

Cottingham Woods 2 Player's Guide

Part Two: Skills

12.7 Sandman

"Lose your dreams and you could lose your mind."

~Rolling Stones, "Ruby Tuesday"

"Imagination is more important than knowledge."

~Einstein

"DREAM! Dreams shape the world. Dreams create the world anew, every night."

~Neil Gaiman

Outlook

Most sandmen spend their pre-trained youth plagued by mind bending dreams and riotous nightmares. In many cases, those individuals end up at Asylum for training, and in more than a few cases, those trainees end up staying as patients. Sandmen often walk with each foot in a different world, and as such they come across as disconnected or aloof from those who remain in just the one.

The Sandman organization based out of Asylum is only around two hundred years old, and, in the grand scheme of things, relatively young. They are also far removed from the rest of the world, geographically speaking. Their environment seems to reflect the often disturbing realm of dreams, and not many people seek to go there unless absolutely necessary.

Starting characters likely either ended up at Asylum (voluntarily or not) and were trained there, or were likely trained by one of the many Asylum-trained Sandmen who wander looking for those suffering from nightmares in need of training. (Starting characters could also have gone through training and are now one of those traveling Sandmen).

A note on the Slumberlands: The Slumberlands are formed from the dreams and fears of every being on the Written World. Dreams, and hence the Slumberlands, connect everyone. Similar to Fairy, the Slumberlands are unpredictable and chaotic, and things are rarely exactly as they seem (though, just to remain unpredictable, sometimes they are). Dreams can often give great insight, but they should rarely be taken literally.

Any person or being who can dream has their own Dreamscape, their own place within the Slumberlands. Typically this is a safe place for a dreamer, but nightmares, especially those that have taken a life of their own, have been known to dominate dreamscapes and harm the dreamer.

The Slumberlands refer to all dreams and all dreamscapes, but it also refers to the Dreaming World that is not in a distinct being's Dreamscape, that part of Dreams that connects all beings and is truly the raw stuff of Imagination.

The Slumberlands are made up of the fears, joys, imaginations, insecurities, and every other emotion and dream of those who ever have or who are now dreaming, a chaotic changing place. Normal nightmares are as much a part of imagination as dreams are, and indeed, people can learn much from their fears and insecurities. But beneath the Sands of the Slumberlands are the dark, primeval **Night Terrors** - what many call Nightmares (with a capital N) - and these are a horrifying madness that try to consume the light of imagination; it is this Terror that the Sandmen oppose.

Everything in the Slumberlands has the Dream trait.

If you do not normally have the trait, you gain it upon entering the Slumberlands and lose it upon exiting.

A note on Creatures of Dreams and Nightmares: Often in the Slumberlands, Dreams and Nightmares will take on distinct forms, appearing according to the nature of the dream. This will be clear based on their appearance (costuming), behavior (roleplaying), or through clarification of the dreamscape (tag upon entering the encounter, or clarification from the dreamer guiding you there). Not all dreams or nightmares are obvious of what they are to anyone but the dreamer of that dreamscape.

The more distinct a Dream is, the more an obvious Shape or Being it is, the more likely that the Dream or Nightmare before you is either a Dream/Nightmare that has taken on a life of its own, or that it is a Being that is Dreaming, such as another Sandman.

Dreams are often recognizable due to being white or light in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

Nightmares are often recognizable due to being black or dark in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

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Creatures of the dream do not normally walk or are seen in the waking world. If you see Dream/Nightmare spirits outside of the Slumberland, you should react appropriate. Things have changed since Ishariel manifested the slumberland in the original Cottington Woods campaign, but it is still not usual to see creatures of dream manifest in the Waking World.

A note on Terrors: Nightmares (little n) in and of themselves aren't something to be abhorred; everyone, after all, has fears, and learning to recognize our fears and overcome them is what allows our dreams to become stronger. Certainly in the Asylum, there is a constant struggle between dreams and nightmares: falling into Nightmare can cause a patient to be lost entirely to madness or to harm others. And so being trapped in constant nightmares - of the "normal" variety - can draw the attention of darker forces. And that, truly, is where Terror comes in. The Night Terrors are something more. Something dark, deep beneath the Sands of the Slumberland that seek to consume the light of Imagination and twist it into something abhorrent to that which the Slumberland is.

If a dreamer "falls into Terror" and gains the Terror trait, it means that their imagination has been extinguished and all that remains are the "shell" and the Night Terror that has taken them over.

A note on combat in the Slumberland: Though there will be combat and threats at time within the Slumberland, we strongly encourage those playing Sandman to focus heavily on Roleplaying within the Slumberland, and to shy away from the "gang up on it" style of combat prevalent in Boffer LARPing. Many skills exist that allow for Ranged, Voice, Gesture, and Name attacks to represent that there is no such thing as physical distance in the Slumberland, and you will find many creatures that face you in the Slumberland use non-damaging effects. We encourage you to take a less fervored approach to combat when the situation warrants it.

Some dream creatures may be unaffected by physical weapons, unless a skill is used to affect "to Dream."

A note on roleplaying in the Slumberland: The Slumberland are a strange, unpredictable place where things are rarely as they seem, and much interpretation can be had on what is seen and experienced there. It is also a place where your happiest thoughts and your most terrifying fears are given form and being. When encountering Dreams and Nightmares within the Slumberland, you are in fact encountering aspects of those dreams and nightmares within your own mind, and we encourage you to roleplay it as such.

For example, if you see a "formless" Nightmare before you (an NPC dressed as a Nightmare as described above), you should see it as embodying aspects of the things you fear most. The more powerful the Nightmare, the more powerful the fears it dreams upon. Each person reacts to fear in their own way, of course, and this is not to say that you should cower, unless this is something your character would do. Instead, we encourage you only to react as your character would to being confronted with their fears.

The same is true of "formless" Dreams, but in this case you are confronted by beings that embody those things that make you happy, joyous, or that make you satisfied or fulfilled in some ways; some may represent bittersweet memories of something you loved that was lost, as dreams so often do.

A note on roleplaying a Sandman: Sandman PCs should be emotionally vulnerable, especially starting players. We encourage you to experience the emotional growth of your character in-game. You are welcome to come in as an experienced sandman who has seen and done much, but we ask that you do not come in as a character "who has done and seen it all" and who is not emotionally affected by the things they encounter, the fears shown to them. We want you to experience that growth in-game, and be willing to experience fear, terror, and wonder.

Sandman Skills

A note on Awakened Dreamer: Many Sandman skills are usable only within the Slumberland. However, a Sandman who has gained the "Awakened Dreamer" skill has begun to learn how to bring their own dreamscape with them into the Waking World. A change from Cottington Woods is that rather than separate "Awakened" versions of the skills, any skill that can be used in the Waking World once you have Awakened Dream says so in the skill description. Skills that are restricted to the Slumberland only will also say so in the skill description. We tried to mark skills that can be used completely or with restrictions in the Waking World with an *

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A note on Traits: All Sandman have the *Sandman* trait, as well as the trait of any Sandman Path they have (Adept, Architect, Empath). **Any creature that is within or enters the Slumberland gains the *Dream* trait upon entering;** this is true even of non-Sandman (such as allies an Architect may bring with them). Any ability "to Dream" that is successfully delivered will affect any being within the Slumberland, unless they call an appropriate defense.

Sandman are able to recognize creatures of the Slumberland that are pure imagination; they have the *Figment* trait. On very rare occasions, Figments may be seen as Ghosts upon the waking world (this is more true in Asylum than anywhere else), but most often, Figments only exist in the imagination of the Slumberland.

Most Sandman abilities are delivered with the *Will* trait, though some more powerful abilities are delivered with the *Imagination* or *Illusion* trait. Will is a Mental Trait, while Imagination and Illusion are Special Traits.

Some creatures within the Slumberland may deliver effects by other means, such as by Madness, Insanity, Dreaming, Horror or Nightmare.

A note on Packet Attacks: Several Sandman abilities can be delivered by packet. Unless specified in the skill description otherwise, only one hand is required to be free to cast Sandman packet-delivered abilities.

A note on Silence: Any Sandman ability that requires an incant cannot be used while under a Silence effect. If the ability does not have an incant, it can be used while Silenced.

Skill Points: Imagination

Character Points:	5,10,15,20,25
Reset:	Encounter
Prerequisite:	Any Sandman header
Restriction:	
Season:	1 2 3
Max Purchase:	5 6 7
Skill Points:	None

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Resist Madness*

Character Points:	5
Reset:	Event
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Sanity:	2 3 4
Skill Points:	none

Notes: You may call "Resist by Will" an attack that is "by Madness" or "by Insanity" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

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Draw from the Dream

Cost:

Adept: 5,10,15

Empath: 5,10,15

Architect: 5,10,15

Reset: Encounter

Prerequisite: Any Sandman Header

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may draw points of Imagination straight from the Slumberland around you. These points add to your Imagination total, but may only ever be used in the Slumberland. Your normal skill point costs are unaffected by points purchased with this skill; Draw from the Dream is a separate skill point pool. For example: You have purchased 3 Points of Imagination for 30 CP (5,10,15 Points respectively). You then decide to buy 2 Points of "Draw From The Dream" Imagination Skill Points, for a total of 5 Imagination while in the Slumberland. These 2 Points of "Draw From The Dream" Imagination Points cost 15 additional CP (5,10). If you then decide to buy a 4th Point of Imagination (for 6 total in the Slumberland), it would only cost 20 CP for that point.

Dreamsight*

Cost:

Adept: 5

Empath: 5

Architect: 5

Reset: Instant

Prerequisite: Any Sandman header

Restriction: None

Skill Points: None

Notes: You have the ability to read "Dream Tags". If you have the skill to Diagnose Mental, you may also diagnose "Imagination" and "Illusion."

Dream Visions

Cost:

Adept: Free

Empath: Free

Architect: Free

Reset: Between Events

Prerequisite: Dreams and Nightmares and any Sandman Header

Restriction: None

Skill Points: None

Notes: You have some control over the dreams and nightmares given to you by the Dreams and Nightmares skill, and are no longer so deeply tormented by them. This is a passive, plot-driven information skill. You may, if you choose, inform Plot of what you are trying to seek in Dreams, but there is no guarantee that is what you will see. The Slumberland are a mysterious place that rarely reveal what is expected.

Enter the Dream

Cost:

Adept: free

Empath: free

Architect: free

Reset: Instant

Prerequisite: Any Sandman Header

Restriction: None

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Skill Points: None

Notes: You may enter the dream under plot approved conditions. This skill is self only. If you do not possess this skill, you cannot enter a Dreamscape without the aid of an Architect.

Upon entering the Slumberlands, you gain the "Dream" trait. This trait goes away upon exiting the Slumberlands, unless you have an effect or skill that causes the trait to remain (such as Awakened Dreamer).

Sense Dream*

Cost:

Adept: 5

Empath: 5

Architect: 5

Reset: Encounter

Prerequisite: Dreamsight

Restriction: None

Skill Points: 1 Imagination

Notes: You may call "By my voice, Expose Dream by Imagination", "By my voice, Expose Sandman by Imagination" or "By my voice, Expose Figment by Imagination." You may instead choose to touch a packet to an individual and call, "Diagnose Dream/Sandman/Figment" at no Imagination skill cost.

Resist Illusions*

Cost:

Adept: 5

Empath: 5

Architect: 5

Reset: Event

Prerequisite: Sense Dream

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may call "Resist" to one effect by Illusion, by Illusory <Trait>, by Will or by Imagination, or any one effect to Sandman or to Dream. This skill may be used while unconscious or dead, but not while Drained.

Awakened Dreamer*

Cost:

Adept: 25

Empath: 25

Architect: 25

Reset: Instant

Prerequisite: Sandman Header, Enter the Dream, Dreamsight

Restriction: None

Skill Points: None

Notes: You permanently have the trait "Dream" even when you are not in the Slumberlands.

This skill acts as a prerequisite for a number of later Sandman skills

If a "Cure Dream Trait" is called in conjunction with a "Exit the Slumberlands/Exit the Dreamscape" or a "Cure Manifest Slumberlands/Cure Manifest Sandman" call, the Dream trait granted by this ability is not cured. You may call "no effect" but are not required to.

Additional Note: Sandman skills that can be used outside the Slumberlands with Awakened Dreamer (or just in general) are marked with an asterisk (*) at the end of the skill name.

Diagnose Physical*

Character Points:

Adept: 10

Empath: 5

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Architect:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental*

Character Points:

Adept:	10
Empath:	5
Architect:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose Awe, Confusion, Despair, Gloom, Inspiration, Madness, Presence, Trance, Will, and Fascination. If you have the Dreamsight skill, you may also diagnose Imagination and Illusion.

Nightmare and Dream cannot be diagnosed with this skill.

First Aid*

Character Points:

Adept:	5
Empath:	5
Architect:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim*

Character Points:

Adept:	10
Empath:	5
Architect:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None

Notes: You may roleplay over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This will not cure Maims with the Permanent effect.

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Sandman Adept Skills

Extra Body (Adept)*

Cost:**Adept:** 10,15,20,25**Empath:** ---**Architect:** ---**Reset:** Event**Prerequisite:** Sandman Adept, Awakened Dreamer**Restriction:****Season:** 1 2 3**Max Purchase:** 2 3 4**Skill Points:** None

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Imagined Body

Cost:**Adept:** 5,10,15**Empath:** ---**Architect:** ---**Reset:** Instant**Prerequisite:** Sandman Adept**Restriction:****Season:** 1 2 3**Max Purchase:** 3 4 5**Skill Points:** None

Notes: You imagine your physical prowess to be greater than it is when you are in the Slumberland. You may increase your total Body while in the Slumberland only by 1 for each level of Imagined Body purchased.

The Body is As I Imagine (Imagined Durability)*

Cost:**Adept:** 15**Empath:** ---**Architect:** ---**Reset:** Instant**Prerequisite:** Sandman Adept, Awakened Dreamer**Skill Points:** None

Notes: Your Imagination is so strong, you believe your physical durability is as strong as you imagine even while you are awake. Outside of the Slumberland, you may add 1/2 of your Imagined Body to your Body Total, rounded down. For example, if you have have 2 Body and have purchased 4 levels of Imagined Body, your total Body is 6 in the Slumberland and 4 outside of the Slumberland. This does not stack with other forms of Durability (under Fighter headers or Paladin headers, for example), so you would need to choose which one to use. So if you then purchased 1 level of Durability, outside of the Slumberland you could choose either 4 Body (2 Body + Half Your Imagined Body of 4) or 3 Body (2 Body + 1 Durability).

Imagined Reflex

Cost:**Adept:** 10,15,20**Empath:** ---**Architect:** ---**Reset:** Instant

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Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: While in the Slumberland, the Adept imagines himself with more Reflex. This extra Reflex only exists in the Dreaming. Like normal Reflex, it resets itself at the end of each encounter, with fifteen minutes of rest.

Imagined Armor*

Cost:

Adept: 20

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Sandman Adept

Restriction: None

Skill Points: 1 Imagination

Notes: While in the Slumberland, the Adept imagines himself protected by Armor. He may spend 10 seconds in concentration to create this dream armor around him, at the end of which he gains 2 points of imaginary Armor. This cannot be stacked with other types of Armor. This Armor only exists in the Slumberland. The Adept may reset his armor with five minutes of rest, or with a normal Refresh action. This Armor lasts until he leaves the Slumberland. If an Adept leaves the Slumberland and returns, he must re-imagine his armor. Once this skill has been cast, the Sandman cannot expend a point of Imagination to "recast" or "reset" it; he must spend the rest time to reset it, though it does disappear when he leaves the Slumberland. (Please obey the spirit of this rule. If you remain in the same encounter, the Armor remains. You cannot step outside a gate to the slumberland and back in again just to reset your armor by recasting it).

If the Adept has the "Awakened Dreamer" skill, you may use this skill even while outside of the Slumberland. He must still re-imagine the Armor upon entering and exiting the Slumberland, as the change from dream to waking will display the Armor regardless.

Imagined Missile

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Sandman Adept

Restriction: None

Skill Points: None

Notes: While in the Slumberland, you may cast tiny stinging bolts of Imagination at a target. You may imagine these needles to be whatever you wish, but the effect is always uncalled damage. One packet may be thrown every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

For example, you cast an Imagined Missile and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another missile. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Imagined Missile. You count out another 10 seconds, but then decide to use Imagined Attack. You must count another 10 seconds before you could cast Imagined Missile again).

Imagined Missile requires one hand free. You may use Imagined Missile even with a Shield in your off-hand.

This skill can only be used in the Slumberland.

A Note About Attacking Dreams: It is possible to use physical force to combat threats in the dreaming, and it is usually important to be able to do so. However, things rarely go away forever just because their dream form has been defeated.

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Imagined Strike*

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset: Instant

Prerequisite: Imagined Missile

Restriction: None

Skill Points: None

Notes: You may choose to add "to Dream" to any called melee strike, unless that strike already has a "to {Type}" in the call, while within the Slumberland. This includes other Sandman abilities. For example, you could choose to call Imagined Attack as "3 Damage to Dream" or "3 Damage by Will to Dream" instead of "3 Damage by Will," but you could not change or add "to Dream" to a "5 Damage to Dragon" call.

If you have the Awakened Dreamer skill, you may add "to Dream" to any strike made outside the Slumberland, with the same restrictions as above.

Greater Imagined Missile

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset: Instant

Prerequisite: Imagined Missile, Imagined Strike

Restriction: None

Skill Points: None

Notes: You may choose to call your Imagined Missile attacks as "1 Damage to Dream." You cannot use this skill if under a Silence effect (though you may continue to throw uncalled damage), though you may continue to throw uncalled packets as per Imagined Missile.

Imagined Attack*

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset: Encounter

Prerequisite: Imagined Missile

Restriction: None

Skill Points: 1 Imagination

Notes: While in the Slumberland, you may strike foes with the power of your imagination. A short incant (6+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered as a weapon strike. In either case, the verbal is, "3 Damage by Will."

Imagined Attack requires one hand free. You may use Imagined Attack even with a Shield in your off-hand.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland, but if delivering as a packet attack, you must have both hands free.

You cannot use this skill if you are under a Silence or Weakness effect.

Accurate Imagined Attack

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset: Instant

Restriction: None

Prerequisite: Imagined Attack

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Skill Points: None (still costs the 1 Imagination for the original skill use, but does not cost extra)

Notes: You may now focus your Imagined Attack, guaranteeing that it will strike your target. This still requires a short incant (8+ syllables). This is an add-on enhancer to the Greater Imagined Attack skill. You may still choose to throw a packet or swing the attack, or you may choose to call your "Imagined Attack" as "By My Gesture, 3 Damage by Will" or "By Your Name <<name>>, 3 Damage by Will".

This skill may only be used in the Slumberland (you cannot use By My Voice or By My Gesture outside the Slumberland). Accurate Imagined Attack requires one hand free. You may use Accurate Imagined Attack even with a Shield in your off-hand.

You cannot use this skill if you are under a Silence or Weakness effect.

Greater Imagined Attack

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: While in the Slumberland, you can strike foes with the power of your imagination. A short incant (8+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered by weapon strike. In either case, the verbal is, "5 Damage by Imagination." This skill may only be used in the Slumberland.

Greater Imagined Attack requires one hand free. You may use Greater Imagined Attack even with a Shield in your off-hand.

You cannot use this skill if you are under a Silence or Weakness effect.

Accurate Greater Imagined Attack

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Greater Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may now focus your Greater Imagined Attack, guaranteeing that it will strike your target. This is an add-on enhancer to the Greater Imagined Attack skill. The incant (12+ syllables) should describe the attack. You may still choose to throw a packet or swing the attack, or you may choose to call your Greater Imagined Attack by "By My Gesture, 5 Damage by Imagination" or "By Your Name <<name>>, 5 Damage by Imagination". This skill may only be used in the Slumberland.

Accurate Greater Imagined Attack requires one hand free. You may use Accurate Greater Imagined Attack even with a Shield in your off-hand.

You cannot use this skill if you are under a Silence or Weakness effect.

Imagined Two Weapons*

Character Points

Adept: 20

Empath: ---

Architect: ---

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Reset: Instant
Prerequisite: Small or Medium Weapons
Restriction: None
Skill Points: None
Notes: While in the Slumberland, you may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. This skill is usable only within the Slumberland. If you later purchase a fighter header and the Two Weapons skills, you may immediately sell this skill back.
If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

Imagined Shield*

Character Points

Adept: 20
Empath: ---
Architect: ---
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: While in the Slumberland, you may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks unless those attacks are "by Massive". This skill is usable only within the Slumberland. If you later purchase a fighter header and the Shield skill, you may immediately sell this skill back.
If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

I Do Not Dream of Dying*

Cost:
Adept: 10
Empath: ---
Architect: ---
Reset: Event
Prerequisite: None
Restriction:
Season: 1 2 3
Max Purchase: 1 2 3
Skill Points: None
Notes: You may opt to become unstable instead of dying from a Death effect taken while in the Slumberland, including if the death is delivered by Imagination, Illusion, or Madness. While outside the Slumberland, you may use this skill on a Death to Dream, Death by Will or Death by Imagination effect. This skill may be used even while drained or stricken.

Imagined Self Healing*

Cost:
Adept: 15
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Sandman Adept
Restriction: None
Skill Points: 1 Imagination
Notes: You may roleplay shrugging off the wounds for three seconds and call "Heal 3 to Self by Imagination." This skill may only be used in the Slumberland.
If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland, but the call is "Heal to Self by Imagination."

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Imagined Mobility*

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may take three seconds to purge an attempt made to hinder your movement. You may call "Purge by Will" to any one Root, Slow, or Maim, even if by Special Traits, unless the call is by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare.

If you have Awakened Dreamer, you may use this to purge any one Root, Slow, or Maim that is by a Mental trait, or by Imagination, Illusion, or Fascination.

Self Awakening*

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: When you take a stun effect and find yourself slipping into the Slumberland, you may force yourself back and away, calling "Purge Stun" after 10 seconds of roleplaying. You may call "Purge Stun" even on Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare. You may instead choose to call "Purge Trance" after 10 seconds of roleplaying to free yourself of a trance that has clouded your mind. This skill MAY be used outside of the Slumberland.

Imagined Avoid

Cost:

Adept: 20

Empath: ---

Architect: ---

Reset: Event

Prerequisite: Imagined Mobility

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: While in the Slumberland, you may call "Avoid" to one attack made "to Dream," "by Will," "by Fear," or "by Imagination". This includes "By my Gesture," "By my Voice" or "By your Name" effects. This skill may only be used in the Slumberland.

Fearless*

Cost:

Adept: 10

Empath: ---

Architect: ---

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Part Two: Skills

Reset: Encounter
Prerequisite: Sandman Adept
Restriction: None
Skill Points: 1 Imagination
Notes: You have mastered your fear. You may call "Resist" to a fear effect. You may resist fear even while awake and outside the Slumberland.

Calm Mind*

Cost:
Adept: 10
Empath: ---
Architect: ---
Reset: Twilight
Prerequisite: Sandman Adept, Fearless, Awakened Dreamer
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: Roleplay for 3 seconds, then call "Purge Frenzy" against any one Frenzy effect, even by Special Traits unless called "by Corruption, Insanity, Horror, Nightmare, or Fairy Magic". You may resist Frenzy even while awake and outside the Slumberland.

Strength of the Mind*

Cost:
Adept: 15
Empath: ---
Architect: ---
Reset: Twilight
Prerequisite: Sandman Adept, Fearless, Awakened Dreamer
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: Roleplay for 3 seconds, then call "Purge Mental by Imagination" or "Purge Imagination/Madness by Imagination" to any Mental effect (such as Awe, Confusion, Despair, Inspiration, Presence, Will, and Trance) or Imagination or Madness effect. This does not work against effects by Insanity or Nightmare (as these are Special Traits). This includes Gesture, By My Voice, and By Your Name effects. You may use this skill while unconscious or dead, but not while Drained. This skill MAY be used outside of the Slumberland.

Dream Warrior*

"You have no power over me."

Cost:
Adept: 25
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Sandman Adept, Imagined Avoid, Strength of the Mind, Greater Imagined Attack
Restriction: None
Skill Points: 1 Imagination
Notes: You have gained such proficiency over your dreamself that you can shrug off attacks, though still at some cost. If you are struck with a weapon or packet attack that is "to Dream", or "by Will, Illusion, or Imagination," you may choose to call "Reduce to 1 Damage" and take a point of damage instead of taking the effect. You may also use this on By My Gesture, By Your Name, "by Insanity" or "by Nightmare" attacks, but the call is then "Reduce to 3 Damage." This skill may only be used in the Slumberland.
If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

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Part Two: Skills

Sandman Architect Skills

Attuned to the Dreamscape

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Instant

Prerequisite: Sandman Architect, Dreamsight

Restriction: None

Skill Points: None

Notes: Architects have a greater sense for the Slumberland. You can read Dream tags that are expressly labeled for Architects, and will often get a feel for what is amiss around you in the Slumberland.

In some places the barrier between the Slumberland and the Written World is thin. The Architect can sometimes sense these places (a tag would be present), and could use this skill to pierce that barrier. You may also use "Dream Gate" tags where allowed. You therefore may also bring others into the dream with you under Plot Approved conditions. You may bring up to four additional people into the Slumberland, unless the Gate Tag or the NPC Guide specifies differently.

Imagined Distance

"Farther than you thought."

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Encounter

Prerequisite: Sandman Architect

Restriction: None

Skill Points: 1 Imagination

Notes: You imagine your adversaries as farther away than they thought. Call a phrase ("You are farther than you thought!" or something similar) of at least 6+ then call "Disengage to Dream!" This skill may only be used in the Slumberland.

This skill does not require your hands to be free, nor does it require a weapon to use. For example, you may point your finger if you have no weapon in hand.

Greater Imagined Distance

"I said, farther than you thought!"

Cost:

Adept: ---

Empath: ---

Architect: 10

Reset: Twilight

Prerequisite: Imagined Distance

Restriction:

Season: 1 2 3

Max Purchase: 2 3 5

Skill Points: None

Notes: You imagine your adversaries farther away than they thought, and you are fairly adamant about it. Calls a phrase of at least 12+ syllables ("I said you are much farther than you thought!" Or something similar) then make a sweeping gesture and call "By my voice, Disengage and Slam to Dream!" You do not take the effect. This skill may only be used in the Slumberland.

Imagined Quagmire

Cost:

Adept: ---

Empath: ---

Architect: 10

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Part Two: Skills

Reset: Twilight
Prerequisite: Imagined Distance
Restriction:
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: None

Notes: You make the surrounding environment thicker and harder to penetrate. Shout a short description of at least 6+ syllables followed by "In this room, Slow by Illusion." If the encounter is outside, you may call, "By my voice." You do not take this effect. This skill may only be used in the Slumberland.

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Slow by Illusion" or point at your foe and call "By My Gesture, Slow by Illusion" and maintain the gesture for up to 5 minutes.

This ability may have a more profound effect on certain dream creatures.

Dream Snare

Cost:
Adept: ---
Empath: ---
Architect: 10
Reset: Encounter
Prerequisite: Imagined Quagmire
Restriction: None
Skill Points: 1 Imagination

Notes: You imagine a snare that catches the foot of your target. Call a short description of 8+ syllables followed by "By my gesture, Root by Illusion." This gesture may not be maintained for more than five minutes. While the gesture is being maintained, you may not use weapons or damaging attacks. The architect may instead throw a packet and call, "Root by Illusion." This skill may only be used in the Slumberland.

Imagined Disarm

Cost:
Adept: ---
Empath: ---
Architect: 10
Reset: Encounter
Prerequisite: Imagined Quagmire
Restriction: None
Skill Points: 1 Imagination

Notes: You imagine that a weapon or item is snatched from your target's hand. Shout a short description of 12+ syllables followed by "By my gesture, Disarm by Will." This skill may only be used in the Slumberland. Once your target drops the targeted item, you must drop the gesture.

Imagined Pain

Cost:
Adept: ---
Empath: ---
Architect: 15
Reset: Encounter
Prerequisite: Sandman Architect
Restriction: None
Skill Points: 1 Imagination

Notes: You create an atmosphere that is hazardous. Shout a description of your intent of at least 10+ syllables, followed by "In this room, Agony by Imagination." If the encounter is outside, you may call instead, "By my Voice." You also take this effect, though you may choose to resist it if you have the skill to do so. This skill may only be used in the Slumberland.

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Part Two: Skills

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Agony by Imagination " or point at your foe and call "By My Gesture, Agony by Imagination " and maintain the gesture for up to 5 minutes.

Storm of Dreams

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Twilight

Prerequisite: Imagined Pain

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You create an atmosphere that is harmful. Shout a description of your intent that is at least 12+ syllables long, followed by "To the room, 1 Damage by Imagination." If the encounter is outside, you can call instead, "By my Voice." You do not take damage from this effect. This skill is only usable in the Slumberland.

Clearing the Slumberland

Cost:

Adept: ---

Empath: ---

Architect: 10

Reset: Twilight

Prerequisite: Attuned to the Dreamscape, Imagined Distance

Restriction:

Season: 1 2 3

Max Purchase: 4 5 6

Skill Points: None

Notes: You are able to clear the Slumberland of Imagined hazards. Shout a description of your intent (at least 8+ syllables), followed by "To the room, Cure Root/Slow to Sandman" or "To The Room, Cure Root/Slow to Dream," and then take an Agony effect to Self (this does not need to be called). If the encounter is outside, you can call instead, "By my Voice." This skill may only be used in the Slumberland.

The Sound of Silence*

Cost:

Adept: ---

Empath: ---

Architect: 15

Reset: Event

Prerequisite: Clearing the Slumberland, Storm of Dreams

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: none

Notes: You clear the Slumberland of all sound, bringing the quiet of waking slumber to the dreamscape. Spend 10 seconds in appropriate gestures and quietly speaking of the intent to silence the dreams, and then call "To The Room, Silence by Will." You may also choose to append "to Dream" at the end of the call. This will affect you as well, unless you have an appropriate defense.

Instead of bringing silence, you may choose to clear it away. You may choose instead to reverse this and may call "To The Room, Cure Silence by Will." You may also append "to Dream" to the end of the call.

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Part Two: Skills

If you have the Awakened Dreamer skill, you may use this outside of the Slumberland as follows: you may choose to throw a Packet for "Silence by Imagination" or point at your target and call "By My Gesture, Silence by Imagination" and maintain the gesture for no more than 5 minutes.

It's Really Not That Scary*

Cost:

Adept: ---

Empath: 10

Architect: 10

Reset: Twilight

Prerequisite: Clearing the Slumberland, Cure Mind

Restriction: None

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: none

Notes: Architects who have also learned to be Empathic can clear a dreamspace of fear. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure Fear by Inspiration." You may also choose to call this as "Remove Fear by Inspiration." If the encounter is outside, you may call "By My Voice" instead.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland

It's Better Now

Cost:

Adept: ---

Empath: 10

Architect: 10

Reset: Twilight

Prerequisite: It's Really Not That Scary

Restriction: None

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: none

Notes: Architects who have also learned to be Empathic can clear a dreamspace of darker emotions. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure {Trait} by Inspiration" where Trait can be one of: Confusion, Despair, Fear, Gloom, Illusion, or Madness. You may also choose to call this as "Remove {Trait}." If the encounter is outside, you may call "By My Voice" instead. This skill may only be used in the Slumberland.

Hidden in the Dream* *"These are not the Dreamers you are looking for"*

Cost:

Adept: ---

Empath: ---

Architect: 10

Reset: Encounter

Prerequisite: Attuned to the Dreamscape

Restriction: None

Skill Points: 1 Imagination

Notes: You blend with the Dreamscape so well that you can "Resist" an "Expose to Dream" or "Expose Sandman" effect. You do not have to call the resist, since that would expose you in any case. Once you resist it, you may resist any additional calls from the same source for the remainder of the encounter without spending additional Imagination.

If you have the Awakened Dreamer skill, you may use this even outside the Slumberland.

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Part Two: Skills

Illusionary (Dream) Shield*

"These are not the Dreamers you are looking for"

Cost:

Adept: ---
Empath: ---
Architect: 10

Reset: Twilight

Prerequisite: Attuned to the Dreamscape

Restriction: None

Skill Points: None

Notes: You draw a bit of the Slumberland to and around you to confuse your enemy to thinking you are where you are not. Call "Elude by Imagination" to one weapon or packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

If you have the Awakened Dreamer skill, you may use this even outside the Slumberland.

Grounded to the Dreamscape

Cost:

Adept: ---
Empath: ---
Architect: 10

Reset: Twilight

Prerequisite: Attuned to the Dreamscape

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Resist" to an affect that is "By my Voice" or "To the Room," including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may use this skill while unconscious or dead, but not while Drained. This skill is only usable while in the Slumberland.

Figment of the Dream*

Cost:

Adept: ---
Empath: ---
Architect: 15

Reset: Event

Prerequisite: Hidden in the Dream, Grounded to the Dreamscape, Awakened Dreamer

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: While in the Slumberland, you may clasp your hands in front of you, palms together, and call "Imbue to Self by Dreaming." You gain the spirit trait and can call "Spirit" to any effect, including Imagination, unless it is delivered "to Spirit" or by Corruption, Doubt, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You may walk freely, but may not speak to anyone unless they use "Speak to Spirit" or "Speak to Dream." Most creatures of the Slumberland might ignore a Figmented character as if he was not there. This effect lasts until you takes an effect, until you drop your hands, or until you leave the Slumberland.

If you have the Awakened Dreamer skill, you are able to step part way into the Slumberland. You cannot walk, but must remain in one place, with your arms crossed in front of you. You gain the "Spirit" trait and call "Spirit" to any effect, unless it is delivered "to Spirit," "to Dream," or is delivered by Madness, Insanity, Horror, Nightmare, Fairy Magic, Doubt, or Corruption. This lasts until you take an effect, move, or drop your arms.

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Part Two: Skills

Dreamweaving

Cost:

Adept: ---

Empath: ---

Architect: 25

Reset: Event

Prerequisite: Architect, Awakened Dreamer, Clearing the Dreamscape, Figment of the Dream

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: This is the pinnacle of all Architect abilities, the ability to change a dream in a profound way. This skill cannot be used while combat is taking place. You may use this once per event per time bought.

This skill may be used in one of two ways; in the first, there will be an octagon with a tag "Dreamweaving." You may read the tag (does not expend the skill); the tag may inform you of changes you can make in this dream or grant you additional abilities temporarily, and will inform you if doing so will expend a skill you.

Or you may expend a use the skill to try and change a dream profoundly yourself. You must approach a target, usually the Dreamer or host of the Dreamscape, call "Imbue by Dreamweaving" and state what you are attempting to change.

Example: An architect observes a person's dream, in which a dream creature or nightmare creature masquerading as the dreamer's sister. The architect may use this skill to make the dreamer see the architect as the sister instead. He would call "Imbue by Dreamweaving. You see me as your sister." The architect must then attempt to act as part of the dream, or risk disrupting it. Further, while the Nightmare Creature may still be there, the Dreamer will no longer see it as their sister.

Example: The architect observes a dreamer shivering from cold and tormented by a blizzard. The architect may then use the skill to change the landscape. He would call "Imbue by Dreamweaving. You feel it is warmer, and the snow has stopped." You must continue to engage the dreamer in reasserting the new dreamscape, should an opposing creature attempt to change it back.

You are encouraged to be creative with this skill.

If Dreamweaving cannot be used in a scenario (your skills are either not sufficient, the dream is too strong, or something else is occurring), the NPC will state, "No effect. Let me Clarify. No effect." If this is called, the use of the Dreamweave is not lost, but the skill will have no effect during this encounter.

If Dreamweaving can be used, but the attempt is something beyond your skill, the NPC will state, "No effect." Your use of this skill is not expended.

If the attempt was successful but the creature or dreamer was unaffected, the NPC would state "Resist." In this case the skill would be expended.

If you use this skill to change your appearance, you are considered to have the "Illusion" trait and will expose to it, unless you have a skill to resist an expose. A normal Cure or Remove Illusion will not remove the Dreamweaving, however, unless it is called by Dreaming, Nightmare, Glamour, Fairy Magic, Doubt, Corruption, or the (Written) Word. A "(Inflict) Dispel to Dream" will work as well. In all cases, any appropriate defenses apply.

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Sandman Empath Skills

Soothing the Dreamer*

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Sandman Empath

Restriction: None

Skill Points: 1 Imagination

Notes: Typically a dreamer will feel agitated whenever someone enters his Dreamscape uninvited. This agitation can have different effects depending on the nature of the dreamer, but can range from hostility and wariness to physical pain to uninvited guests. This skill allows you and your companions to enter the Dreamscape of another dreamer without causing alarm. If the dreamer is hostile, this skill will have no effect. Upon entering a Dreamscape the Empath calls, "By my voice, Imbue to Dreamer, Soothe the Dreamer." This use of the skill cannot be used in the waking world.

This skill may also be used to calm a frenzied target. You may call, "By my Gesture, Cure Frenzy by Imagination." The Cure Frenzy may be used in the real world, but if so, you must throw a packet, and the call becomes, "Cure Frenzy by Imagination"

Understanding the Dream

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Instant

Prerequisite: Empath, Dreamsight

Restriction: None

Skill Points: None

Notes: After five minutes of being in a dream, you can sometimes get a feel for the state of mind of the dreamer. You can read yellow tags only usable by Empaths.

If a dreamer or other creature has a yellow "Understanding the Dream" tag on them, you may go up to them and say, "Imbue Understanding the Dream." The effect varies depending on the dream, but could range from no effect, to additional clarification, or to a change in the Dreamer's behavior towards you or the dreamscape. You may only use this version of the skill (imbue) once per encounter and must take a Rest encounter abilities action before using it in this manner again.

Finding the Dreamer

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Understanding the Dream

Restriction: None

Skill Points: 1 Imagination

Notes: You may locate a Dreamer or other dream entity within a Dreamscape or the Slumberlands. You must know the target's name. Call out "By your name, {name}, Expose by Imagination."

Dreamspeaker*

Cost:

Adept: ---

Empath: 5

Architect: ---

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Part Two: Skills

Reset: Encounter
Prerequisite: Understanding the Dream
Restriction: None
Skill Points: 1 Imagination
Notes: This ability allows you to “Speak to Dream” or “Speak to Spirit by Imagination”. This skill is usable outside the Slumberland.

Granting Daydreams*

Cost:
Adept: ---
Empath: 10
Architect: ---
Reset: Encounter
Prerequisite: Awakened Dreamer, Dreamspeaker, Dreamgiver
Restriction: None
Skill Points: 1 Imagination
Notes: You may work to give a dream that touches the dreams of another in order to temporarily awaken the dreaming aspect of their imagination allowing your Empathic abilities can more easily work upon them. Spend 60 seconds speaking of a dream that you are giving to them, then touch up to 6 people who heard you speaking, and say "Grant Encounter Dream Trait by Imagination." Explain to the individuals that the Dream trait lasts for the remainder of the Encounter and that when the Encounter ends, they will find themselves distracted and sleepy and desiring a nap. This is a roleplaying effect only. You may also create a tag to hand them as follows:

Granting Daydreams

"Encounter Grant Dream Trait by Imagination." You have the "Dream" trait for the remainder of the encounter, and find that things are a little surreal, as if you are now dreaming. When the encounter ends, the trait will be removed. You will also find yourself distracted, thinking of dreams, and sleepy, desiring a nap. This is a roleplaying effect only, and should be roleplayed as appropriate to your character.

Stabilize*

Cost:
Adept: ---
Empath: 10
Architect: ---
Reset: Instant
Prerequisite: Empath
Restriction: None
Skill Points: None
Notes: You may touch an unstable target with a packet and call “Stabilize to Dream .”
This skill may be used outside the Slumberland if you have purchased the Awaken Dreamer skill, but you must then touch the target for 10 seconds before calling "Stabilize to Dream". You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

Heal Dream*

Cost:
Adept: ---
Empath: 10
Architect: ---
Reset: Encounter
Prerequisite: Sandman Empath, Stabilize
Restriction: None
Skill Points: 1 Imagination
Notes: Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 6 Points of "Heal to Dream" while within the Slumberland. Touch or throw a packet to the recipient and call "Heal X to Dream," where X is the number of points you wish to heal. You may use these 6 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Dream" and then

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touch a packet to a second target and call "Heal 2 to Dream." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberland if you have the Awakened Dreamer skill, but outside the Slumberland the pool is reduced by half to a Pool of 3 and it requires 3 seconds of concentration (representing hypnotizing, influencing the dreams/mind, or empathizing with the target) to use. You may touch a packet after those 3 seconds, or concentrate and then throw a packet. It is 3 seconds per casting, so it is only 3 seconds whether you cast "Heal 1 to Dream" or "Heal 3 to Dream." Note that the target must have the Dream trait (ie, be an Awakened Dreamer, or have been granted the Dream trait via "Grant Daydreams" or another means).

Accurate Heal Dream

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Instant

Prerequisite: Heal Dream

Restriction: None

Skill Points: 1 Imagination

Notes: You may now use your Heal Dream "By Your Name" instead of touching or throwing a packet, though it is difficult to do so. It will require 1 Imagination for each use delivered "By Your Name." You then take a Short Agony (3 seconds), which must be rested off.

For example, you spend 1 Imagination to gain a Healing Pool of 6 points. You touch cast a Heal 2, then touch cast a Heal 1. You see a comrade down behind the enemy lines, and so you decide to deliver your remaining healing by name. You would then spend 1 Imagination to call "By Your Name, <Name>, Heal 3 to Dream," and take a Short Agony to Self.

This is only usable in the Slumberland.

Heal the Dreamer's Dreams*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Accurate Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: Once per twilight per time bought, you may heal the dreams of a specific dreamer. Say a phrase of 6+ syllables and call either "By Your Name, <Name>, Heal 2 to Dream" or "By Your Name, <Name>, Heal 4 to Sandman." You may attempt to use this on targets that do not have the Dream or Sandman trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberland, you must append "and Short Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

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Part Two: Skills

Heal All the Dreams*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Event

Prerequisite: Heal the Dreamer's Dreams, Accurate Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: You may draw upon your personal dreamscape to heal other dreams, though it is painful and difficult to do so. Call out "By My Voice, Heal to Dream and Agony to Self." You may also choose to call "to Sandman" instead of "to Dream."

This skill can only be used in the Slumberland, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberland, you must append "and Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

Healing the Unawakened*

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Heal Dream, Awakened Dreamer

Skill Points: 1 Imagination

Notes: For those who do not always dream, it is difficult to reach their mind to imagine they are healed. As an Empath, you can temporarily make the Unawakened sleep so that you can reach their dreaming mind in order to heal them. This is a skill that is only usable outside of the Slumberland. You may say a phrase of 6+ syllables, then touch a packet to the target (you cannot throw it) and call "Short Stun and Heal 2 by Imagination." This may only be used on a willing or already unconscious target. It cannot be used to render an unwilling target temporarily unconscious; please obey the spirit of the skill.

Cure Mind*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Encounter

Prerequisite: Soothing the Dreamer

Restriction: None

Skill Points: 1 Imagination

Notes: You may role play with a target for a full minute, reassuring him that all is right with the world, touch a packet to him, and then call "Cure Mental by Imagination." This will cure any Mental effects (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, and Will).

For effects "by Trance," you need only spend 10 seconds speaking to an individual to snap them out of a trance; call "Cure Trance by Will."

This spell will also cure effects by Fascination, Illusion, Madness, and Imagination. The call would then be "Cure Fascination/Illusion/Imagination/Madness by Imagination".

This skill can NOT be used to cure effects by Doubt, Corruption, Glamour, Fairy Magic, Nightmare, Horror, Insanity, or Dreaming, though in some rare cases it may have some affect upon inflictions with those traits even though it will not cure it.

This skill is usable outside of the Slumberland.

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Part Two: Skills

Shield the Imagination*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

Notes: You may roleplay with a target, reassuring them, then call, "Grant Extra Defense, Shield Will or Imagination". This grants the recipient a Shield against the first "by Will" or "by Imagination" effect that affects them. Within the Slumberland, you gain 2 Grants with each use, but only 1 when used outside the Slumberland. This is usable outside of the Slumberland.

Mind Over Matter*

Cost:

Adept: ---

Empath: 15

Architect: 15

Reset: Twilight

Prerequisite: Attuned to the Dreamscape, Cure Mind

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

Notes: An Empath who has also learned to manipulate the Slumberland themselves as an Architect can sometimes manipulate a person's mind to believe that what is happening to them isn't real. Spend at least 5 seconds explaining how it isn't real or that their mind is stronger than these afflictions, Touch a packet and call "Cure Agony/Drain/Maim/Paralyze/Repel/Root/Silence/Slow/Stun and Inflict by Imagination." Hand a tag that reads:

Mind Over Mater

You are cured of the effect named in the Cure, but it is all in your head. For the remainder of the encounter, behave as if the effect is cured. At the end of the encounter - or if you are knocked unconscious at any time - take the effect again, but now it lasts double the normal time.

This can be used outside of the Slumberland if you have the Awakened Dreamer skill.

Imagined Repel* "I'm getting angry!"

Cost:

Adept: ---

Empath: 15

Architect: ---

Reset: Encounter

Prerequisite: Empath

Restriction: None

Skill Points: 1 Imagination

Notes: You may throw a packet and call "Repel by Fear." You may choose to add "to Dream" to the call.

Alternately, you may utter a brief description ("A gust of wind forces you to back away.") of 10+ syllables and follow it with "By My Gesture, Repel by Imagination." You may choose to add "to Dream" to the call. You may maintain the gesture as long as you continue to talk to the target about why they cannot approach you. The effect ends if you are Silenced, stop talking, or drop the gesture. You may have two of these active at one time, one with each hand.

This skill is not usable outside of the Slumberland, unless you have the Awakened Dreamer skill.

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Part Two: Skills

Desperate Imagined Repel*

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Event

Prerequisite: Imagined Repel

Restriction:

Season: **1 2 3**

Max Purchase: 2 3 5

Skill Points: None

Notes: You are able to draw upon your adversary's fear, even when exhausted. This works exactly as Awakened Imagined Repel, but is an event skill that only works per time bought and costs no attribute points.

Imagined Agony*

"You wouldn't like me when I'm angry!"

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Encounter

Prerequisite: Imagined Repel

Restriction: None

Skill Points: 1 Imagination

Notes: You may call "By my Gesture, Agony by Imagination." The gesture may be maintained for no more than 60 seconds. You may also choose to throw a packet instead and call "Agony by Imagination". This skill cannot be used outside the Slumberland. You may have two of these active at one time, one with each hand, but otherwise cannot use any other skill (except to use a defense, such as resist) while maintaining the gesture. This skill is not usable outside of the Slumberland, unless you have the Awakened Dreamer skill.

Wounding Headache

Cost:

Adept: ---
Empath: 15
Architect: ---

Reset: Instant

Prerequisite: Imagined Agony, Finding the Dreamer

Restriction: None

Skill Points: None

Notes: You may reach into the mind of another and cause them harm through the force of your Imagination tearing into theirs. You may throw one uncalled packet every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

For example, you cast a Wounding Headache and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another packet. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Headache. You count out another 10 seconds, but then decide to use Heal Dreams. You must count another 10 seconds before you could cast Headache again).

Wounding Headache requires one hand free. You may use Headache even with a Weapon or Shield in your off-hand. This skill can only be used in the Slumberland.

Migraine*

Cost:

Adept: ---
Empath: 10

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Part Two: Skills

Architect:	---
Reset:	Instant
Prerequisite:	Wounding Headache
Restriction:	None
Skill Points:	None
Notes:	This is the same as Wounding Headache, except that you may choose to call "1 Damage by Will." You may also use this outside the Slumberland, if you have the Awakened Dreamer skill. It is otherwise exactly as the Wounding Headache skill.

Empathic Link*

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Instant
Prerequisite:	Finding the Dreamer, Dreamspeaker, Cure Mind
Restriction:	Only one active Empathic Link
Skill Points:	1 Imagination
Notes:	You may create an Empathic Link with another. To activate this skill, you must spend at least one minute roleplaying a heart to heart conversation with the person. Then, when the roleplaying is done, you must ask the person for permission to form an empathic link with them (if you don't think they understand what this constitutes, you must explain it to them). If they agree, you can touch a packet to the person and to yourself, and call out "Imbue by Imagination" each time. You now have established an empathic link, which lasts for the entire event. You can choose to break the empathic link when you refresh your Encounter Skills, at which point you are free to form a different empathic link. You can use this link in the following ways: * You can, at any time and for no skill point cost, touch a packet to your linked person and call out "Stabilize by Empathy and Agony to Self." This does not require your hands to be free. If the person with the Empathic Link cannot be physically reached, you may instead choose to call "By Your Name, <Name-of-Person>, Stabilize by Empathy and Short Stun to Self." * You can, at any time and for no attribute cost, roleplay with your linked person for at least 30 seconds, then touch a packet to them and call out "Cure Mental by Empathy and Short Drain to Self" The target cannot be actively engaged in combat during this time (they cannot be actively wielding weapons or packets, or be struck by a melee, packet, or missile effect. By My Voice or To the Room effects do not disrupt your roleplaying). The target must be conscious and able to hear you for this to work...thus, you can do it to a target who is Drained or Paralyzed, for instance, but not to one who is Stunned. * You can transfer Imagination to the person. Touch a packet to them and call out "Waste 2 Imagination to Self by Empathy. Refresh 1 Imagination by Empathy." * You can, at any time and for no point cost, call out "By Your Name, [Name of linked person] Expose by Empathy." * You can, once per encounter and at no point cost, draw upon your mental reserves and dreamspace to heal the person in an act of desperation, though it comes at a cost to yourself. Call, "By your name, <name>, Heal 1 by Empathy." You then take 2 Damage and Agony to Self. * You may use any of your "to Dream" skills upon the person with whom you have an Empathic Link, even if they do not have the Dream trait or you are not in the Slumberland. In this situation, you would replace "to Dream" with "to <name-of-character> by Imagination." You take an agony effect if using these skills outside of the Slumberland, as drawing upon a personal dreamspace of a non-dreamer while not in the slumberland is difficult and painful, unless the Linked person has the Dream trait. You must otherwise follow the restrictions of the skills you are using, and must still spend the Imagination costs. Additional Notes: * You can only have one Empathic Link active at a time. * You may choose to keep this active between events. Please note in your PEL if you do so. You do not need to re-establish it at the beginning of the next event if you do so; you may enter game with it active.

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* This is also a roleplaying skill. Players are welcome to define the degree to which Empathic Link affects their roleplay and the amount of "mental" or "emotional" insight into one another the link gives them. It is entirely possible that Plot may utilize this skill if active in other ways, but there is no guarantee and players should not rely on it. *(But you need to let us know who have an empathic link with, so please tell us in your PELs and drop a note in the staff/plot box when you have formed one or changed one!)*

* Particularly powerful entities may be able to make use of this, so Empaths should be careful who they establish an Empathic Link with.

Dreamkeeping*

“Dream of life, not death”

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Twilight

Prerequisite: Empathic Link

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may touch a target who has died and call "Imbue to Dead by Dreamkeeping." The target stops counting their death count for up to thirty minutes, so long as you remain in physical contact and tell them of the dream that is holding their spirit within their body. You must spend this time describing to them the dream they are experiencing.

This skill does not require your hands to be free.

Frightened Awake*

“Wake up!”

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Twilight

Prerequisite: Imagined Agony

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

Notes: You may touch a packet to a Stunned character, give a brief description of what is startling them in their dream (for example, “You suddenly dream you are falling off a cliff”) and call “Cure Stun by Fear.” This is usable outside the slumberlands, and does not require your hands to be free.

Bags of Sand*

Cost:

Adept: ---
Empath: 15
Architect: ---

Reset: Event

Prerequisite: Frightened Awake

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

Notes: By flinging the sands of the Slumberlands at the mind of your target, you may force them to slumber. Say an incant of 8+ syllables, then throw a packet for "Stun by Will."

If you have the Awakened Dreamer skill, you may use this outside the Slumberlands.

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Dreamgiver

Cost:

Adept: ---

Empath: 15

Architect: ---

Reset: Event

Prerequisite: Finding the Dreamer, Dreamspeaker

Restriction:

Season: 1 2 3

Max Purchase: 2 2 2

Skill Points: 1 Imagination

Notes: You can reach out in your dreams to another, and attempt to give them a dream. Note that any individual slumberland is subject to interpretation by that dreamer, and thus the dream may not convey exactly as you intended. You may use this skill during the event (by putting a dream into the Plot Box in the tavern, or by handing to a Plot Staff member), or you may use it Between Events to send a dream.

You may use this skill one of the following ways:

* You may attempt to send a specific dream. You must write up this dream and submit it by the PEL deadline after the event. While the chances are good that the dreamer will dream exactly as you intended, it is not guaranteed that their personal slumberland will not change the dream in some fashion or that they will interpret it as you intended. Please include what information, message, or intent you have with the dream being sent.

* You may instead submit what message, information, or intent you are trying to convey to the individual to whom you are sending a dream, and trust that the Slumberland will craft the dream to do just this. While this is open to more interpretation and you may not know exactly what shape the dream took, or what other affect it may have on the dreamer, it is also likely to convey the intent in a fashion best understood by the dreamer.

* You may use this to attempt to catch the dreamers of another, and spy into their dreams. This use is not guaranteed, as it requires Plot Staff to have the time to respond to the request. Provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Dreamgiver in-game and provide a response to you so that the Dream is given to you during the course of play. It is up to you to return to the Plot Box to check to see if there is a reply.

* In either case, beware - your target may become aware of your intrusion into their dreams.

* In rare circumstances, you may be able to use this skill during a weekend event, but submitting a dream to the appropriate Plot Staff person. There is no guarantee a dream can be given during a weekend event, and if the skill is used during the event, it may not be used between events.

* You may purchase this skill more than once (so that you can use it during an event), but you may only use it once between events.

Empathic Dreamer

Cost:

Adept: ---

Empath: 25

Architect: ---

Reset: Event

Prerequisite: Awakened Dreamer, Empathic Link, Finding the Dreamer

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Notes: This is the pinnacle of Empathic Dreaming, and allows the Empath to give their aid to another within that individual's personal Slumberland, by sharing the other's Dream. This is dangerous, but can lend great strength to the dreamer.

To use this ability, touch a packet to the dreamer and call "Imbue by Empathic Dreamer." If you do not think the Dreamer understands what this means, explain it to them or provide an Imbue card.

When this ability is used, your Imagination and Draw from the Dream points are automatically refreshed, as if you had spent a between encounter rest action. When this skill ends, your Imagination points return to where they were or their current amount, whichever was lower. (*For example*, you have 3 Imagination Points and 2

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Imagination Points from Draw from the Dream, for a total of 5 Imagination Points. You've used 3, so your current total is 2 Points. You use Empathic Dreamer, and your point total is restored to 5. During the dream, you use 2 Imagination Points, making your active total 3. When the Empathic Dreamer skill ends, you would return to 2 Points. If instead you had used all 5 Imagination Points during the encounter, when Empathic Dreamer ends, you would remain at 0 Imagination Points).

In some cases, the ability may be used on a sleeping Dreamer prior to entering the Slumberland. The dreamer may have an octagon on them with "Empathic Dreamer" written on it, or they may clarify with a "Let Me Clarify" call that this skill may be used on them. Touch a packet to the dreamer, and call "Imbue by Empathic Dreamer." Though you may travel as a spirit to the Slumberland, the ability will still be considered active.

In other cases, you may encounter an octagon with "Empathic Dreamer" on it before a Slumberland Gate. You may use touch the octagon, call "Imbue by Empathic Dreamer," and read the attached tag. Your Empathic Dream connection is considered active to the dreamer whose dream this is. Once entering the Dream, you must find the Dreamer and remain within arm's length once you find them. At that point, if you leave the dreamer's side, the ability ends.

So long as you remain within arm's reach of the Dreamer you are sharing the Dreamer's dream. (If the Dreamer suddenly lunges forward out of reach, but you immediately follow, the skill is still considered to be in effect. It is only if you stop paying attention or do not notice and immediately follow, move away, or are struck down and left behind that would cause the ability to end.) The ability also ends if you leave the Slumberland, rest to recover Encounter skills, or are slain. You may converse with others while this is active, but cannot use any abilities that would affect anyone other than the Dreamer or yourself. If you do, this ability ends.

You are affected by any calls that land upon the Dreamer while this is in effect. (For example, if the Dreamer is struck with "1 Damage to Dream," both Dreamer and you would take the damage.) If the Dreamer calls a defense that would negate the effect, then it is also negated for you.

If the Dreamer dies, you die as well.

While this ability is in effect, you can use your defenses for the Dreamer, replacing all "by" calls with "Empathy." For example, using the same scenario as above, if the Dreamer was struck by "1 Damage to Dream" and you had an ability to Resist an attack "to Dream," you could call out "Resist by Empathy" and neither of you would take the effect. If this is not immediately clear to the Dreamer you are attached to, you may call a Cure or Heal by Empathy against whatever effect they received after you called the defense.

Additionally, while this is in effect, you may use your own strength to heal the Dreamer. You may at any point touch a packet to the Dreamer and call "Heal 1 by Empathy" and take a point of damage. This damage cannot be healed while the skill is in effect.

If you also have an Empathic Link with the Dreamer, you may use all of your Empathic Link abilities. You may also Refresh their Imagination in this situation by only expending 1 Imagination of your own. (Call "Waste 1 Imagination to Self and Refresh 1 Imagination by Empathy while touching a packet to them.)

While this ability is in effect, you may attempt to talk to the Dreamer, even if the Dreamer seems unaware of you, and can attempt to convince them that the Nightmare or Dream they are within is not as they really see it. You must be careful – Dreamers, especially non-Sandman Dreamers, can react badly when made aware that they are Dreaming – but you can attempt to influence a Dreamer for the better.

For example, the Dreamer is experiencing a nightmare about the death of his sister. In real life, the Dreamer had tried to save her but failed. The Nightmare controlling this dream, however, is making the Dreamer think that he was too afraid to even try to save her. The Empath can call "Imbue by Empathic Dreamer" and then attempt to convince the Dreamer that he was brave enough to fight the monsters, giving him the strength in his dreams to fight back against what is attacking.

This is not to imply that you must have this skill to convince a Dreamer trapped within a Nightmare that they must wake up, or must overcome their fears. Rather, this skill guarantees that the Dreamer will hear you, even if they are in a situation where normally they could not see or interact with any Sandman. It also means you may use the effects as described above.