apothecary, Metalworking, or Poisoner Craft Skill can make Cinnabar with the following recipe.

Item	CP	Type	Components
Cinnabar	0	Special	1 Death or 1 Earth

Roll a surgery die. On white (1-3), one unit of Cinnabar is made. On black (4-5), two units are made. On red (6), three are made. Roll again- on black or red (4,5,6), you suffer “Afflict with Metal Poisoning”. If you are inside, you must call “To Room, Afflict with Metal Poisoning.”

Cinnabar: Provides 1 Apothecary or Poisoner CP for any item with “Poison” in the name. Roll a surgery die, on red (6), Afflict with Metal Poisoning. Emulsifier.

Poppy Milk

Derived from a flower of far-off Scythia. Some sources know Poppy Milk as "Laudanum." Some apothecaries use a derivative of poppy milk in their anaesthesia. Poppy milk is of use in the creation of potions as a base which can mask side effects and pain that comes about as a side effect of the other components. The use of poppy milk causes the starting square to move **right one**.

A character with the Apothecary, Cooking, or Poisoner Craft Skill can make Poppy Milk with the following recipe.

Item	CP	Type	Components
Poppy Milk	1	Special	1 Life or 1 Water

Makes two uses of Poppy Milk.

Poppy Milk: Provides 1 Apothecary CP for Administer Anaesthesia. Emulsifier.

Saffron

Tinctures of this rare spice, from Hellas and Persia, are sometimes used as an emulsifier for the purposes of masking the vile taste of many potions. However, this vile taste is often a good warning that a potion is dangerous, and thus, potions made with saffron tend to have smaller yields, as the worst parts of the potion are dredged out in order to allow the saffron to do its work. The use of saffron causes the starting square to move **up one, right one**.

Saffron cannot be made, it can only be imported.

SKILLED TECHNIQUES AND OTHER MODIFIERS

The techniques used by the Apothecary and the Cook are different and incompatible, but both can do much to interfere with the results of a potion making process.

Apothecary Craft Skill

Unlike the layman, characters with this Skill have some basic chemistry and mixing knowledge, and may use any two emulsifiers together. This must be chosen **before** the roll.

In addition, Apothecaries get two options to use **after** a roll:

* When using Time as a base, the apothecary may spend 1 CP to move the result square **down one**.

* When using Chaos as a base, the apothecary may spend 2 CP to move the result square **right two** and double the end yield.

Cooking Craft Skill

Cooks also use chemistry in their own unique way and tend to create larger batches of weaker potions. These options must be done **before** the roll.

* Cooks may spend one unit of Salt and one unit of Water as Aqua Vitae, moving the starting square **down one**.

* Cooks may also spend one unit of Fire and 1 Cooking Craft Point to move the starting square **up two**, but double the end yield of a potion making batch.

Example Potion Making Concoction Recipe

Potion Making Concoction: Potion of Healing

1 Life, 1 Water

1,2

	The potion making fails, leaving only vile black sludge.		One Use- Heal 2.	One Use- Heal 2.	One Use- Heal 3.
	One Use- Heal 2. For five minutes, you feel nauseous, by Poison.	The potion making fails, leaving only vile black sludge.	Two Uses- Heal 2.	Two Uses- Heal 2.	Two Uses- Heal 3.
1,2	Two Uses- Heal 2. For five minutes, you feel nauseous, by Poison.	Two Uses- Heal 2. For five minutes, you feel nauseous, by Poison.	Three Uses- Heal 2.	Three Uses- Heal 2.	Three Uses- Heal 3.
	Three Uses- Heal 2. For five minutes, you feel nauseous, by Poison.	Three Uses- Heal 2. For five minutes, you feel nauseous, by Poison.	Three Uses- Heal 2.	Three Uses- Heal 3	Four Uses- Heal 3.
	Four Uses- Heal 2. For five minutes, you feel nauseous, by Poison.	Four Uses- Heal 2.	Five Uses- Heal 2.	Four Uses- Heal 3.	Five Uses- Heal 3.

5,6

APPENDIX EIGHT

A SHORT PRIMER ON CHARACTERIZATION

How to be "In Game" at Mystwood

LARP is an unusual hobby, different from pretty much anything else. It can be hard to come to your first Event, and once there get right into the world and always be role playing, but it can be done given effort and a bit of planning.

Before your First Event

- * Don't be afraid to ask questions- about the game sites, about the game rules, about the world setting, about LARP in general. You have several options, from your friends who may already have played, to the Facebook page (where several members of Staff can respond), to the Mystwood e-mail address, which is mystwood@mystwood.org.
- * Generally speaking, Mystwood is set up for player cooperation against outside forces and the elements of the setting. Consider not making a character who is treacherous, steals from other townsfolk, or is secretly a Chaos worshipper. These character types may encounter resistance from other players and the society of the in-game world, and may be less fun for you.
- * Write a detailed back story and history. Other players will ask you about who you are, and you should have answers for them. What is your full name? Is that your real name or a nickname? What are the names of your parents? Where are you from? What did you do before you came to this town? What's your plan, now that you're here? The more you know about how your character was shaped by their history, the more informed you will be when called upon to react in game.
- * Be prepared to have your history gently altered if it does not quite match Mystwood's world setting. Remember, you can't be a noble, and your first character must be from the area of the Mystwood. This means coming from Eastmarch, Dragonshire, Fenwyck, Pelancia, or Burgundar.) The campaign setting is basically Medieval Europe, so pirates, samurai, ninja, and the like won't make sense. The setting is somewhat low magic, so you will probably not be the child of a wizard or the like. Perhaps your parents were able to use magic but they likely had a "normal job" as well. Finally, your character must be human, though there are many creatures you might have ancestors from- not everyone is full-blooded human!
- * Understand how your Gifts, Occupation, and Skills work. The more you know about them, the better prepared you will be to use them in game, and the more fun you will potentially have.

While at an Event

- * Good role play requires active listening. If you are listening to what is going on around you, you will be better able to think about how your character will respond.
- * Many experienced players are able to answer any rules or world questions you might have. Remember that 'Clarify' is your friend if you do not understand what an Effect does.
- * Talking "out of game" in public areas is NEVER ACCEPTABLE. It's unlikely that all the other players around you want to know what the football score was last night, or what TV show you're basing your character on. The better you stay in character, the better everyone around you will, and the game will be more fun for everyone.
- * When trying to get "in character", think of how your character's personality traits are similar and different to your own. Many players choose to make a character who is like them, and that is absolutely fine. For others, as a challenge, making a character much different from themselves can be fun. If you are naturally introverted, you might choose to play a loud, boisterous town crier. If you are not normally athletic, perhaps a courier might be a fun role.
- * When making a decision in game, think of how it will affect the game world, your continued character, and more importantly the player characters around you. A thing might seem fun in the short term, but would your character do it? A law-abiding magistrate, for example, would probably never blatantly use Chaos magic, even though the player might think it's awesome. Consider how your decision will affect other players and their characters. It might make sense for your character to choose to do something that will hurt the entire town, but that decision will probably make the game less fun for everyone. Carefully weigh this before making a decision.

* When referring to an in-game skill or power, try to merely allude to it rather than calling it by name. If someone asks if you can heal, for example, tell them that "My grandmother said I was pretty empathic", or "I've got the healing hands", not "I have Level 7 Empathy". If they ask you if you can use a two handed sword, tell them you are a squire who has spent long hours training by the side of the other would-be knights, not that you have Use of Arms. Some skills make sense to call by name- if someone is looking for a Butcher, and you have that skill, you can affirm easily enough. Remember that there may be in-game punishments for out of game sayings, and act accordingly.

* If you are struck in combat, make sure to role play the pain and surprise of injury. While simply saying "you hit me!" or "got it" is technically acceptable, playing up the danger and pain makes the fight seem more real.

* If you are wounded, don't say "I've got 2 Hit Points left". Tell the healer "I think I can take another hit or two". If you're out of uses of your skills, say "I need a drink, that last fight really took it out of me!", not "I need to renew".

* Further, remember that our game world is meant to "almost" be medieval Europe. Try to avoid modern anachronisms. "Soda" might be ale or beer. "Going to your car" might be "headed to the wagons" or "returning to camp". Modern plastic wrappers shouldn't be left out in sight. Unwrap your food before bringing it into the playing area. If you must bring a water bottle into the game area, take the label off- but even better, use a mug.

* Suspend your disbelief and remember what your character would and would not know about the world. There's no New World, and not much is known about the areas that are Africa and Asia in our world. There's no germ theory of disease (and indeed, Afflictions don't work like real world diseases), and no telescopes to tell us about the stars. There are no firearms, no industries churning out hundreds of books, items, and foodstuffs, and no fast or cheap ways to transport goods or communicate. Assume you know nothing, do some research about the Middle Ages on Wikipedia, and have fun immersing yourself in a world far simpler than our own.

* Write Post Event Letters. Doing so helps you advance, helps keep your mind on what happened during the Event, and helps you get more plot and fun stuff at the next game.

After Your First Few Events

* Work to improve your costume. Investing in a costume that is yours is the best way to feel more "in character". Start with accessories- should your character have some special necklace, rings, or a cloak? Would a hat really make them look unique? Should your character have certain tools or other implements that would make them look more realistic? Do you have your own weapons, armor, and other necessary things? If your character likes to gamble, maybe buying an antique-looking deck of cards would be a good accessory, or if they are a butcher, getting a "blood-stained" apron or making fake meat to hang where your character makes their camp would be a great way to make this obvious.

* Much of the fun in the game is player driven. Decide on what your character wants and start working toward it. The Pathfinding and Research skills can be great ways to facilitate this. Enlist your friends to help you, and help them achieve their own goals, if it makes sense for your character.

* If you are unhappy with your Occupation, Advantages, or Disadvantages, remember there are ways in game to change them. You don't necessarily need to make a new character if something isn't fun, or not working for you. The Staff is always willing to work with players to ensure that they are having fun.

* Remember what the game was like for you when you first started, and what was difficult, confusing, or not fun. Try to help newer players as much as you can.

Interpersonal Relationships

* Whenever you are going to have in game siblings, a romance, rivalry that might lead to fighting, or the like, make sure the Game Masters are aware. This can help them plan for your role play and helps establish boundaries. For example, Mystwood is generally not a player-vs-player game, because oftentimes player conflict results in hurt feelings. The Game Masters knowing that players have a rivalry they have designed allows this role play to occur with fewer conflicts. The same holds true for romantic relationships. Advising the Game Masters that you will be portraying this kind of relationship can help smooth over issues with fellow players that might not be aware of the dynamic you have designed.

APPENDIX NINE

MYSTWOOD PARTICIPANT POLICIES

Mystwood is a non-profit live action role playing organization consisting of volunteer Staff organizers, including a Game Master, volunteer Cast members (often called NPCs), and paying guests (often called PCs). Whether or not an attendee is a paying participant, these policies apply uniformly.

INTRODUCTION

Mystwood's Board of Directors takes the safety and enjoyment of all involved very seriously, and expects the same of the individual Game Masters and chronicle runners that plan and run Mystwood Events.

To facilitate this, Mystwood as an organization has adopted a series of formal policies to deal with certain activities which may harm players and the player base, and cause the general and specific safety and enjoyment of participants to be infringed. These policies cover harassment, sexual harassment, drugs and alcohol, theft, cheating, and live combat.

As Mystwood is comprised entirely of volunteers, the goal of these policies is to ensure that attendees are able to participate in the game in a fun and safe manner, with a minimal amount of effort required for policing and punishing those who break the rules, or are simply not fun to play with. All participants should remember that their fellow players, Cast members, Staff, and Board are at Events to socialize, entertain, be entertained, be challenged in various safe ways, and generally enjoy time with friends, and play accordingly.

Where Mystwood Policies and the Site Policies of the various locations we utilize differ, overlap, or conflict, both policies will be followed, with the more restrictive taking precedence. This may potentially result in participants being subject to action from a Mystwood representative, as well as from a given Site's representative, independently.

HARASSMENT

The following definition is taken from the definition of harassment set forth by the Equal Employment Opportunity Commission (EEOC). Some of the language and definitions in the body of this policy are also taken from the verbiage described by the EEOC. The wording has been, in some cases, altered to better conform to Mystwood's status as a social organization, rather than an employer.

Harassment is systematic and/or continued unwelcome actions of one party or group that is based on race, color, religion, sex (including pregnancy), national origin, weight, height, gender, relationship status, age, disability, genetic information, or any other inborn or chosen distinction pertinent to the harassed party.

The offensive conduct may include, but is not limited to, offensive jokes, slurs, epithets or name calling, physical assaults or threats, intimidation, ridicule or mockery, insults or put-downs, sexual objectification, and offensive objects or pictures. Harassment can be either in or out of game, and may be done in person, online, via text or email, or by proxy (by others).

The harasser can be a member of the game Board, a game Staff member, a game Cast member, or a fellow player. The victim does not have to be the person harassed but can be anyone affected by the offensive conduct.

Prevention is the best tool to eliminate harassment at Mystwood. To that end, we have instituted the above policy. Participants at Mystwood are encouraged to inform the harasser directly that the conduct is unwelcome and must stop. Participants are also highly encouraged to report harassment to Game Staff at an early stage to prevent escalation and/or retaliation.

It should be noted that, while Mystwood represents a pseudo-medieval society modeled on the real world Europe of the 10th to 15th century, the world of Mystwood is a far more liberal and egalitarian place than the real world of that time. Characters of any sex, gender and sexual preference can and do hold the same equal rights, privileges, responsibilities and opportunities and shall be treated as such. Inheritance laws make no distinction based on gender, for example, and it would not be unusual for a woman to hold a knighthood, or for a homosexual partnership to be approved and celebrated by the community. To that end, in game harassment based on these topics is forbidden.

PROHIBITION ON RETALIATION

Mystwood, and the Game Masters who present Mystwood Events, will not tolerate retaliation against anyone who brings a complaint, or who speaks as a witness in the investigation of a complaint.

The safety and well-being of all participants at Mystwood is our primary concern. We take any concerns regarding inappropriate behavior VERY seriously. If a participant is found to be responsible for any inappropriate behavior, they should expect a stern warning or expulsion from the game.

SEXUAL HARASSMENT

Mystwood believes that all players, Cast, and Staff should be afforded the opportunity to enjoy an environment free of sexual harassment. Sexual harassment is a form of misconduct that undermines our desired relationships. No one should be subjected verbally or physically to unsolicited and unwelcome sexual overtures or conduct. Sexual harassment refers to behavior that is not welcome, that is personally offensive, that debilitates morale and, therefore, interferes with our effectiveness.

Behavior that amounts to sexual harassment will result in disciplinary action, up to and including Disinvitation.

It is unlawful to harass a person because of that person's sex. Harassment can include "sexual harassment" or unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Harassment does not have to be of a sexual nature, however, and can include offensive remarks about a person's gender. For example, it is against the rules and spirit of Mystwood to harass a woman by making offensive comments about women in general.

Both victim and the harasser can be of any gender, and the victim and harasser can be the same gender.

Although the law upon which this policy is based doesn't prohibit simple teasing, offhand comments, or isolated incidents that are not very serious, it is considered the best practice of any attendee that commentary of a sexual nature be generally avoided.

WHAT IS ACCEPTABLE

Mystwood is a reenactment of a time that never was, a pseudo-medieval Dark Ages with monsters, magic, wonders and horrors. Flirtation as a part of creating this atmosphere should not necessarily be construed as sexual harassment in and of itself. If an encounter makes a participant uncomfortable, they should make use of the "Okay Check In" call system as a means of expressing their discomfort, and excuse themselves. They may approach the Game Staff with their concerns at their discretion.

COMPLAINT PROCEDURE

If a participant experiences or witnesses harassment or sexual harassment during Event hours (set-up until clean-up), they should report it immediately to a Board member or to a Game Master. All allegations of sexual harassment will be quickly investigated. To the extent possible, the confidentiality of a reporter, and that of any witnesses and the alleged harasser, will be protected against unnecessary disclosure. When the investigation is completed, all affected parties will be informed of the outcome of that investigation.

FIREARMS AND OTHER REAL WEAPONS

The possession and carrying of firearms is regulated by local, state and federal laws, and in all cases, Mystwood will hew to those laws. Mystwood strongly requests that all participants refrain from the carrying of firearms during hours of game operation, keeping these items in their locked vehicle.

The possession, carrying, or brandishing of other weapons, such as reproduction swords or other medieval weapons, is prohibited at Mystwood Events, except in previously determined scenarios where such items will be carried or used by trained/skilled participants, with specific permission.

ALCOHOL, DRUGS, AND PRESCRIPTION NARCOTICS/PAIN RELIEF

The use, possession, or sale of alcohol or illegal drugs on the game site during a Mystwood Event is not permitted. Intoxication can present a real danger to the health and safety of other players, due to the alteration of consciousness and decision-making processes it engenders. If we believe a participant has been using, possesses, or is under the influence of alcohol or illegal drugs, they will be suspended and/or permanently expelled from the game.

At this time, Mystwood treats the use and possession of marijuana as an illegal drug pursuant to federal legislation.

If a participant is under the influence of any prescription that might cause them to have issues with focus or attention- for example, such drugs which state to have caution when operating heavy machinery- that participant may not take part in boffer combat for the duration of the use of that drug or prescription.

CHEATING

Cheating at Mystwood falls into several categories, some of which are not considered "cheating" in a traditional sense.

"CLASSIC" CHEATING

The game rules are provided for a reason- to present opportunities, challenges and restrictions to players, so that the clever or strategic usage of player and game abilities can be utilized in order to overcome challenges, entertain fellow players, and generally emulate aspects of a medieval fantasy world. Flagrant violations of the rules- the classic "too many hit points", "too many attacks", and the like- completely destroy the environment in which we have chosen to immerse ourselves. Similarly, failure to track mana, craft points, moonstones, skill tokens, and the like contribute to an atmosphere of "anything goes", which is contrary to a continuous, logically, and logically described game setting. The result of cheating is that other players become demoralized and disheartened when their hard-earned skills and abilities are not as useful as a player who cheats to succeed.

This is not to say that an occasional miscount of a hit point or special ability will be punished as cheating- no one can be expected to have perfect recall and perfect tracking in the heat of battle or role play- but that flagrant, repeat, or unrepentant cheaters will be punished. Remember- it is easy to cheat. It is hard to be honorable, and if a participant is cheating to "win", they will impress few when they are removed from the game. The best practice when one has lost track of their abilities or resources is to assume they are expended, and proceed accordingly.

METAGAMING

This is the use of out-of-game information in an in-game way which results in an environment of benefit to the player. For example, if a participant did not see the enemy which killed their character while conscious in game, but after resurrection, used that information to gain advantage over their murderer; or learning what participant makes use of specific Thief Clip tokens, and using this in retaliation against the player.

Learning in-game lore as a player, and making use of this lore in game, is perfectly acceptable, encouraged, and increases the verisimilitude of the setting.

Remember, if something is a secret in-game, the only way to keep it secret is to NOT TELL SOMEBODY. Lore and plot learned out-of-game, while spending time with other fellow players off-site, is considered learned in-game as well if the player so desires.

While playing a Cast member, however, participants must take pains to keep the information that characters know separate and discrete from that which their other Cast roles might know. Further, they must take pains to release secret information when and how they are instructed by game Staff.

FORGERY

Any player found copying tags, coinage, in-game items, out-of-game mechanical processes, or any other game-related document, prop, tag, or item without the written consent of a Game Master or Board Member is committing the offense of forgery. The game attempts to maintain a careful balance of items and coinage going into the game and coming out in order to simulate an economy. Outside influences on this economy wholly negates mechanics and will be subject to extreme sanction, up to and including Disinvitation.

DISREGARD FOR ENVIRONMENT AND FELLOW PARTICIPANTS

Persistent and flagrant disregard for the emulated environment of the game, and for your fellow participants, may be subject to warning, with repetition resulting in the potential for more stringent disciplinary action. Examples include:

- * Failure or refusal to wear appropriate costuming
- * Failure or refusal to remain "in-game" in regards to speech and action
- * Disrespect shown toward fellow players in ways that do not fall the definition of harassment
- * Disrespect shown toward the belongings or costuming of other players
- * Failure to take care of trash or other discarded items in a timely manner in the appropriate receptacles
- * Persistent use of swear words or other unsavory speech
- * Use of real world religious symbols, speech, or activities

Some of the above actions may be punished in ways considered "in-game", such as chastisement and fines, instead of, or in addition to, out of game warnings, depending on the flagrancy and frequency of the actions.

THEFT AND LOST ITEMS

The only items which may be stolen in-game are game-provided props, tags, coin, and lore pieces with in-game value or knowledge. When in doubt, leave the props and take the tags. Tents, cabins, and other domiciles are off-limits, unless a player is invited into the residence or the building is clearly "in-game". Conversely, however, hiding important or valuable items in an out of game domicile is against the spirit of the rules. Should a participant find the need to store in-game valuables in an out-of-game domicile, they should be stored near the opening in a single, in-game container. Generally speaking, however, robbing of a domicile will only occur as part of an important plot.

Theft of another player's out of game belongings is a potential crime, and may be subject to more stringent action than simple Mystwood policy. Weapons and armor left on the ground or in a building by a careless participant are not available for another participant's use unless they are game props (colloquially known as "NPC weapons"). When in doubt, leave the items there, or bring them to Game Operations. Items left with Mystwood between Events may be subject to disposal. Mystwood is not responsible for lost or stolen goods or items.

DISCIPLINARY ACTION

The following methods are used by Mystwood as disciplinary actions against disruptive participants.

WARNING (MINOR)

A warning is a reminder of policy, and is used on minor issues. Any member of the Board, or the Game Master, may give a warning. Warnings are logged centrally, and multiple warnings in a short period may be considered grounds for suspension.

SUSPENSION (MODERATE)

More egregious or flagrant violations of policy may result in suspension. Any member of the Board, or a Game Master, may give a suspension. The participant will be asked to leave the game site immediately, with no refund of any moneys which may have been paid to participate. Suspensions may be for one Event, multiple Events at a given site, or all Mystwood Events, at Board or Game Master discretion.

DISINVITATION (SEVERE)

Those participants who grossly or excessively disregard these policies will be subject to disinvitation. They will be asked to leave the game, and the open invitation to attend rescinded- effectively, they may no longer participate in Mystwood. Those players who attend the game while openly and flagrantly intoxicated, cheat deliberately and repetitively, sexually harass, or are otherwise a danger or disturbance to themselves or others may be subject to Disinvitation. Disinvitation for an individual Chapter is handled by the Game Master(s) of that Chapter, while Disinvitation for Mystwood as a whole may be handled by the Board.

APPEALS AND GRIEVANCES

The Board and Staff of Mystwood are human, and are fallible. Similarly, people come to regret the decisions and errors of the past, and may seek to make amends. Any player subject to any form of disciplinary action may feel free to bring an appeal before the Board. A vote will be taken, and the player may be reinstated if this vote is affirmative.

At all times, disciplinary actions and appeals will be reviewed, and information disseminated to the affected parties as soon as is feasible.

Further, if a participant has any otherwise undefined grievance with a member of the Board, a Staff member at an Event, a member of the Staff of a site, or other representative of Mystwood or a location of a Mystwood Event, the Mystwood Board requests that they be notified of the grievance in question at the earliest opportunity, provided to the Mystwood Board in writing. An investigation will be undertaken and the appropriate actions taken at the Board's earliest opportunity, with any affected parties notified at the earliest opportunity.

LIVE COMBAT SAFETY AND PARTICIPATION

It is Mystwood's general policy that all players are allowed to take part in boffer combat, with the following exceptions.

UNDERAGE COMBAT

Players 16 or under are subject to testing by their fellow players and by game Staff to determine maturity and safety.

Two Staff members, chosen by the Board or Chapter Game Master, must conduct tests of the player's fighting ability. These tests must be sparring matches of a reasonable length against one or more opponents, using whichever weapons the prospective combatant intends to use. Participants administering the test are instructed to be very critical of the prospective warrior's technique, to assure that safe combat rules will be followed.

Once the testers have affirmed that the prospective warrior is capable of safe combat, a member of the Board, or the Chapter Game Master, must then conduct an out of game test of the player's abilities. Once this has occurred, and the player has been approved, the player may fight with any weapon allowable by Use of Arms.

Real bows (at certain sites), flails, large shields, and other unusual weapons may be subject to further testing.

MEDICAL INABILITY

In the event that a player has a medical condition which prohibits them from striking or being struck safely by lightest touch foam melee weapons or bird seed packets, they should notify the game Staff as soon as possible. The Mystwood rules include the subject of noncombatant players, and any players who are uncomfortable with, or unable to, take part in live action combat must be marked with a yellow armband. While Mystwood will make every effort to have yellow arm bands available for player use, it is ultimately the player's responsibility to provide such a marker, for their own safety and that of their fellow players.

REVOCATION OF COMBAT PRIVILEGE

In addition to the above policies, at any time, a Board Member or Game Master may require that a player, for any reason, be restricted from taking part in live action combat. This will often, but not always, be in response to concerns regarding safe conduct, excessive force, and/or other combat-related activities and errors which could result in danger or harm to the player or their fellow players. Such restrictions may be persistent, or temporary, at the discretion of the restricting party.

The foregoing Policies were adopted by the Mystwood Board of Directors on the 1st day of June, 2016 and revised on the 30th day of April, 2019.

APPENDIX TEN

BYLAWS AND POLICIES OF MYSTWOOD

EIN: 81-3158504

ARTICLE 1: DEFINITIONS

- 1.1 Corporation: The “Corporation” shall mean Mystwood.
- 1.2 Board: The “Board” shall mean the Board of Directors of the Corporation.

ARTICLE 2: MISSION STATEMENT AND PURPOSES

- 2.1 To provide a high quality Live Action Role Playing experience, at the lowest cost possible.
- 2.2 To create and administer a realistic, internally consistent world, where a player truly feels their actions and inaction have consequences.
- 2.3 To create a supportive, family-like community where everyone is welcomed and appreciated regardless of race, religion, gender, party affiliation, age or sexual orientation.
- 2.4 To provide an environment where individuals may come together and practice social, crafting, physical and intellectual skills that can assist them in being well rounded individuals outside the LARP community.

ARTICLE 3. MEMBERS

- 3.1 Membership shall consist of the Board of Directors.

ARTICLE 4. BOARD OF DIRECTORS

- 4.1 General Powers: The affairs of the Corporation shall be managed by the Board. Directors need not be residents of the State of Maine.
- 4.2 Number and Tenure: The Board shall be composed of no fewer than three (3) directors. The number of directors may be changed from time to time by amendment to these Bylaws, but no decrease in the number of directors shall have the effect of shortening the term of any incumbent director. A director shall hold office for a term of two (2) years, or until such person dies, resigns or is removed by a majority vote of the officers under Section 4.10 of this Article.
- 4.3 Regular Meetings: By resolution, the Board may specify the time and place, either within or without the State of Maine, for holding regular meetings without other notice than such resolution. It shall be the habit of the Board to hold two regular meetings per year, in the first quarter and third quarter of the calendar year.
- 4.4 Special Meetings: Special Board meetings may be called by or at the request of the President, the Vice-President, or any two (2) Officers. The person or persons authorized to call special meetings may fix any place either within or without the State of Maine as the place for holding any special Board meeting called by them.
- 4.5 Notice of Special Meetings: Written notice stating the place, day, and hour of each special Board meeting shall be delivered by electronic mail to each Officer at his/her email address shown on the records of the Corporation at least two (2) days before the meeting. Neither the business to be transacted at, nor the purpose of any special meeting, need be specified in the notice of such meetings.
- 4.6 Quorum: A quorum for Board meetings shall include the President, and at least 60% of total board members. As the Board currently consists of 6 officers, quorum is considered to be four officers of six, one being the President.
- 4.7 Manner of Acting: The act of a majority of the Directors present at a meeting at which a quorum is present shall be the act of the Board, unless the act of a greater number is required by law or by these Bylaws.
- 4.8 Resignation: Any Director may resign at any time by delivering written notice to the President.
- 4.9 Removal: A Director may be removed from office upon the vote of a majority of the remaining Directors.

4.10 Vacancies: Any vacancy occurring on the Board may be filled by the vote of a majority of the remaining Directors. Unless such person dies, resigns, or is removed, a Director so elected shall hold office until such person's successor is elected.

4.11 Presumption of Assent: A Director of the Corporation present at a Board meeting at which action on any corporate matter is taken shall be presumed to have assented to the action taken, unless a) such person's dissent is entered in the minutes of the meeting, b) such person files written dissent to such action with the person acting as the Secretary of the meeting before the adjournment thereof, or c) such person forwards such dissent by registered mail to the Secretary of the Corporation immediately after the adjournment of the meeting. A Director who voted in favor of such action may not dissent.

4.12 Compensation: Directors shall not receive any stated salaries for their services, but by Board resolution, Directors may be paid their expenses, if any, of attendance at each Board or committee meeting, or a fixed sum for attendance at each Board or committee meeting; but nothing herein shall be construed to preclude any Director from receiving compensation for services rendered to the Corporation.

4.13 Loans: No loans shall be made by the Corporation to any of its Directors.

4.14 Meeting by Conference Telephone: Members of the Board may participate in a meeting by means of conference telephone or similar communications equipment, provided all persons participating in the meeting can hear each other. Such participation shall constitute presence in person at the meeting.

4.15 Action by Board without a Meeting: Any action which could be taken at a meeting of the Board may be taken without a meeting, if a written consent setting forth the action so taken is electronically sent to the President and Vice-President. Any such written consent shall be inserted in the minute book as if it were the minutes of a Board meeting.

4.16 Committees: The Board, by resolution, may designate and appoint one (1) or more committees to advise the Board. If the committee shall have and exercise the authority of the Board in the management of the Corporation, it shall consist of no fewer than two (2) Directors.

4.17 Office(s): The Corporation may have offices, either within or without the state of Maine, as the Board may designate, or as the affairs of the Corporation may require from time to time.

ARTICLE 5. OFFICERS

5.1 Number: The officers of the Corporation shall be a President, a Vice President, and a Treasurer, each of whom shall be elected by the Board. The Chair of the Board will be the President, just as the Vice-President will be considered the Vice-Chair. The Board may delegate to any officer or agent the power to appoint any subordinate officers, or agents, and to prescribe their respective terms of office, authority, and duties.

5.2 Election and Term of Office: The officers of the Corporation shall be elected annually by the Board. Unless such person dies, resigns, or is removed, each officer shall hold office until such person's successor is elected.

5.3 Resignation: Any officer may resign at any time by delivering written notice to the President, the Vice-President, or the Board.

5.4 Removal: Any officer or agent elected or appointed by the Board may be removed by the Board whenever in its judgment the best interests of the Corporation would be served thereby, but such removal shall be without prejudice to the contract rights, if any, of the person so removed.

5.5 Vacancies: A vacancy in any Office because of death, resignation, removal, disqualification, or any other cause may be filled by the Board for the unexpired portion of the term.

5.6 President: The President shall be chief executive officer of the Corporation and, subject to the Board's approval, shall supervise and control all of the assets, business, and affairs of the Corporation. The President shall preside over all Board meetings. The President may sign deeds, mortgages, bonds, contracts, or other instruments, except when the signing and execution thereof have been expressly delegated by the Board or by these Bylaws to some other officer or agent of the Corporation or are required by law to be otherwise signed or executed by some other officer in some other manner. The President may appoint or remove any staff or consultants for the Corporation and establish the rate of compensation for any such staff person or consultant. In general, such person shall perform all duties incident to the office of President and such other duties prescribed by the Board from time to time. In the absence of the President, the Vice-President may perform such duties.

5.7 Vice-President: The Vice-President shall assist the President and other officers in their duties. The Vice-President shall (a) keep the minutes of meetings of the Board securely and electronically stored; (b) see that all notices are duly given in accordance with the provisions of these Bylaws or as required by law; (c) be custodian of the corporate records; (d) keep registers of the post office address of each Director; (e) sign with the President, or other officer authorized by the President or the Board, deeds, mortgages, bonds, contracts, or other instruments, except when the signing and execution thereof have been expressly delegated by the Board or by these Bylaws to some other officer or agent of the Corporation; and (f) prepare and submit an annual report as required by the State of Maine or United States.

5.8 Salary: The officers shall not receive any salary for their services. Officers may be reimbursed for their expenses. No loans shall be made by the Corporation to its officers.

ARTICLE 6. CONTRACTS, LOANS, CHECKS AND DEPOSITS

6.1 Contracts: The Board may authorize any officer or officers, or agent or agents, to enter into any contract or execute and deliver any instrument in the name of, and on behalf of, the Corporation. Such authority may be general or confined to specific instances.

6.2 Loans: No loans shall be contracted on behalf of the Corporation.

6.3 Checks, Drafts, Etc.: All checks, drafts, or other orders for the payment of money, notes, or other evidences of indebtedness issued in the name of the Corporation shall be signed by such officer or officers, or agent or agents, of the Corporation and in such manner as is from time to time determined by resolution of the Board.

6.4 Deposits: All funds of the Corporation not otherwise employed shall be deposited from time to time to the credit of the Corporation in such banks, trust companies, or other depositories as the Board may select.

6.5 Gifts and Contributions: The Vice-President may accept on behalf of the Corporation any contribution, gift, bequest, or device as may be consistent with the established purposes of the Corporation and as may be permitted by any applicable local, state, or federal law.

ARTICLE 7. BOOKS AND RECORDS

7.1 The Corporation shall keep correct and complete books and records of account, minutes of the proceedings of its Board, and such other records as may be necessary or advisable or required by law at the registered or principal office of the Corporation. All books and records of the Corporation may be inspected by a Director for any proper purpose at any reasonable time, upon reasonable notice to the Secretary of the Corporation.

ARTICLE 8. FISCAL YEAR

8.1 Fiscal Year: The fiscal year of the Corporation shall be the calendar year, provided that if a different fiscal year is at any time selected for purposes of federal income taxes, the fiscal year shall be the year so selected.

ARTICLE 9. EXECUTIVE COMMITTEE

9.1 There shall be no Executive Committee.

ARTICLE 10. INDEMNIFICATION

10.1 Unless otherwise prohibited by law, the Corporation may indemnify any director or officer or any former director or officer, and may by resolution of the Board of Directors indemnify any employee, against any and all expenses and liabilities incurred by him or her in connection with any claim, action, suit, or proceeding to which he or she is made a party by reason of being a director, officer, or employee. However, there shall be no indemnification in relation to matters as to which he or she shall be adjudged to be guilty of a criminal offense or liable to the Corporation for damages arising out of his or her own gross negligence in the performance of a duty to the Corporation.

Amounts paid in indemnification of expenses and liabilities may include, but shall not be limited to, counsel fees and other fees; costs and disbursements; and judgments, fines, and penalties against, and amounts paid in settlement by, such director, officer, or employee. The Corporation may advance expenses or, where appropriate, may itself undertake the defense of any director, officer, or employee. However, such director, officer, or employee shall repay such expenses if it should be ultimately determined that he or she is not entitled to indemnification under this Article. The Board of Directors may also authorize the purchase of insurance on behalf of any director, officer, employee, or other agent against any liability incurred by him which arises out of such person's status as a director, officer, employee, or agent, whether or not the Corporation would have the power to indemnify the person against that liability under law.

ARTICLE 11. CONFLICT OF INTEREST

11.1 There shall be no conflict of interest policy adopted by the Board.

ARTICLE 12. AMENDMENTS

12.1 These Bylaws may be altered, amended, or repealed, and new Bylaws may be adopted by the Board, at any regular or special meeting of the Board, by a majority vote of the Board.

The foregoing Bylaws were adopted by the Mystwood Board of Directors on the 1st day of June, 2016.