



MYSTWOOD CORE RULES

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WITH
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As a tabletop immersion game, we h

calls in the game and as such players will have to rely on their own skill, knowledge and prowess to navigate the dangerous Northern Forests, it should be noted however that there are only two calls in the game, both of which are out of character.

Time Freeze

This is called by a referee and requires all players to freeze in their current position until the call is cancelled (usually a referee will say “continue”).

Man Down

This is a first aid call to be used by any players who have injured themselves or have seen someone injured severely. Players must freeze if this call is made unless they are specifically asked to do something by a referee; this is to avoid confusion and further injury.

Combat

Combat is fought in the game using LARP safe weapons, it is important that you see a referee to get your weapons checked before the start of the game as unchecked weapons will not be allowed on the field. Players should pull their blows appropriately and use slashing movements (stabbing movements are not allowed unless using a pre-approved "stab-safe" weapon). Strikes to the head should also be avoided.

Every character starts with a base of 1 hit per location (this can be increased with armour and other skills). When a limb reaches 0 hits it is rendered useless and bleeding profusely, this puts the character into shock and means they cannot move quickly (except for characters with the constitution skill, who can still move normally) or attack. Each strike from any weapon is worth 1 hit of damage.

All characters can wield a one handed sword (up to 36”) in one hand and a buckler (up to 40cm diameter) in the other. Throwing weapons and stakes are allowed in the game and can be used without a skill but these **MUST** be coreless.

Healing, Shock and Death

Once a character goes into shock they have 5 minutes to be stabilised, if they are not stabilised within this time the character dies. Characters who are in shock cannot attack (or use skills) and may only move slowly while roleplaying their wounds appropriately.

Receiving a wound

Once a limb has reached zero hits, you have received a wound of that limb. This wound puts the character into shock.

Stabilising a wound

anyone can stabilise a wound by wrapping a bandage firmly around the affected area. Once a character has been stabilised they have 30 minutes to get the wound cleaned and healed, if it is not both cleaned and healed within this time period the character dies. Once a wound has been stabilised it cannot be stabilised again until it has been fully healed.

Cleaning/healing a wound

A Barber or Surgeon must clean the wound before it is healed or the healing will not apply, once it has been cleaned it can be healed by a Surgeon or by means such as the Chaplain's healing prayer.

Constitution skill

Characters with the constitution skill can move at a normal pace during shock but the 5 minute timer still applies and they cannot fight. If you are hit again while in shock, you fall unconscious.

Armour

There are two levels of armour in Mystwood, Leather and Metallic.

Leather armour

Grants +1 hit per location that it covers
can be repaired by a Barber with 5 minutes of appropriate roleplaying
(i.e. stitching etc).

Plate/Chainmail armour

Grants +2 hits per location that it covers
can be repaired by anyone with metallurgy tools with 10 minutes of appropriate roleplaying
(i.e. hammering out dents etc).

Alchemy

Various ingredients can be found around Mystwood, these are marked with special symbols that can only be seen by those with Arcane Sight (UV torch).

Making a potion

To create a potion, find a referee and explain what ingredients you are using and what your desired effect is, the referee will give you a filled potion bottle with a tag on explaining its effects. Once you have received the bottle you should leave the herb phys-reps with the referee and spend some time roleplaying mixing a potion by using items like a pestle and mortar or more rudimentary methods such as crushing herbs together and mixing them with saliva.

Poison

If you have a potion bottle that can be used as a Poison then it will come with a sticker attached to the tag, place that sticker upon a cup or similar and when someone drinks from it hand them the tag that comes with the bottle that will explain the roleplay effect to the victim. If someone sees you applying the sticker to the cup then you have been spotted emptying the contents of the bottle into the cup.

Theft

IC stealing is permitted in Mystwood, however, there are some rules about different items that are stolen.

Game Acquired Items

These include potion bottles, herbs or anything that has been provided by the game team during the game. These can be stolen without informing anyone and used as you see fit.

Character Kit

If you steal something such as a notebook or satchel then you must report it to a referee as soon as possible so the victim can be informed out of character that their belonging has been stolen in character and hasn't gone missing or been stolen out of character.

Traps and Locks

Mystwood represents both traps and locks as hard skills but there are some things to take note of.

Traps

Most traps will be represented by a small pressure device that emits a 'snap' noise when disturbed. If this noise is heard then everyone within a 10ft radius takes 1 point of damage and is stunned for 1 minute (players who have been stunned should act groggy and disoriented, unable to fight or defend themselves.

Players with the constitution skill are **not** exempt from this.

Locks

Any lock can be picked in Mystwood by those with the footpad skill unless it is attached to an OOC item, picks will be provided and there will be an NPC available who can teach people how to use the picks. If you have the footpad skill but are unable to unlock the lock with your pick, please see a referee who will unlock it for you.

Miracles

Miracles are feats of faith performed by those with the Chaplain skill, to perform a miracle a player

must read out the relevant prayer clearly and correctly in order for it to work, all players with the

Chaplain skill will be given access to an in-character prayer book which will show the various

miracles available to the characters with the skill. For more information on Miracles please see the Chaplain section of the Character Creation chapter.

Maekhir

Scholars have access to the Maekhir skill which allows them to read a magical language that others cannot. This is represented by using a code wheel, the wheel is not supposed to be an actual tool but more of a representation of the scholar's mind deciphering the magical language which shifts unpredictably, there will usually be a clue on how to decipher the text upon the page somewhere.

Referees

Referees will be identified by purple armbands; In character, these are Couriers of the King, people who have been deemed of significant help to the Royal family. Our referees will sometimes be playing non-player characters throughout the game but will always be identifiable by the distinctive purple armband, if you have any issues please let our referees know and they will try and deal with your query as quickly as possible. Please report any out of character issues to a referee as soon as possible.

Referees who are currently not playing a character will be identifiable by a piece of high vis clothing such as a high vis armband or similar, these referees are out of character but as always can be approached about any queries.

Non-Combat Characters

Non-Combat Characters are encouraged to join the game, there will be plenty of opportunities for those who cannot or do not wish to take part in combat to fully enjoy the game and utilise many of the skills that involve investigation, healing and other roles without having to take part in combat.

Rituals

Rituals are very loosely formed ways of performing various magic. They can be created by anyone who has some form of Ritual Lore skill (see more in the Character Creation chapter) and can also be found in books, scrolls and from various characters. A referee must be present when a ritual is being performed and the outcome of the ritual may not be apparent for some time, if the ritual causes an effect the Referee will inform you and anyone else involved with the ritual.

If you are making your own ritual you should consult with the ritual

referee beforehand and explain what you wish to achieve and how you plan to do so, then proceed to roleplay the ritual.

Refunds

Tickets refunded in the early booking stage will receive the full 100% of their ticket price back minus a £15 administration fee if refunded; tickets refunded during the normal booking stage tickets will receive 50% of their ticket price back minus a £15 administration fee if refunded.

Late booking tickets cannot be refunded.

Accommodation

We encourage in character sleeping as it allows you to be completely immersed in the horror atmosphere, leaving you vulnerable to attacks even as you sleep.

Camping

If you wish to camp IC, you will need a suitably IC tent such as a canvas bell tent or similar. Please speak to the referee team if you have questions about the suitability of a tent.

Cabins

There are sleeping spaces of up to ten in one of the cabins at Mystwood, players *must* sleep in the cabin designated by the referee team (the area between the cabins is not permitted for sleeping). Please note that this will be communal sleeping with up to 9 players. You must wear IC sleepwear and ensure your bedding looks suitably IC (no brightly coloured sleeping bags or beds etc).

Please ensure ALL waste is disposed of properly and is not left in the IC areas.

Lost Property

The Mystwood team and Huntley Wood take no responsibility for the lost property of players. Please ensure you have all your items with you when you leave site as they may not be retrievable once the game team have left site.

Behaviour

Abusive behaviour of any kind (including but not limited to harassment, inappropriate comments and inappropriate contact) will not be tolerated at Mystwood either to players, crew or referees and will be dealt with immediately and severely. We want to ensure all our players feel safe and welcome, anyone jeopardising this will be asked to leave.

If you have concerns about the behaviour of a player or a crew member, please tell one of our referee team in confidence and the matter will be dealt with appropriately.

Trust and Honour in Mystwood

The Mystwood rules system requires a lot of trust between players, there will be various tomes and items that can only be seen/used by people with certain skills.

We trust our players will be honest and not use skills they do not have to access information and items not available to their in-character skill set. Players found to be ignoring the honour system and repeatedly abusing the trust of both players and referees may be asked to leave the game.

Cover photo taken by Beth Dooner (www.bethdooner.co.uk)