

A silhouette of a hooded figure, possibly a wizard or a traveler, stands in a forest. The figure is wearing a long, dark robe and has a sword or staff tucked under their arm. The background is a dense forest of trees, with sunlight filtering through the leaves, creating a warm, golden glow. The overall mood is mysterious and atmospheric.

MYSTWOOD
PLAYER'S GUIDE

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WHAT KIND OF GAME IS MYSTWOOD?

Mystwood is a low combat atmospheric horror that is built upon the principles of emphasising immersion and creating a quality roleplaying environment. We want our focus to be on the tense and bleak atmosphere created by both the setting and the players themselves.

In Mystwood, death is waiting around every corner and even NPCs and major characters can be killed. In the lawless Northern Forests it is much easier to get away with crimes that would be severely punished back in the civilised world, however, with every action comes consequence and we want to bring that persistent world to our players where choices matter and have a lasting effect on the game world.

Magic is meant to be a vastly unexplored and primal energy that can only be used in the most basic of ways, we wanted to move away from the typical mage tropes in LARP and view magic as a more base tool that is used to augment both research and healing (for Court Wizards and Hedge Wizards respectively).

Combat is meant to be sparse and unforgiving, in a game where fighting kills so quickly many try to resort to other methods of defeating their foes, this is how we want our players to react to the horrors of the Northern Forests, there will always be a way to defeat any foe that doesn't involve beating it into submission.

Overall we want to create a fun, immersive atmosphere for players to lose themselves in and enjoy staying in character for the entire event if they wish to do so. We want to create an experience that players won't forget and feel part of a living, breathing world.

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THE GAME WORLD:

A SUMMARY OF THE GAUNTLET

Mystwood takes place on a continent known as The Gauntlet, named as such due to it being shaped like a discarded piece of armour. It's said that before the age of man, colossal creatures roamed and fought and that The Gauntlet is all that remains of one of these mighty giants.

Since records began, mankind has always been at odds with another humanoid race; Vampires.

Five hundred years ago the Vampire threat became so great that they managed to bring together a huge army of human thralls and other foul creatures that served under them, almost bringing humanity to extinction.

However, they were stopped by the brave and merciful Alissa, an unknown soldier who stepped forward and gave mankind hope, with her paragons she pushed back the Vampire army and had a great wall built across the entire continent, sealing off the Northern Forests so that the Vampires may never harm mankind again.

Alissa sacrificed herself to ensure the continued safety of her people and her paragons vanished.

Their message, their values and their teachings did not though, The Church of Alissa was formed and is now the largest organised faith group on the continent. Almost all citizens can rally behind the message of mercy, bravery and strength that Alissa left behind.

The Gauntlet is ruled by a Royal Family now with powers and responsibilities over various regions devolved to noble lords. It is a feudal system though most smallfolk are happy with their lot. There are three capital cities in The Gauntlet.

Vassalward – Home of the Royal Family and to the Cathedral of Alissa, this shining beacon of a city is build with warm, sandstone bricks that make the city appear as if it were glowing in the sunlight. The city mainly consists of townhouses for the Nobles when they attend court but there is a “poor” district and a market district where many of the city’s traders live.

Forynfell – The northmost point in The Gauntlet before you pass through Isgrin’s Wall. The city itself is built into the wall and rises from the bottom levels with houses and market squares up to the top where the Lord’s keep is. Most of the Northern Lands are agricultural and where much of The Gauntlet’s food comes from.

Belthwys – Often called “The Faithless City”, Belthwys is beholden to the Royal Family but is actually run by a group of five councillors voted in by the public. Being on the East coast of the Gauntlet the port city often receives goods from The Other Lands (though travel to these lands is forbidden). The city is also home to The Citadel, a cut-throat university where the prestigious Scholars learn their craft.

CREATING A CHARACTER IN MYSTWOOD

Creating a character in Mystwood firstly involves choosing your skills (these can be found in our character creation document), once you have set up your skills you can begin to weave your character's backstory into the skills you have picked. Using this book and the information on our website (linked on the last page) we hope you can find plenty of inspiration to create your character background

Creating hooks for your character is an important part of the character creation process, perhaps a relative has gone missing or you have been attacked by a mysterious stranger. When coming into the game we can use these sorts of scenarios and build them into our overall plot to create a bigger sense of attachment and focus for you.

Many of our players have banded together to create groups and shared backstories, we actively encourage this and will support players in coming up with a lore friendly idea that will stand out in the game and become ingrained in the story. If you wish to join a party you can use the Mystwood Facebook page to advertise your own concept or ask others if there are spots available in their existing organisations. Alternatively you can wait until play to join a group in character.

Below are some character examples with a brief on how they fit into the world and how you could shape the character template to be your own, if you have any queries or have a character idea that you are unsure would fit please contact the game team who will be more than happy to help.

THE CHOSEN OF ALISSA

The Chosen of Alissa are a secretive order created by the Church of Alissa to hunt down the evils that lurk beyond Isgrin's Wall, their role has taken on more duties as time has gone by and many Chosen find themselves guiding groups that have paid the church or acting as Lawmakers beyond the Wall.

Their investigations not only peer into the lives of Supernatural creatures but also into the corruption of those who go into the Northern Forests with them. It is the responsibility of The Chosen to keep an eye on Scholars and Hedge Wizards who have been known to be tempted by dark powers.

The Chosen are used to the freezing climates of the North and are well versed in its roads and wilderness. If you want to play a Chosen you should read up on the Northern Forests information on the website as well as reading up about the Church of Alissa and the tenets its followers must follow (at least in the eyes of the Church, many Chosen find themselves bending the rules for a more common sense approach).

You can find all the information on how The Chosen are trained, what garb they wear and how they fit into the world on our website.

Playing a Chosen will often throw you to the forefront of combat as people look to you to provide advice, guidance and tactics when facing supernatural foes, a Chosen may not always have the answers but they should keep a cool head when dealing with pressure.

While many appreciate the help of the Chosen a lot of people still view them with suspicion and they can be put at a distance from many before trust is earned, despite this handicap Chosen understand why people find their secretive ways suspicious and will usually do what they must while hopefully proving their trustworthiness to others.

Chosen of Alissa are ideal for players who enjoy:

- Investigation
- Scouting
- Diplomacy
- Bodyguard, Escort and Guard Duties
- Leadership Roles
- Hunting Supernatural Creatures

Required Skills:

- Archery

Recommended Skills:

- Barber
- Footpad
- Constitution

INQUISITORS

After the recent appointment of Father Ricard as the Head of the Church a new branch of the clergy, the 'Eyes of Alissa' has arisen; a force tasked with rooting out corruption and protecting the interests of the Church. While some felt that the Eyes were somewhat overzealous in their efforts under their first leader, since his excommunication the group has quietened down and is much more tolerant of others.

People have called the Eyes of Alissa Father Ricard's personal police force, while this may be the case with some inquisitors there are also many who are simply trying to carry out the will of Alissa and stop evil from taking root in The Gauntlet.

An Inquisitor's duties can range from guard duty to investigative work, they often are put to work stopping cults, assassins and various non-specialist threats that the Chosen of Alissa do not cover, it has been known for Chosen of Alissa to join the Eyes on a temporary basis.

Playing an Inquisitor can be tough but rewarding, with the controversy of the Eye's early actions Inquisitor characters will have to work hard to gain the trust of other players; especially Hedge Wizards, however, you have an opportunity to shape the future of the group and have a profound effect on how other players and indeed NPCs view this new organisation.

Your role in the party will be mainly investigative, you will be called upon to use your cunning and wits to find evil that has disguised itself. Whether you resort to the shady methods of the Footpad or simply use faith as your guide, that is up to you. Whether your approach is heavy handed and aggressive or subtle and charming is your choice and you must use your skills to decide what the best course of action will be.

Inquisitors are ideal for players who enjoy:

- Conspiracy
- Investigation
- Diplomacy
- Starting at a disadvantage
- Gaining trust

Required Skills:

None

Recommended Skills:

Chaplain

Footpad

Constitution

Barber

HEDGE WIZARDS

Hedge Wizards and Witches are the wandering wise people of The Gauntlet. They rely on home remedies, herbs and knowledge passed down through the centuries in order to give advice, heal other and to perform various ancient rites. Their role in The Gauntlet is important, especially to the North of the continent in smaller villages and less civilised areas where their word is taken as law.

They are viewed by most of the Southern continent as suspicious con artists who are little more than snake oil peddlers, the fact they are the only people able to use magic naturally is noted with fear by many. Hedge Wizards live a nomadic life, wandering between settlements that need help and are often in extremely remote locations. They act as judges in town disputes, councillors in town meetings and doctors to all who are sick.

Some ask for payment in return for their services, often most ask for food and shelter before moving on to the next town. It should be noted that Hedge Wizards are also the only group that are granted total freedom to cross Isgrin's Wall once they register with the Hedge Wizard's directory (to the ire of many). This decree is from years back when Alissa placed the first King of The Gauntlet on the throne and was made because Mathlyew set up the village of Mystwood and it is seen as a pilgrimage that any budding Hedge Wizard should complete.

Playing a Hedge Witch or Wizard usually involves a lot of healing roleplay along with the mixing of potions (both helpful and harmful) that can be sold or given to the party to aid them. Most Hedge Wizards group together as they often only find solace in each other's company. Though the personalities of Hedge Witches and Wizards can vary dramatically from the eccentric to the selfish to the jubilant.

People playing a Hedge Wizard often find themselves searching for the secrets of the Northern Forests separately from the research efforts of Court Wizards (who look down upon the 'savage' art of Hedge magic).

Hedge Wizards are ideal for players who enjoy:

- Potion making
- Ritual magic
- Underdog roles
- Outcast roles
- Wise Woman/Witch Doctor roles
- Prophecy and visions

Required Skills:

Hedge Wizard

Recommended Skills:

Barber

Surgeon

Footpad

COURT WIZARDS

Scholars (more commonly known by their colloquial term of 'Court Wizards') are current or ex-students of the Citadel of Belthwys, a school of magic in the East Coast city. Entry to the Citadel is highly competitive and to gain a place one must either be very wealthy, very magically talented or have a suitably sharp tongue and wit to match.

Life in the Citadel is hard, getting in is one thing but graduating is a completely different game, backstabbing (mostly metaphorical) and sabotage of research projects are common in the Residence Halls as students try to use each other to climb to the top of the pile.

Once graduated students are given their license to practise magic competently (which must be renewed each year at the cost of a few hundred gold) and are available for hire by a Noble family. This is where the term 'Court Wizard' comes from as a Scholar usually serves as an advisor to a Lord or similar, giving advice and performing magical tasks and research that is needed to stay afloat in the dangerous world of the Royal Courts.

Many students however, don't make the grade. You can find most of them drowning themselves in ale at the various Belthwys taverns, pulling magic tricks from their sleeve to impress drunken patrons for copper coins. Disgraced Scholars usually attempt to head beyond the Northern Wall with expedition parties in the hope of discovering some new research topic that may get them back into the Citadel.

Playing a Court Wizard involves a lot of smart social manoeuvring, breaking codes ciphered in magical languages and performing experimental rituals for the gain of yourself or others. Intrigue and subterfuge is the bread and butter of a Scholar's existence and plays a major part in enjoying the role, playing two highest bidders off each other to gain your services or stealing magical tomes from those 'less deserving' are common methods of Court Wizards, that being said there are an abundance of honest Scholars, though many of them never graduated and live meagre lives trying to use what knowledge they have in a moral way.

Scholars are ideal for players who enjoy:

- Intrigue
- Politics
- Subterfuge
- Advisor Roles
- Ritual Magic
- Code Breaking
- Faustian bargains

Required Skills:

Court Wizard

Recommended Skills:

Footpad

Constitution

Two handed

CHAPLAIN

The Church of Alissa has chapels all across The Gauntlet but its main Cathedral is in Vassalward. Chaplains are trained at the main Cathedral no matter where they come from and then sent to a chapel once they have completed their training.

They use a power supposedly solely based on faith to perform 'miracles'. These feats can heal the sick, protect people from harm and help those who have 'evil spirits' inside of them.

The Chaplains first formed after Alissa was slain by the Vampire Lord in the Final Resistance. Their main goal was to spread the teachings of Alissa and to improve the moral and work ethic of a continent that had been laid to ruin by the Vampires. While the faith is strong all over The Gauntlet its main following lies in Vassalward where the nobility encourages following the faith to their servants and retainers. The only place which faith wanes is in the East Coast city of Belthwys where sailor superstitions and strange deities from The Other lands seem to take hold more than the Church does.

Players who take on the Chaplain role can find themselves as the moral compass of the party, though some Chaplains can indeed be less than scrupulous, dipping their hands into the coffers and charging more than they need to perform sermons, most Chaplains however do follow the word of Alissa and present themselves with kindness and mercy.

Chaplains are often sent beyond Isgrin's Wall with two or more Chosen and are there to provide moral support, healing and protection. They often come up with their own prayers and sermons to help deal with any situations that may arise such as last rites, funerals and sometimes even marriages beyond the Wall; when one is the only beacon of faith a long way from home it is important to cover all the necessary arrangements (or so the Church believes).

Chaplains are ideal for players who enjoy:

- Preaching and sermons
- Philosophy
- Support roles
- Protecting others
- Ritual magic
- Faith based roleplay

Required Skills:

Chaplain

Recommended Skills:

Two Handed

Barber

Constitution

TEMPLARS

For years the Templars have served as guardsmen in The Cathedral of Alissa, at the Palace for the King and worked as peacekeeping forces across The Gauntlet. To be considered for the role a potential candidate must have a clear head, excellent combat prowess and above all hold the tenets of the Church in the highest regard.

It is considered a true honour to become a Templar and that is reflected by society, the respect given to the Templars by everyone from highborn to smallfolk is second only to the King himself. Most Templars are either from the Royal Army or in some cases nobles will sacrifice their claims on their house and lands and abdicate, allowing them to take the oaths required to become a Templar.

While in years gone by it would be unthinkable for a Templar to go beyond the wall, the Templar Captain has now decided to go against Father Ricard's wishes and send Templars on expeditions beyond The Wall in order to ensure that conflict between The Eyes of Alissa and others do not break out. Peacekeeping is not their primary goal but Templars excel at being the reasonable party when it comes to other children of Alissa.

If a Templar is assigned to guard a target they will do so with such ferocity, unwavering bravery and if needs be will sacrifice their own life if they believe their charge's will be saved in the process (this does not mean that they will throw their lives away on a whim, however).

Playing a Templar will mean you may be asked to handle disputes, guard others and you will be at the front line of any fights against evil and corruption. Other characters should respect your status but beyond The Wall where there are technically no laws they are under no obligation to.

Your faith should be unwavering, if you wish you could take the Chaplain skill which in the case of a Templar would be a show of utter devotion and love of Alissa and her Paragons.

Templars are ideal for players who enjoy:

- Peacekeeping
- Combat
- Faith based roleplay
- Being a guardian/protector
- Negotiation

Required Skills:

None

Recommended Skills:

Constitution

Two Handed

One Handed Speciality

Shield Use

Chaplain

NOBILITY

Nobility in The Gauntlet is a system that only really affects the Southwestern part of the continent, the area surrounding Vassalward is covered in lush steppes, verdant forests and blossoming woods. All of these lands have been divided up into holds and handed to the various nobles who attend the Royal Courts.

Technically, anyone can be made a noble but by what is assuredly pure coincidence all recently ennobled people seem to be friends with the King's Steward or other members of the King's Council (much to the ire of ancient noble houses). When the King was still in health he granted titles to those who had performed great deeds as had those who had presided before him but now the courts have become filled with merchants, wealthy mercenaries and others.

Some nobles take their vows to serve the realm seriously and attend all Royal Court sessions in order to offer their opinion on matters while others treat the title as an entrance to a high society club where members simply drink and hunt. Sadly, the nobles are made up mainly of the latter.

A Noble's job is both to maintain their house with honour and dignity, display their sigil with pride and to aid the King whenever they are called upon. In return for these pledges a noble is granted a tract of land they must police, tend to and maintain for both public and private use. Being a Knight is another way to become a noble, providing of course you survive.

At the age of thirty five Knights are granted their own land and titles (providing the land is available). Playing a noble can grant a character much social standing but it is important to remember that beyond the confines of the Northern Wall, nobility is not always recognised and that some may take every opportunity to insult and degrade one that they would not be able to South of the Wall, despite the consequences upon their return to civilisation.

Nobles are ideal for players who enjoy:

- House based roleplay and downtime
- Honour and Glory
- Power Plays
- Royal politics
- Resource Management

Required Skills:

None

Recommended Skills:

Shield Use

One Handed Speciality

Constitution

MERCENARIES

While many in The Gauntlet follow the demands of the faith, there are those who follow the demands of a greater force. Gold.

Mercenaries make up a fair chunk of The Gauntlet's population and an even more sizeable portion of Belthwys' residents in particular. Where there's coin to be made there's a mercenary there to make it, especially in recent years with the resurgence of Dire Wolves and Bandit attacks on the roads.

The troubled reputation of mercenaries on The Gauntlet is not without basis, it's known for some mercenaries to take payment for a job then escort the client into the wilds and rob them anyway. The Council of Belthwys saw an idea for profit of their own and created a guild for mercenaries, comprising of a yearly fee, entrance examinations and yearly inspections. The badge bestowed onto successful applicants is a sign of trust and safety.

Playing a mercenary in Mystwood can be a challenging role, it offers none of the aid that comes with other classes such as Scholars or Hedge Wizards and as such players must rely on their sense and negotiation skills in order to gain information from other players and the world around them.

While mercenaries are seen as ruthless money grabbers, their help does not go unwanted in the lawless thickets of the Northern Forests; many expeditions rely on mercenaries to bulk out numbers and provide extra support. The Church in particular views sellswords as a necessary evil to protect its followers and those who carry out their mission.

Mercenaries are ideal for players who enjoy:

- Skirmishes
- Confrontation
- Bargaining
- Ruthlessness
- Combat

Required Skills:

None

Recommended Skills:

Footpad

Constitution

Two Handed

Shield Use

One Handed Speciality

CRIMINALS

For every saint there's a sinner and for every do gooder there's a downright rotten criminal. While most of the denizens of The Gauntlet follow the teachings of Alissa there are those who take advantage of their merciful natures and good hearts.

Some steal out of necessity, some for fun and some because they want to become infamous. Whatever the reason, criminals exist just below the surface of society.

With the lawlessness of the Northern Forests, travelling beyond The Wall presents a plethora of opportunities for ne'er-do-wells, people trafficking from the South to the savage slavers of the Ry'ket tribes in the North is common. The importing of rare narcotics that can only be obtained in the Northern Forests is another mainstay of criminal activity and a justification for the Eyes of Alissa's hateful campaign against the Hedge Wizards.

Playing a criminal character can go from being a petty thief to the mastermind of a criminal empire, it's completely up to you. Being a criminal can open doors for you that more moral players wouldn't even think of looking at but it can also come with deadly consequences.

Despite the forgiving nature of the Church of Alissa the laws laid down by the Royal Family are not so generous, most serious crime is met with the death penalty and if you're just a common thief you can expect to lose a hand.

Criminals are ideal for players who enjoy:

- Subterfuge
- Illicit Activity
- Risk vs Reward
- Moral ambiguity

Required Skills:

None

Recommended Skills:

Footpad

Constitution

Barber

RITUALS AND MAGIC IN MYSTWOOD

Ritual magic in Mystwood is one of the core components of playing a magically competent character. All characters who have a form of magic (Scholars, Hedge Wizards and Chaplains) all have the capacity to perform rituals in their lore group or even create their own rituals.

There are no hard and fast rules for creating a ritual in Mystwood, if you're wanting a strong and powerful effect, performing a flashy and large ritual will mostly achieve that whereas communing with a spirit or similar would call for a quiet period of solitude. It's up to you, the Player to decide the best course of action based on the situation at hand.

Things will not always go right and will sometimes go disastrously wrong, having freeform rituals is our way of giving players the tools to try strange ideas and think outside the box. While the consequences can be terrible, the rewards can be incredible.

Ritual magic can be performed alone or in groups (there are no restrictions on who can or can't participate in a ritual, the only requirement is that the person performing the ritual has the ability to do so), who you wish to include in this group is entirely up to you, there is no strict limits to ritual magic as it is up to the players to discover and note what can and cannot be done.

COMBAT IN MYSTWOOD

From the Core Rulebook, combat is defined as follows:

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.

As mentioned earlier in this book combat is meant to be a last resort, a lethal and fast encounter that has as much chance of leaving the protagonists dead as it does the enemies who stand in their way. It should also be noted that NPCs in Mystwood can be killed, though players must face the consequences of their actions or prove their reasons, especially to the Chosen of Alissa who's job it is to keep peace beyond Isgrin's Wall.

Magic was kept out of combat to ensure the system stayed immersive, as part of the 'no calls' play system we felt that a more holistic approach to magic would work better with the system, this is also the reason why all weapons do one point of damage no matter how large they are. While some may argue that bigger weapons should do more damage, the advantage to having such weapons in Mystwood is to put more distance between yourself and your opponent (the same thinking applies to ranged weapons).

The game itself employs combat as an ever present threat in a paranoia filled camp where threats lurk just at the edge of the peripheral but in order to create an atmosphere where combat is feared the use of a low combat system means that when combat does happen its impact is much greater and the consequences are felt more deeply.

DOWNTIME IN MYSTWOOD

Players get one reputation point per game to spend with an assortment of factions listed below to affect their reputation with a faction of their choosing. Most of these factions are secret societies woven throughout The Gauntlet and offer various advantages and disadvantages for being a part of them.

For example, joining and increasing reputation with The Stonehands; a vigilante group that carries out justice where the law is restricted would decrease your reputation with The Black Bazaar; a free trade organisation that specialises in stolen goods. Being part of these groups will mean you get objectives, items and treatment that are exclusive to those groups.

At the end of each game downtime will open and players simply have to submit where they're spending their point and do a brief write up on how they will achieve this In-Character (for example, a member of The Stonehands may take a task upon themselves to bring justice to a corrupt noble or minister).

Below are some of the factions, though there are more to be found during the game and more information to be found on some of the more secretive factions listed here.

The Stonehands

Formed initially by Vassalward city guards who were tired of bureaucracy and nepotism getting in the way of justice, seeing nobles get away with terrible crimes simply because of their position was frustrating for some. When carrying out their vigilante justice the group wears hessian hoods that cover the face and if they leave their victim alive they make sure they know it was The Stonehands who confronted them and they won't be afraid to do it again. The society spread across The Gauntlet and members can be found anywhere, the group is popular amongst the smallfolk and peasantry who see them as heroes standing up for what is right but they are also seen as by some as brutal marauders who ignore the law and use 'heroism' as a cover for banditry.

The Black Bazaar

The Black Bazaar was, according to some started by Naveen, one of the four Paragons of Alissa. Any cleric will tell you otherwise but the rumour has certainly caught on amongst the rogues of The Gauntlet. Starting initially as an actual location in Belthwys the group quickly went nomadic due to problems with the law. While there is sometimes a market and auctions held the society has evolved into a kind of a twisted ombudsman for thieves. Those who follow their code get support from the Bazaar and get access to fences who will sell on stolen goods and other perks.

The Shrouded Tower

When The Citadel first formed this group branched away, angered that the prejudice magic had faced before the Vampire War had been so quickly forgotten. Made up of what now are called Scholars and a few bitter hedge wizards the group remained small but zealous in its beliefs, that magically imbued humans have transcended the limits of humanity in its current state and anyone who cannot wield it is inferior and should be treated as such. The group has now faded into obscurity as magic has become more and more accepted, though there are some who still believe that those who cannot wield magic should make way for a new world.

Volkin Kvas

Barely anything is known about this strange society that seems to come from The Other Lands only that its name is whispered with great dread amongst the darkest taverns of Belthwys.

The Knight's Circle

An ironic name, most would agree. The Knight's Circle is a club made up of young heirs from noble families who indulge in hedonism, excess and vandalism. Originally formed with good intentions to give heirs a voice and train them for their duties when they take upon the mantle of the Head of the House but that changed when Queen Orrin I took to the throne and made it a custom to throw extravagant parties in order to seduce the various noble heirs. Since then the group has become reviled as they display the worst behaviours of nobility; corruption, arrogance and selfishness yet it is a group a lot of heirs aspire to be in. Their initiation rituals are secretive but apparently getting into the Circle is extremely difficult.

The Order of The White Horse

An evolution upon The Knight's Circle in that this society is formed of actual nobles and powerful businessmen, the Order is publicly known but few know what actually goes on behind the closed doors of the places where the meetings take place. It is rumoured, however, that it was set up in order to make less than legitimate business deals and to steer the direction of The Royal Family and the governments of other cities in the direction that benefits them most. It is a popular conspiracy that the Order controls much of what happens on the political playing field. Their White Horse symbol is infamous and can be found above various taverns, a sign that meetings and gatherings are welcome to take place there.

Oakhearts

A secretive coven of Hedge Wizards and Witches devoted to keeping balance in the Northern Forests, not likely to reveal themselves to most due to their unpopular opinion that Vampires are a natural part of the Forest and therefore factor in to keeping the Forests balanced and in order. They do not follow any set of morals, any code or government they simply have one objective: Keep the Forests as they are.

The Cartographer's Guild

Formed initially by members of The Citadel, The Cartographer's Guild now takes on people from all walks of life with the goal of expanding the knowledge of uncharted lands. Whether that be the mysterious Northern Forests or perhaps even further afield in The Other Lands. Some join the Guild with the hope of making the next big discovery and claiming fame and glory, others enjoy the benefits of shared knowledge of safe trade routes, dangerous passages and ruins that have been marked down but yet to be plundered.

The Followers of Ballard

A small following comprising mainly of smallfolk beyond the North of The Wall who devote themselves to helping Asmodeus Ballard, the Chosen of Alissa who seemingly returned from the dead.

You are also welcome to contact the referees about doing text based downtime if you wish, however, this is not mandatory.

OTHER INFORMATION

You can find more detailed lore, information on the game including its location, how to book and how to involve yourself in the player community at:

www.mystwood.co.uk

Our Facebook group (where we make announcements related to the game and players can socialise and chat) can be found at:

www.facebook.com/groups/Mystwood

Thank you for taking the time to read our player guide, we hope to see you in the Northern Forests!

The Game Team

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