

## 4e to 5e CHANGELOG

Chapter order redone and appendices reordered.

### **Chapter One: An Introduction to the World of Mystwood**

Reordered and significantly expanded. Chapter specific information, such as on Eastmarch, removed and will be included in Chapter Lorebook(s).

### **Chapter Two: Mystwood Site and Game Rules**

Who Can Play Mystwood expanded, and rules for players under 18 codified.

Mental/Emotional Safety Calls added.

A section on the Spirit of the Rules added.

Effects List

Several Effects have their descriptions improved or extended.

Bladeturn: Renamed Return.

Lesser Effect: Renamed Reduce.

Animate: Split into Animate and Carry.

Life: Now returns a character to 1 Hit Point, rather than full.

Flavor Traits

The list of default player traits has changed to Living, Human, and Townsfolk. The game has never used an Effect with gender targeting, and we don't intend to start.

#### **Combat**

Clarification given for Non-combatants.

#### **Armor**

The Armor list has been extended significantly and broken down. It is noted that player characters should not be wearing EVA armor.

#### **Threshold**

Threshold has been simplified.

#### **Special Rules for Weapons and Armor**

Minimum length for 1H weapons increased to 24" from 18" and for 2H weapons from 30" to 36" for safety reasons. Max length for 1H Weapons increased to 46" (for standard B3IS swords) and for 2H weapons to 66". Max length for bows increased to 60" from 36".

Weapon tables split up based on prerequisites.

"Fist" weapon type added for Brawler skill. Fists use Subdue instead of Maim.

Verbiage regarding carrying Arrows and Arrow tags removed.

Knuckledusters added to list of Unusual Weapons.

A section on Afflictions and on Ley Lines added to Miscellaneous Rules.

Spirit added to NPC Conventions.

Warpstone added to Item information.

Hedge Magic and Matrices added to Miscellaneous Rules.

## **Chapter Three: Character Creation**

This Chapter has been reformatted. There is no longer an Adventurer status, though individual Chapters might allow such a thing.

Information about playing two characters during the same Event has been added.

## **Chapter Four: Gifts**

Stretcher Bearer removed from Gift of Courage and Gift of Prowess, as the Carry ability is now intrinsic to all characters.

### **Gift of Courage**

The Gift of Courage was slightly overrepresented among player characters, and provided many individual moving parts. The goal in 5E was to simplify this Gift and make it easier to use and more focused on its core uses, which is to provide defensive abilities.

Disengage, Battle Endurance, and Ignore the Bone folded into Battle Endurance with one track. While there will be slightly fewer uses per Renew, there is more flexibility, and level 10 adds a new ability which can reduce the Lethal Effect to Harm.

Special Attack removed.

Hit Point Bonus improved and track extended. These Hit Points no longer stack with the Hit Point bonus from Prowess.

Resist Will improved slightly.

### **Gift of Dexterity**

The major alteration to the Gift of Dexterity was to reduce the "power" of Pick Pockets. A vocal minority of participants enjoy the Pick Pockets mechanic, which caused us to keep it in the game, but there was a strong argument for removal.

Thrown Weapon II merged with Thrown Weapon.

Pick Pockets split into Pick Pockets I (3rd Level) and II (9th Level) and made per Day.  
Special Attack track improved.

Assassinate clarified with verbiage similar to Deathstrike in Gift of Prowess.

### **Gift of Empathy**

Major changes to the Gift of Empathy. Healing, from the point of view of the Game Directors, was too ubiquitous and fast in 4e and before. Similarly, Healing Hands could be complicated with two parallel hit point tracks. To that end, Healing Hands was simplified and Battle Surgery/First Aid, underrepresented in 4e and before, is positioned to be more used as the healing now scales. The differences in Gift of Empathy are significant, and this changelog cannot fully break them down.

### Gift of Passion

The Gift of Passion is the least chosen Gift by player characters. We attempted to make it a bit more enticing with increased damage minimums at low levels and some enhancement at mid and high levels. It may remain the least chosen Gift, but that means that it is more valuable when in-game situations require it, keeping a certain niche protection.

Purge Element added at 4th Level.

Summoner's Stride improved- you may now move any distance while holding the packet.

### Gift of Prowess

Special Attacks chain reduced slightly at mid levels.

Detect Health moved from Level 1 to Level 2.

Deathstrike moved from Level 5 to Level 4.

Thrown Weapon added at Level 6.

Wrist Twist added at Level 8.

### Gift of Wisdom

No changes. However, there are several new spells in the spell list. See below.

## Chapter Five: Character Occupations

All Occupations now have description. All Occupations with Scavenge Arrows have that skill removed, as that skill has been removed.

The Scavenge Arrows skill was removed. Medicine and Leadership were altered. None of these skills is called out specifically as a change in the following list.

### Basic Occupations

Added Occupations: Baker, Butcher, Folk Healer, Lackey, Locksmith, Ragpicker, Street Vendor

Agitator (Town Crier): Renamed Town Crier. Leadership removed and replaced with Information Gathering.

Astrologer/Fortune Teller: Renamed Fortune Teller.

Bard/Minstrel/Thespian: Bardic Voice 3 increased to Bardic Voice 4.

Beggar: Begging added to Occupation while Information Gathering is added as option vs. Weapon Use (Staff).

Clerk/Forger: Copyist and Serene Contemplation skills added.

Cook: Removed, split into Baker, Butcher, and Street Vendor.

Gentlefolk: Information Gathering added as a skill option.

Herdsman/Herdsman: Renamed Herdsfolk. Production reduced from 3 Cloth, 8 Food to 2 Cloth, 6 Food.

Hermit/Anchorite: Renamed Hermit.

Hunter: Income removed.

Novice Monk: Scribe 3 Reduced to Scribe 2.

Preacher/Lay Cleric: Renamed Lay Cleric. Weapon Specialization removed as default and added as option with Warcaster.

Squire: Option for Armstraining increased from 2 to 4.

Tavern Keeper: Information Gathering skill added.

Tinker: Armor Repair and Scavenging skills added, Buy/Sell increased to 30.

Woodsman/Woodswoman: Renamed Woodsfolk.

#### Youth Occupations

These Occupations are a subset of the Basic Occupations, with some additional Occupations designed for youths. In addition to Adventurer, Apprentice, Bard/Minstrel/Thespian, Beggar, Dancer/Acrobat, and Lackey, youths may also choose from Guttersnipe, Initiate, Page, Student, Town Guard Recruit, or Ward.

#### Advanced Occupations

Advanced Occupations split into Advanced, Plot, and Occupational Enhancements. Advanced Occupations are as 4e. Plot Occupations are similar, but these Occupations require a certain level of understanding of the game world and rules. Occupational Enhancements are modifiers to Basic Occupations, such as Town Guard Auxiliary- these are merely quantified.

Moved from Advanced to Plot: Captain of the Guard, Friar, Knight Paladin, Knight Penitent, Knight of the Realm, Knight Templar, Magistrate, Ordained Priest, Tavern Master, Witch Hunter.

Moved from Advanced to Occupational Enhancement: Guild Crafter, Master Crafter, Town Guard Auxiliary.

Added Advanced Occupations: Almoner, Astrologer, Crofter, Demagogue, Librarian, Quarrier, Ruffian, Sacristan, Sawbones, Sharp.

Removed Advanced Occupations: Huscarl, Pikeman, Thane.

#### Changed Advanced Occupations

Fence/Pawnbroker: Certain skills with 1 CP folded into new Fence skill. Information Gathering listed as option against Research.

Gaoler: Warcaster added.

Herald: Bardic Voice changed from 3 to 4, Scribe changed from 3 to 2. Information Gathering added.

Knight Errant: Armstraining 4 and Retainers 1 added.

Master Thespian: Information Gathering listed as option against Research.

Philosopher: Research reduced from 3 to 2. Loremaster added.

Pit Fighter/Judicial Champion: Armstraining 2 increased to 4.

Sergeant at Arms/Bodyguard: Armstraining 4 increased to 6.

Theologian: Loremaster added.

Varlet: Information Gathering added.

Added Plot Occupations: Cantor, Inquisitor.

#### Changed Plot (Advanced) Occupations

Knight Paladin; Battlemage and Retainers 1 added.

Knight Penitent: Retainers 1 added.

Knight of the Realm: Armstraining 4 added.

Knight Templar: Retainers 1 added.

Ordained Priest: Battlemage added. Weapon Specialization now requires a choice of one Type from a list.

Witch Hunter: Bardic Voice 2 changed to Armstraining 2. Battlemage added. Information Gathering listed as option against Research.

Added Occupational Enhancements: Alchemist, Barback, Master Healer.

## Chapter Six: Skills

### Ordinary Skills

Added Skills: Bardic Magic, Basic Weaponry, Carry Wounded, Copyist, Evade Trap, Fence, Flee, Fully Armored, Improved Battle Endurance, Improved Burst Casting, Improved Butcher, Improved Leadership, Improved Resistance, Improved Storm Casting, Information Gathering, Increased Mana, Knockout, Literacy, Loremaster, Master Entertainer, Quick Learner, Room for More, Shifter Senses, Standard Bearer, Sunder, Taunt

Removed Skills: Abundant Mana, Blood of Skandia, Energy Conservation, Master Butcher, Old Blood, Stretcher Bearer, Thousand Yard Stare, True Grit

Skills with prerequisites have had those prerequisites clarified.

Some skills modified to only be useable at your Home Chapter: Buy/Sell\*, Drinks on the House, Duty\*, Execution, Income\*, Masterwork, News & Rumors, Pathfinding, Patronage, Production, Sell Drinks, Tavern Share

Armor Repair: Expanded to require Metalworking instead of a particular Occupation. Healing improved from Heal 2 to Heal 3, but now requires a unit of Metal.

Armored in Faith: Required Karma reduced from 3 to 1.

Battle Rage: Clarification added for Hit Point bonus.

Brawler: Weapon Type changed from Claws to Fists.

Butcher: Butcher and Scavenging both use Salvage tags. Unused tags may be traded for crown, also, a mechanic using a Tool for "Death to Animal" is added.

Buy/Sell: Buy/Sell is more valuable at Home Chapter than elsewhere.

Divine Spells: May no longer be cast in armor, however, most Occupations with this skill now have Warcaster or Battlemage.

Entertainer: Power is reduced, removing the "Bestow Renew" aspect of the skill and 1/Day reduced to 1/Event. Master Entertainer allows you to return to 1/Day.

Execution: "Afflict with Branding" explicitly added to skill.

Hagsblood: Effect clarified to be "by Will".

Improved Battle Rage: Additional Hit Point removed, replaced with a self-heal.

Income: Income from Occupation travels with you, but Income purchased with Moonstone does not.

Joy of Life: Improved to be useable toward unconscious characters even if Malice toward None not active.

Leadership: Clarified to be 2/Renew, and Improved Leadership added to become 4/Renew.

Master Butcher: Renamed Improved Butcher.

Master Teacher: Renamed Improved Instruction.

Medicine: Changed wildly. The Medicine skill now alters Apothecary instead of the Gift of Empathy.

Precision: Damage increased from 3 to 5.

Religious Ceremony: Alternate uses for this skill have been added.

Research: The Research skill has been significantly altered and clarified. A certain aspect of it has been cut away into Loremaster.

Scavenging: Butcher and Scavenging both use Salvage tags. The number of tags is reduced from 6 to 3. Additional uses of Scavenging (breaking down items) have been added.

Stench of the Enemy: As Eternal Foe: Fae has been added, this option has been added to this skill.

Thousand Yard Stare: Removed, see Iron Will.

Tinkering: Simplified. 0 CP items now cost 0 CP instead of 1.

Unarmed Combat: Disengage removed. Subdue increased from 1/Renew to 2/Renew.

### Crafting Skills

Emulsifiers added as an item type and described as Alchemy-related.

### Apothecary

Administer Anaesthesia: Has "Knockout" added. CP reduced from 2 to 1.

Medical Kit: Modified to work with First Aid.

### Medicine

Three craft items added to Apothecary list, based on advanced Apothecary training available to medical-related Occupations. These items are designed to provide niche protection to those Occupations, and to provide purges for certain difficult to heal Effects- Blight, Doom, and Tainted Wound.

### Armstraining

Significant changes to Armstraining makes the majority of the craft items available to up to 6 targets.

### Bardic Voice

Scornful Rhyme removed as redundant to Rumormongering

### Cooking

The note that one may eat a unit of Food for "Bestow One Hit Point" is removed, as it is no longer true.

Hearty Meal: CP increased from 0 to 1.

Nail Soup: CP reduced from 1 to 0.

### Metalworking

Arrows removed as redundant.

Added items: Milanese Plate, Rothenberger Plate.

Armor Piercing Arrows: The option to make Crossbow bolts is added.

### Sewing

Rune of Fireproofing and Rune of Warmth folded into Rune of Resistance

Swirling Cloak now expires in 1 year.

### Woodworking

Arrows removed as redundant.

Fire Arrows: The option to make Crossbow bolts is added.

Glyph of Warding: All four Elements now listed as options.

Training Field added, a Craft Kit for Armstraining.

## Chapter Seven: Advantages and Disadvantages

### Advantages and Disadvantages

New Advantage: Old Blood.

New Disadvantage: Unwashed.

Advantageous Gluttony: The note that one may eat a unit of Food for "Bestow One Hit Point" is removed, as it is no longer true.

Call of Freedom: Cost reduced from 2 to 1.

Elemental Fury: Damage reduced from 3 to 2 to put in line with Gift of Passion burst.

Evil Eye: "Gout" replaced with "painful joints".

Hunter's Senses: "Serpent" removed from options.

Major and Minor Talent: Merged into "Talent". Skills cost 1 Advantage Point per 5 MS of cost. Thus, most skills that were 2 Advantage Points are now 3.

Witchblood: See the chart, as it has changed.

Anathema: Changed significantly- Any by Poison does Doom.

Compulsive Carousing: Renamed Carouser.

Creature of the Night: you now lose 1 hit point instead of a Level.

Eternal Foe: Fae added for 1 point.

Excessive Curiosity: Some examples added.

Horribly Disfigured: Examples of what must be used for makeup added.

Raging Hunger: No reduction in Level, instead if you would be reduced to 0 Hit Point, you cannot run or jump.

Examples given for Costuming Choices for Supernatural Heritage.

## Chapter Eight: Religion

Disclaimer improved and clarified. Introduction extended with in-game historical references.

Appendix Two: Feats of Legend has been removed. Several feats have been rebuilt into skills, and To Die A Hero's Death has been made an option for all characters over 100 MS.

Justice

Smite: Smite provides a Bestow now after a 60 count, rather than an immediate use after a 15 count.

Mercy

Wonder of Healing: Karma cost reduced from 2 to 3. By my Voice Heal 1 reduced to Heal 1 to Room.

Wild

Beastspeech added for 2 Karma.

Transformation requires some costuming a la Supernatural Heritage.

Significant information added regarding other religions and faiths.

## Chapter Nine: Events and Character Advancement

Preregistration noted as required to obtain Income, Production, etc.

Moonstones per Event has changed:

4e		5e	
PC per Chronicle	1-3	Attendance (PC or NPC)	2-4
Cleanup		1	Cleanup 1
Friday	1	Friday	1
Fully Equipped	1		
PEL	1	If not Fully Equipped, above is capped at 4.	
Prereg	1		
NPC one or more		2	PEL 1

Fully Equipped is described fully for both NPCs and PCs. NPCing requires a black shirt and black pants.

Helping Out, New Players, and Helping Allied Games are listed with Moonstone values, not Gamebucks, as Gamebuck information has been removed from the core rulebook.

Seneschal status redescribed.

Hero's Death added as an option for all advanced characters.

## **Appendix One: Spells**

Divine Spells are no longer able to be cast in armor without Warcaster and/or Battlemage.

Added Spells: Arrow of Death, Primal Fear, Red Bolt of Chaos, Speech of the Dead.

Divine Spells

Justice: Apprehend Mana changed from 2 to 3, bolt to gesture. Mute bolt to gesture. Unravel Magics added as spell.

Mercy: Cleansing added. Seek the Fallen Mana changed from 1 to 0 and made 1/Renew.

Wild: Bestial Rage Mana changed from 3 to 4, bolt to gesture. Entangle changed from Root by Magic to Root or Bind by Magic chosen per packet.

occupational Spells

Gaoler: Silence Cell added.

Gravedigger: Decay added.

Herald: Honeyed Words added.

Physician: Fleabath and Peaceful Sleep added.

Witch Hunter: Transfix the Dead changed to Transfix the Unnatural for Witch Hunters; retained for Inquisitor.

Bardic Magic added.

## **Appendix 3: Economy**

Changes to costs and expected payments for some items

Minor changes to Buy/Sell chart.

## **Appendix 4: Witchblood**

Witchblood chart rebuilt, simplified, and made to have more effects by Elements and by Will.

Appendix 6: Mystwood Participant Policies and Appendix 7: Bylaws and Policies of Mystwood added.

Information on Holy Relics, Saints, and Alchemy added as Special Appendices One through Three.

Other Appendices unchanged, or at least not significantly.