

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### 12.8a Witchery Skills

"I drank what?"

--said to be the last words of Socrates

'We're the kind that gives people what they know they really need, not what they think they ought to want.'

-- Granny Weatherwax in Terry Pratchett's *Witches Abroad*

"Those who contemplate the beauty of the earth find reserves of strength that will endure as long as life lasts."

— Rachel Carson

"I feel no need for any other faith than my faith in the kindness of human beings. I am so absorbed in the wonder of earth and the life upon it that I cannot think of heaven and angels."

— Pearl S. Buck

"What you take from the earth, you must give back. That's nature's way."

— Chris d'Lacey

#### Outlook

Witches tend to have a practical, no nonsense way of looking at the world, and view the antics of others, in a professional sense, as somewhat of a waste of time. Priests bury their heads in the past or waste time worrying about what might come to pass with no consideration about what is happening in the now, casting their faith in Words rather than the World. Magicians flap their arms and make clucking sounds and come off as rather silly. Sandmen... well, who knows what dreamers do, really, and who cares? If folks approached the world the way a witch does, they wouldn't need the Sandmen.

Witches practice their craft without the use of verbals or gestures. They get their power directly from the earth, which asks for nothing in return except for a sense of balance. Because of their tie to the natural world, witches tend to try and protect it, treating others who squander the world's resources as foolish, and seeking sometimes to undo them.

Certainly their mastery of herbalism is the stuff of stories, and many seek out Witches for cures and potions and even more.

Some tales tell of the Skin Changer witches, those who have bonded with an animal's spirit. Using their craft, they may use that animal's skin to take on the shape of the animal. Some tales tell of skin changers gone bad, called Skin Walkers or Skin Stealers, who murder beasts and steal their skins and even memories.

Witches are also the caretakers of people, and Hearth Witches are tied to the home like Wood Witches are to the land. The boundaries of those places they call home, infused with a witch's craft and memories of those bonds, is itself a strong magic that Witches of the home can use to heal those within their abode. If dark stories are to be believed, one should never confront a witch in her home or break hospitality there.

Scary stories told around the campfires tell tales of witches who have mastered the craft of Curses, and the mishaps of those who cross a witch are enough to cause even the bravest to pause when encountering a Witch deep in the Woods. Many are the tales of Witches who have gone Bad, almost all of whom are Curse-Givers, having forgotten what it means to be human, to be part of nature. Witch Cursery is not available at the start of play.

(A Note: *Cottington's witches are inspired heavily by the Witches of Terry Pratchett's Discworld, with much of our own influence thrown in. If you are not familiar with Granny Weatherwax, Nanny Ogg, Magrat, or Tiffany, we highly encourage you to read his works. We hope you'll be as delighted and inspired as we were.*)

#### Witch Skills

**A note on the use of dolls:** Many witches will craft special dolls with which to cast spells. Some dolls grant abilities (and cost points as described below), and some merely act as foci. It is not unusual for the witch to craft a specific doll to replace the packet used when touching her spells.

The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

**A note on Herbalism:** Many Wood Witch skills require you to "roleplay using herbalism or administering a potion." Wood Witches should have phys reps and props to represent using plants, natural curatives, and potions. These can be anything from mortar & pestle, to dried swatches of herbs hanging off your belt, to bottled potions and elixirs. We encourage you to make this look as much as possible if you are crafting or using a natural curative at the time of use. We also encourage you to have an "Herbalism Workshop" set up somewhere to roleplay crafting potions, poultices, and the like, though it is by no means required.

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#### Skill: Craft

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##### Character Points

**Hearth Witch:** 5,10,15

**Wood Witch:** 5,10,15

**Reset:** Encounter

**Prerequisite:** None

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** none

**Notes:** Skill represents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

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

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

*Example One:* A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

*Example Two:* A character has the Warrior header and has five Skill Points (costing 5 + 10 + 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

#### Diagnose Physical

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##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**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

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##### Character Points

**Hearth Witch:** 10

**Wood Witch:** 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 any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will), as well as the trait, Fascination.

#### First Aid

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##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

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**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.

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#### Cure Maim

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Diagnose Physical

**Restriction:** None

**Skill Points:** None

**Notes:** You may role play over a maimed limb for 60 seconds and call "Agony and Cure Maim".

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#### Smelling Salts

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 10

**Reset:** Instant

**Prerequisite:** Diagnose Physical

**Restriction:** None

**Skill Points:** None/1 Craft

**Notes:** Spend 10 seconds role playing using smell salts to awaken one who is Unconscious or Stunned. Touch a packet to them and call, "Heal 1 and Short Drain to Unconscious by Craft" or spend 1 Craft, touch a packet, and call "Cure Stun and Short Drain by Craft."

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#### Understanding the Nature of Craft

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Craft Skill Point

**Restriction:** None

**Skill Points:** None

**Notes:** You are attuned to the nature of things and can detect when a curse or natural magic has been used. After spending at least 5 seconds attempting to attune to the nature of a thing, you may call, "Diagnose Craft" or "Diagnose Curse." Note that this may only detect a witch's curse, and Fairy Curses or other powerful curses may require greater skill to detect.

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#### Cleanse the Craft

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**Reset:** Twilight

**Prerequisite:** Understanding the Nature of Craft

**Restriction:** None

**Skill Points:** None

**Notes:** You may also attempt to resist another witch's magic OR to remove a witch's magic from another. If struck with an effect "by Craft," you may choose to call "Resist by Craft." Or you may instead use this skill to cure another. Spend at least fifteen seconds gesturing and warding away the craft and you may touch a packet to your target and call "Cure Craft by Craft." You may only Resist OR Cure Craft once per twilight per time bought.

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### Appeasing the Fairies

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#### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Event

**Prerequisite:** Witch

#### Restriction:

**Season:** 1 2 3

**Max Purchase:** 1 1 1

**Skill Points:** None

**Notes:** You know that the Woods/Fairies can be fickle creatures and have learned how to escape their notice or appease their wrath. This skill can be used in one of two ways. You can leave an offering in a place the fairies might visit (this will be a set place in-game) with a small note explaining the slight or issue you are trying to appease. In your PEL, please also note that this was done, and what was left here. Or when encountering a creature of the Woods/Fairies you may say "I Wish to Appease the Fairies, Imbue by Craft", make an offering, and then plead your case. (You may substitute Fairies for "Woods" if you are a Wood Witch, and attempt to appease the Woods or creatures of the Woods, such as the Elves.) Again, please note in your PEL after the event when this was used and what was offered/asked. There is no guarantee that this skill will work as you wish, only that the Fairies/Woods will hear your plea. Be careful who you use it on. It will not make evil or malicious fairies suddenly kind to you and could make matters worse. But used in appropriate circumstances, it can mitigate an offense given to the Fairies or the Woods.

You may instead use this skill to find an "Insight Fairy" (see the Insight Skill; it cannot be used to speak to or find a Patron, however.) Sometimes a fairy might be present who can respond to give you a clue to a puzzle, riddle, or other challenge that you are stumped by. By calling, "By my voice, Expose Insight Fairy," you may sometimes reveal such a fairy. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you. In any case, you should never question the spirit, but should ask your question in the hopes of an answer, and you should be prepared to offer the Fairy something in return for its aid: a story or song, a bit of food or drink, a pretty charm, a drawing, something of some meaning or value (you cannot pick up a random shiny rock and offer it), so it is good to always be prepared in case you might need to ask a favor!

It may be that no hint or answer is forthcoming. There may be no card. The fairy might just shrug its shoulders and say, "I dunno!" If this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.

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### Wood Witch Craft

#### Wood Sense

*"Knowing the Woods"*

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Event

**Prerequisite:** Wood Witch header

**Restriction:** None

**Skill Points:** None

**Notes:** Witches have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

#### Tracking

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##### Character Points

**Hearth Witch:** 10

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may read tracking cards. This skill does NOT allow you to track an NPC, only to read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track.

#### Foraging

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10,20,30

**Reset:** Event

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** You may enter game with a number of herbs in hand. With each level of the Foraging skill, you begin game with 5 special points to purchase herbs from a list. The cost for each herb and the types of herbs available may vary from event to event.

#### Herbalist

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Instant

**Prerequisite:** None

**Restriction:** Wood Witch header

**Skill Points:** None

**Notes:** You understand how to combine herbs into potions. Each recipe is purchased separately, but each recipe is either a skill or a microskill, and can be learned during the course of an event. After the event, you **must** spend character points earned during the event to purchase the recipe.

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Most herbal recipes are drawn with diagrams and illustrations rather than words, and as such you do not have to know how to read or write to understand them. Because the ability to read and write is not a prerequisite for becoming an herbalist, brer are able to learn this skill.

You will be given potion cards for potions you can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

Herbalist is also the prerequisite for some special herbalism-based abilities that witches may buy.

#### Master Herbalist

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Herbalist

**Restriction:** Wood Witch header

**Skill Points:** 1 Craft

**Notes:** You may spend 1 craft and call "Imbue by Craft", thus granting a potion "Master" status. Typically this increases the potion's effectiveness.

Master Herbalist also grants an additional 3 points to those witches who have the Foraging skill.

This also allows Wood Witches to use Enchanted Glades or Foraging points in-game that require this skill and which allows the Witch to either find greater or rare herbs, refresh certain skills, or gain specific benefits or abilities in an encounter. This also allows for some special abilities of other skills below.

#### Resist Poison

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

**Prerequisite:** Wood Witch, Herbalist

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Because you spend all of your time surrounded by herbs and potions, you have learned to resist the effects of poison. You may spend a point of Craft and call "Resist" to a single attack by Craft or by Poison. This skill may be used while unconscious or dead, but not while Drained.

#### Speak with Animal

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

**Prerequisite:** Wood Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** With an effort of will, you can understand and converse with the creatures of the wood. Call "By my Gesture, Speak to Animal." Note that this spell in no way guarantees that the animal will want to speak with you, and does not make a hostile animal friendly or in any way subject to your will. Also, some brer animals can speak the language of men, so this spell is not always needed. You would do well to try and speak with the animal normally before spending the craft to do so.

#### Calm Animal (Cure Frenzy)

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

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**Prerequisite:** Speak with Animal  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** With an effort of will, you can calm an enraged animal. Spend five seconds speaking in soothing tones loud enough for the frenzied animal to hear you, then throw a packet and call "Cure Frenzy to Animal by Craft." If the animal takes no effect from this spell (perhaps he wasn't frenzied, but very, very angry) you do not lose your point of Craft. This does work on Brer, as Brer have the Animal trait.  
 Only one hand needs to be free (the casting hand) to use this ability.

#### **Enrage Animal (Frenzy)**

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##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Speak with Animal

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may spend five seconds speaking to rile your target up, then, with an effort of will, you may cause it to enter a rage. Throw a packet and call "Frenzy to Animal by Craft."

Only one hand needs to be free (the casting hand) to use this ability.

#### **Call Lesser Woodland Animal**

**"Animal Friend"**

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##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 10,20,30

**Reset:** Event

**Prerequisite:** Speak with Animal, Wood Sense

##### **Restriction**

**Season:** 1 2 3

**Max Purchase:** 1 1 1

**Skill Points:** None

**Notes:** You may call upon a woodland creature to carry a message or perform a very basic task. This creature is always of a small or weak variety, and is incapable of fighting (It is never a brer). There is no guarantee that such an animal will answer a witch's call, but it never hurts to try. Such an animal could potentially gather a key from a peg on a wall or carry a spoken message to another witch, or even a written message to someone else.

To call a lesser woodland animal, the witch player should attract the attention of the nearest NPC. She should whisper, "Imbue by Craft, Call Lesser Woodland Animal." If there is a lesser woodland animal nearby, and if other factors align in the witch's favor, the woodland animal may arrive.

Calling a lesser woodland animal can be done fairly quickly, even in the middle of a module, although highly chaotic environments make it less likely such an animal will hear the character and come to help. As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature.

#### **Call Greater Woodland Animal**

**"Animal Ally"**

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##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 20

**Reset:** Event

**Prerequisite:** Call Lesser Woodland Animal

##### **Restriction**

**Season:** 1 2 3

**Max Purchase:** 1 1 1

**Skill Points:** 1 Craft

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**Notes:** You may call upon a more powerful woodland creature to come to your aid. This is a more lengthy and arduous effort of will than summoning a lesser animal friend, and the animal will never be close enough to come quickly.

To call a greater woodland animal, you should call out into the wilderness, and spend no less than fifteen seconds doing so. There is nothing subtle about this call. The call may be anything, but if possible should incorporate the sounds the animal itself would make. You should also drop an imbue card into the Plot Drop-Box so that "the animal is sure to hear you" (and if possible inform a Staff member by Speaking Frankly with them). The process of calling a greater woodland animal is not quick, and there is a chance that no animal will arrive, but if this is the case, you will get some sort of indication.

As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature. Typically, because of her attunement with her environment, the witch will come to know if no such animal is close enough to call. If this is the case, you will not lose the ability at that time and may try again later in the event.

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#### Acorn Pouch

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Special, see below

**Prerequisite:** Master Herbalist

**Restriction:** Herbalist

**Skill Points:** none

**Notes:** You carry a pouch that you have enchanted with your craft. The pouch may carry up to 10 acorns (repped using spell packets). You may draw forth an acorn, focus your craft on it for five FULL seconds, call "I Damage by Thorns", and throw the acorn at your target. While the acorn travels through the air it sprouts wicked thorns, which rend the target on impact.

The enchanted acorns lose their enchantment when they land – they cannot be picked up and reused. An acorn pouch may never carry more than ten acorns at a time, and cannot be refilled until all the acorns within it are expended (thrown or dumped out). Once the bag is emptied, any acorns added to it will be ready for use only after you have rested back encounter skills for fifteen minutes.

If you have the **Master Herbalist skill**, you may gather your acorns and spend 5 uninterrupted minutes in an encounter in order to renew the craft upon your acorns to throw them again.

Only one hand needs to be free (the casting hand) to use this ability.

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#### Grasping Roots

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Acorn Pouch

**Restriction:** Wood Witch

**Skill Points:** 1 Craft

**Notes:** Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you may instead elect to have the acorn sprout entangling roots that bind the target's feet in place. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Short Root by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

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#### Painful Thorns

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Acorn Pouch

**Restriction:** Wood Witch

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**Skill Points:** 1 Craft

**Notes:** Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you may instead elect to have the acorn grow thorns and cause pain. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Agony by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

#### Greater Painful Thorns

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Event

**Prerequisite:** Acorn Pouch

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** 0

**Notes:** One should be careful not to anger a Witch who is within the Woods. You may only use this skill if you are in-game outside and among trees (if a mod building is being used but the description is that you are outside, then it still counts). You cause an acorn to grow thorns and cause guaranteed pain to your target(s). Point at your target and call, "By My Gesture, Agony by Thorns." You may only maintain this gesture for 1 minute.

Note that using an acorn in this manner still expends one acorn from the Acorn Pouch, even though you are not throwing a packet.

#### Craft Wood Stick Doll

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Wood Witch header

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

#### Heal by Wood Stick Doll

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Encounter

**Prerequisite:** Craft Wood Stick Doll

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Role play pricking your finger to mix your blood with the salve and call "Imbue by Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you will heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.

You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing 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

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your Craft Wood Stick Doll 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.

#### Cure Poison

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##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Wood Witch, Craft Wood Stick Doll
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Notes:</b>	You may spend a point of Craft, touch your stick doll to the target and call "Cure poison by poison."

#### Strengthened by Nature

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##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Cure Poison
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	Role play using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure Weakness/Drain/Stricken/Waste by Craft." Both hands must be free, and you must be uninterrupted for the length of the role play.

#### Natural Cure

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##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Strengthened by Nature
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Notes:</b>	Role play using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure <Trait> by Craft" where <Trait> is any Elemental, Physical, or Metabolic trait. Both hands must be free, and you must be uninterrupted for the length of the role play.

#### Unhindered in the Woods

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##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Strengthened by Nature
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	<b>2 4 6</b>
<b>Skill Points:</b>	None
<b>Notes:</b>	You must be outdoors in nature for this skill to work. You are able to move freely in the Woods, even when things seek to impede you. If you are struck by a "Short Slow / Root / Paralyze by <any Elemental or Physical Trait>" while outdoors, you may call "Purge by Craft" after 3 seconds of roleplay. If it is instead a full Slow effect, you may call "Reduced to Short by Craft" and take a Short Slow effect. If it is instead a full Root or Paralyze, after 3 seconds of roleplay, you may call "Reduced to Slow" and take a Slow effect.

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#### Strength of the Earth

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Twilight

**Prerequisite:** Strengthened by Nature

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** You must be outdoors in nature for this skill to work. You are strengthened by nature around you, such that if you fall upon the ground bleeding it will prevent you from dying. Once per twilight per time bought, if you fall unstable and reach your 60 second count, you will become Stable instead of dying or becoming comatose.

#### Herbalist: Acid Splash

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Herbalist, Thrown Weapon

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.

This also counts as having bought the recipe for Acid Splash (both Weak & Strong), and finding the appropriate herbs means you may throw additional uses of this skill with using a craft skill point, per the recipe description.

#### Herbalist: Agility

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Twilight

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

**Notes:** Role play using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Grant Encounter 1 Reflex by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

If you have the Master Herbalist skill, you may once per Event call "Grant Encounter 2 Reflex by Poison" instead.

This also counts as having bought the recipe for Agility, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### Herbalist: Blade Poison

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##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

## Cottingham Woods 2 Player's Guide

### Part Two: Skills

**Notes:** Role play using herbalism and applying a poison to a weapon for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, 3 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### Herbalist: Healing Salve

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

**Notes:** Role play using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Heal 2 by Poison." If you have the Master Herbalist skill, you may instead call, "Heal 4 by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Healing Salve, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### Herbalist: Paralyze Splash

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15,20,25

**Reset:** Event

**Prerequisite:** Master Herbalist, Thrown Weapon

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** Role play using herbalism for 10 uninterrupted seconds, then throw a packet and call, "Paralyze by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Paralyze Splash, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### Herbalist: Weakness Poison

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

**Prerequisite:** Herbalist, Blade Poison

**Restriction:** None

**Skill Points:** None

**Notes:** Role play using herbalism for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, Short Weakness by Poison." If you have the Master Herbalist skill, you may instead call, "Grant Next Melee Attack, Weakness by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Weakness Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### Herbalist: Weakness Splash

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

## Cottington Woods 2 Player's Guide

### Part Two: Skills

**Prerequisite:** Master Herbalist, Thrown Weapon  
**Restriction:** Herablist: Weakness Poison  
**Skill Points:** None  
**Notes:** Role play using herbalism for 10 uninterrupted seconds, then throw a packet and call, "Short Weakness by Poison." If you have the Master Herbalist skill, you may instead call, "Weakness by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.  
This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

#### **The Most Terrifying Thing in the Forest**

---

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

**Prerequisite:** Wood Sense

##### **Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** You must be outdoors within nature (at least ten feet away from any dwelling or manmade thing) for this skill to work.

"A witch ought never to be frightened in the darkest forest, Granny Weatherwax had once told her, because she should be sure in her soul that the most terrifying thing in the forest was her." – Terry Pratchett, *Wintersmith*.

You know that you can be the most frightening thing in the Woods when you choose. Adopt a posture and in as commanding or frightening voice you can muster, saying something 6+ syllables long to that affect, and call "By My Gesture, Repel by Craft." You may instead, once per event regardless of number of times bought, spend 10 seconds and call "By My Voice, Short Repel by Fear."

## Cottington Woods 2 Player's Guide Part Two: Skills

### Hearth Witch Craft

#### Craft Hearth

---

##### Character Points

**Hearth Witch:** Free

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Hearth Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is free for all Hearth Witches. When you arrive in town on Friday night, you may turn your cabin into a place of comfort and safety. To do so, you must first create a "Hearth Anchor" within your home. This must be an obvious centerpiece, and often includes fire or light in some fashion. The Witch must perform some small personal rite before it, then walk the perimeter, attuning herself to the walls of the home. After which, the magic is complete, and she may hang an octagon that indicates a Hearth is established in this building. A Hearth Witch may only ever have one active Hearth. If the Hearth is maintained between events, it does not need to be re-attuned at the start of the next event but is considered already active.

A hearth witch must stay within her home for the Hearth to remain active. If two consecutive nights pass where she does not sleep in her hearth, the Hearth effect fades.

More than one Hearth Witch may share a hearth; they would also share the same Hearth trait.

Once the Hearth is created, the Hearth Witch gains the trait of her Hearth. This trait name must be chosen prior to the event and submitted to Plot for Approval. You cannot use a specific Hearth Trait without plot approval.

#### Hearth's Protection

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill casts a protection over your home. The protection lasts for three nights per casting. Between the hours of 1 AM and 8 AM, no one may enter the hearth witch's cabin and attempt to do harm to anyone within. Weak willed foes or foes without a specific reason to do so will typically not be able to even enter the building. Any harmful actions taken against the foe will break this protection. When a witch protects her home thus, she hangs a device outside, such as a wind chime. In any case, a yellow tag will be given to the witch, and this tag must be displayed as part of the device or on the door.

#### Attune to Other Hearth

---

#### "Home Is Where My Hearth Is"

---

##### Character Points

**Hearth Witch:** 5,5,5...

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Craft Hearth, Craft Woodland Charm

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may harmonize yourself to another hearth or building, and use your abilities as if that place was your own. You must place within that building a representation (a charm of sorts) of your own hearth. You must pace the walls of the building for a good five minutes to attune yourself to the place and to the boundaries of the home. Finally, if the building already is occupied, you must obtain permission from the hearth witch who resides there. If there is no hearth witch in residence, this last criteria may be ignored. Once these conditions are met, you may treat the building as if it was your own. At any point, the resident hearth witch may remove her permission simply by telling you that she has done so.

If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth

## Cottington Woods 2 Player's Guide

### Part Two: Skills

focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

#### Bestow Hearth Trait

---

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may grant your Hearth's trait - and thus the protection of your Craft - to those sharing the building with you. Once your hearth is established, touch a packet to each person who is staying within the heart and call "Grant Trait <Heart-Trait> by Craft." Any person who shares your hearth between events will retain the Trait, and it does not need to be recast at the next event. The trait remains so long as the person stays within the cabin. If a second consecutive night passes where the person does not sleep within the hearth, they will lose the trait. The trait may also be replaced if another Hearth Witch welcomes them into their home and they accept the spell.

A person may only have one hearth trait active at one time.

Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the Hearth Witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, *each* Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

#### Extend Hospitality

---

**"Come in to my parlor."**

##### Character Points

**Hearth Witch:** 5,5,5

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Wood Witch and Hearth Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may extend the hospitality of your hearth to someone who does not live beneath its roof. To do so you must first craft a charm to give to the guest. This charm can be something very simple, from a strip of cloth you wove yourself to a doll of sticks, anything so long as it was crafted by you and given to the guest. The charm does not have to be showing - just carried is enough. When the charm is given to the target, state, "Imbue <<Name of Hearth>> Trait by Craft." While the target carries the charm, he benefits as if he was a member of your hearth.

A person may only have one hearth trait at a time.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Place of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home, you are a healer without equal. So long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present), you may, once every five minutes, call out, "To the room, heal one by Craft."

The hearthwitch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

#### Home of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home, and so long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) you may, after five minutes, call out, "To the room, heal five by Craft to <<hearth trait>>."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

#### Host of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home or other place to which you are attuned, you may tend to or play host (conversing, providing food and drink, or otherwise being hospitable and paying attention to the target) to another for a full five minutes, and then touch a packet to them and say, "You are Well Rested and Heal All by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

#### Place of Curing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** So long as you are playing host to those inside your hearth (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) or tending the wounded (in the case of those in a coma or incapacitated), you may, after 1 minute, touch a packet to a target and call, "Cure <<Disease, Poison, Stricken, Stun, Waste, or Comatose Trait>> by Craft."

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Heal to Hearth

---

**Character Points**

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Craft Hearth, Bestow Hearth Trait

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may spend a point of craft and call "Imbue to Self by Craft." You gain a Healing Pool of six points that you may use to heal members of your hearth. Touch a packet to a hearth member and call out "Heal <<Number>> to <<name of Hearth>> by Craft" where number equals a number up to six but no more than the remaining points in the pool. The pool lasts until all points are expended, until you rest to recover encounter skills, or until you cast this spell again. Thus, you could call out "Heal 6 to <<Hearth Trait>> by Craft" in a one single use, or use six separate castings by calling out "Heal 1 to <<Hearth Trait>> by Craft".

#### Charm of Protection from Poison

---

**Character Points**

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** None

**Notes:** You may gift a charm to a member of her hearth and call, "Grant Defense: Shield Poison by Craft." Typically the charm will contain a bit of dust from the hearth and also a bit belonging to the target, such as a fingernail or bit of hair. The charm must be carried by the target for this benefit to be in effect.

If casting it upon one who has your Hearth Trait, you may instead cast this on 2 members of your Hearth, adding "to <Hearth Trait>" at the end of the call. The 2 castings may be of different defenses.

#### Charm of Protection from Nature

---

**Character Points**

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** None

**Notes:** You may gift a charm to another, spend 30 seconds working the craft upon it, and then touch a packet to them and call, "Grant Defense: Shield Elemental / Shield Physical by Craft." The charm must be carried by the target for this benefit to be in effect.

If casting it upon one who has your Hearth Trait, you may instead cast this on 2 members of your Hearth, adding "to <Hearth Trait>" at the end of the call. The 2 castings may be of different defenses.

#### Unhindered Hearth

---

**"Now head on home!"**

**Character Points**

**Hearth Witch:** 15

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** 1 Craft

**Notes:** Those in your care should never be hindered from returning home. You may call, "Cure <<Root, Slow, Maim, or Paralyze>> to <<Hearth Trait>>."

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Unbinding

“Now head on home!”

---

##### Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Twilight

Prerequisite: Hearth Witch **and** Wood Witch headers

Restriction:

Skill Points: none

Notes: No one should never be hindered from returning home, and you may once per twilight per time purchased aid those not of your Hearth in doing so. You touch or throw a packet and call, “Cure <<Root, Slow, Maim, or Paralyze>>by Craft.”

---

#### Protect my Hearthmates

“May my blessing go with you!”

---

##### Character Points

Hearth Witch: 15

Wood Witch: ---

Reset: Twilight

Prerequisite: Bestow Hearth Trait, Heal to Hearth

Restriction: None

Skill Points: None

Notes: You may extend the warmth and protection of your hearth to those who dwell within it even when they leave to face danger. While within your Hearth or other place to which you are attuned, spend 60 seconds among your hearthmates - you can serve food and drink, talk to them of the meaning of the hearth and your friendship, or similar binding words - and then call "By My Voice, Grant 2 Protection to {Hearth Trait}." This cannot be done during combat, and you cannot be using other skills in the meantime. If done outside your hearth, this takes 2 minutes to complete.

---

#### Stabilize my Hearthmates

“You can’t die yet!”

---

##### Character Points

Hearth Witch: 15

Wood Witch: ---

Reset: Encounter

Prerequisite: Bestow Hearth Trait, Heal to Hearth

Restriction: None

Skill Points: 1 Craft

Notes: No matter where your hearthmates are, they are under your care, and dying is not permitted. You may call, “By my voice, Stabilize to <<Hearth Trait>>.”

---

#### Expose Hearth

“Where did you get to?”

---

##### Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Twilight

Prerequisite: Bestow Hearth Trait

Restriction: None

Skill Points: 1 Craft

Notes: You may learn the whereabouts of those in your care. Call, “By My Voice, Expose <<Hearth Trait>> by Will” OR “By your name, <<Name of Hearth Member>>, Expose by Will.” The witch herself does not need to call out in response to this expose.

---

#### Hearth Witch’s Stabilize

---

##### Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Instant

## Cottington Woods 2 Player's Guide Part Two: Skills

**Prerequisite:** Home of Healing  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You cannot bleed out or enter a coma while in your own hearth or in a place to which you are Attuned. Instead of dying, after the one minute count you become stable.

### Showing the Door

**“Get out!”**

---

#### Character Points

**Hearth Witch:** 15  
**Wood Witch:** ----

**Reset:** Encounter  
**Prerequisite:** Bestow to Hearth  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

### Desperate Showing the Door

**“Get out!”**

---

#### Character Points

**Hearth Witch:** 5,5,5  
**Wood Witch:** ----

**Reset:** Event  
**Prerequisite:** Heal to Hearth  
**Restriction**  
**Season:** 1 2 3  
**Max Purchase:** 1 2 3  
**Skill Points:** None  
**Notes:** You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

### You May Not Speak Until Spoken To

**“Shut up!”**

---

#### Character Points

**Hearth Witch:** 10  
**Wood Witch:** ----

**Reset:** Event  
**Prerequisite:** Showing the Door  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** You do not permit rudeness in your hearth, and may silence those who should not be speaking. You may either throw a packet at a target and call, “Silence by Craft.” Or you may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” However, if you use the gesture attack, you may only maintain the Silence for 60 seconds. You can choose to allow them to speak at any time by either throwing or touching a packet to call “Cure Silence by Craft,” or by dropping your Gesture attack.  
You may use this skill in any hearth to which you are attuned.

## Cottington Woods 2 Player's Guide Part Two: Skills

### Witch Craft of Both Hearth & Wood

*These skills require you to have both Wood Witch and Hearth Witch paths, as well as specific prerequisite skills in those paths.*

#### Hearth Healing by Wood Stick Doll

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Wood Witch header, Heal by Wood Stick Doll, Place of Healing

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters who are trained in both wood and hearth craft. You may fashion a doll from crude materials. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

#### Craft Hearth Stick Doll

---

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Wood Witch header, Craft Stick Doll, Bestow Hearth Trait

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prerequisite for other skills.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

#### Heal Hearthmate by Hearth Stick Doll

---

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** While holding the doll created with the "Craft Hearth Stick Doll" skill, you may spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Transfer the Wound by Hearth Stick Doll

---

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** twilight

**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth

**Restriction:** None

**Skill Points:** none

**Notes:** While holding the doll created with the "Craft Hearth Stick Doll" skill, roleplay for 30 seconds placing a 'beneficial curse' upon one who has your Hearth Trait, and call "Cure <<Effect>> by Craft to <<Hearth Trait>> and <<Effect>> to Self". This can only be done to Attack Effects caused by Craft or by non-Mental or non-Special effects (ie, any Physical, Elemental, and Metabolic traits). The Hearth Witch must take the effect in order to cure it; if you resist or otherwise negate it, this will not work. You may do this once per twilight per time purchased.

#### Health from the Witch by Hearth Stick Doll

---

##### Character Points

**Hearth Witch:** 15

**Wood Witch:** ---

**Reset:** instant

**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** The Hearth Witch can heal her hearthmates with her own vitality. Role play pricking your finger or cutting yourself to put blood upon your doll, then touch it to a hearthmate, and call "Heal <X> to <Hearthtrait> by Blood and Craft and Waste <X> Body to Self". Body wasted this way can be healed by normal means. You may only heal the number of Body points you have remaining. If you are at 1 hit point and use this to heal someone, you will fall unstable rather than at 0 vitality and unstable. The Hearth Witch must take the effect in order to heal; if you resist or otherwise negate it, this will not work, though you may Cure Waste or be Healed immediately after.

#### In My Blood, Lies My Craft

---

##### Character Points

**Hearth Witch:** 15

**Wood Witch:** 15

**Reset:** Event

**Prerequisite:** Understanding the Nature of Craft, Craft Hearth Stick Doll

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** In moments of desperation, you may use your blood to power your Craft. Roleplay cutting yourself and drawing power from it for at least 10 seconds, then call "Refresh 2 Craft by Blood." You also take a Waste 1 Vitality effect, which cannot be cured. You must spend a 15 minute Well Rest to recover this, though a Heart Witch "Well Rest" effect in a hearth (cast by another, not yourself) will restore your Vitality.

You may only use this once per event per time bought.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Skin Changer Craft

Skin Changers are Witches who have gained the trust of an animal and formed such a close bond that, upon the animal's death, it chooses to bond its spirit to the Witch (through its skin) and allow the Witch to take that skin and use it to transform into the animal. The bond is always freely given and never coerced, and it is considered a great honor for a witch to be gain this bond. Others, though, sometimes have difficulty understanding how this bond aids the Witch and provides closeness to the natural world and the animals they seek to aid and protect, and thus might act in some prejudice to Witches who carry skins and use their craft in such a manner.

It is said that Skin Changers who spend too long in their animal form start to forget what it is to *not* be an animal, and that they eventually lose themselves to their animal form. Some stories claim that Brer might just be Witches who forgot they were Witches, but many dismiss those stories as just that – stories. After all, many other stories claim that the animals were written first on the World, and provided guidance and aid to People when they came.

Skin Changers who take the skin of a Wolf are considered to be one of the many ways that a Werewolf is made, and while such Skin Changers do not bear the markings of the Werewolf, many of them are treated with great prejudice and distrust by others.

*Skin Stealers*, however, are wicked Witches who have *stolen* the Skin of another, taking by force what should be freely given, and use it to take the shape of the creatures whose skin they steal. Witches generally revile Skin Stealers, and consider it part of their duty to deal with any witch who has fallen down this dark path. Witches who *steal* the skin of a Wolf are said to bear much of the markings of the Werewolf. PCs cannot play Skin Stealers.

It is generally believed that Witches may only have one such bond, much like a Magician can only have one familiar. PCs may only start with one animal bond; if there is a means of gaining more (and we're not saying there is), that means must be pursued in-game.

**Prop/Phys Rep:** As skin changer is using the skin of the animal to change into their form, you must have some physical representation of the animal's skin that you are changing into on your person in order to change into that form. You do not need to display it openly, though many witches do, wearing the skin as shawls or capes or part of their clothing, or as a belt sash or pendants for smaller animals.

---

#### Skin Changer Craft

**Cost:** 10 CP

**Prerequisite:** Witch header

**Note:** You gain the trait "Skinchanger".

---

#### Skin Changer

**Reset:** Instant

**Cost:** 5

**Prerequisite:** Skin Changer Path

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** 1 Craft

Notes: You are able to take the form of your bonded animal at any time of your choosing, at the cost of 1 Craft to assume your animal form. It does not cost craft to change back, and you may remain in your animal form for as long as you choose. You must wear an appropriate mask or makeup to represent your animal. While in Animal form, you gain the trait Animal and <Animal type>, where Animal Type is the type of animal you are (wolf, cat, etc).

Role playing Note: the longer you are in your animal form, the more you should take on aspects and behaviors of your animal.

*The following skills may only be used while in your animal form.*

---

#### Animal Speech

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

## Cottington Woods 2 Player's Guide

### Part Two: Skills

**Skill Points:** N/A

**Notes:** You gain the ability to "Speak to Animal" to the animal type with which you have bonded. You may touch a packet to an animal and say "Speak to <Animal Type>" at any time without any skill cost.

---

#### Clawed (One Claw):

**Reset:** Instant

**Cost:** 15

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You may at any time, grow a claw. This can only be of short-sword length and are represented by red boffer weapons.

---

#### Clawed (Two Claws):

**Reset:** Instant

**Cost:** 15

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** You may choose to grow two claws of short-sword length.

---

#### Clawed (Reach)

**Reset:** Instant

**Cost:** 20

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** You may use longsword length claws.

---

#### Clawed Blow

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** Spend 1 craft to call "2 Damage" with a claw.

---

#### Find My Own

**Reset:** Encounter

**Cost:** 5

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** You may call "By My Voice, Expose <Animal Type> by Craft" or touch a packet to another and call "Diagnose <Animal Type> by Craft" where "Animal Type" is the animal type to which you are bonded (cat, wolf, etc.).

---

#### Human in Animal's Clothing

**Reset:** Twilight

**Cost:** 10/15/20

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** Though you have taken animal form, your mind is still that of a human. You spend 1 craft to call "resist by craft" any one effect "to Animal" or "to Animal type" where animal type is the type of animal you are, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. For example, if you are struck with "4 damage to animal" you may call "Resist by Craft."

## Animal Types

## Cottingham Woods 2 Player's Guide

### Part Two: Skills

*If you wish to change into an animal not represented here, please contact Plot Staff. Even though an Animal Type may be listed, it still must be approved by Plot in your back story.*

- Cat
- Mountain Lion
- Raven
- Wolverine
- Fox
- Wolf
- Bear
- Coyote
- Sheep
- *Human\* (requires Plot approval)*

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Cat

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Cat

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a cat. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Cat" traits.

---

#### Licking Wounds

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Role playing licking your wounds for 3 seconds, and then call "Heal 3 to Self."

---

#### Agile

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Cat

**Skill Points:** N/A

**Notes:** When calling an "Avoid" defense, you may call that defense as "Double".

---

#### Graceful Balance

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Call "Resist by Balance" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

---

#### Curiosity Didn't Kill The Cat

**Reset:** Event

**Cost:** 15/20/25

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Cats are by nature curious creatures. If pursuing your curiosity gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your curiosity. You cannot use this to purge a Death effect or a killing blow, but may use it to purge Comatose.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Mountain Lion

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Mountain Lion

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a mountain lion. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Lion" traits.

---

#### Powerful Swipe

**Reset:** Twilight

**Cost:** 20

**Prerequisite:** Animal Bond: Lion

**Skill Points:** N/A

**Notes:** When calling a Damage effect with your claws, you may call that effect "by Massive".

---

#### Pounce

**Reset:** Twilight

**Cost:** 15

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Lion

**Skill Points:** N/A

**Notes:** When attacking from behind and by surprise, you may call your attack by "Double." For example, if you take an enemy by surprise from behind, and would normally call "5 Damage" you may instead call "Double 5 Damage."

---

#### Graceful Balance

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Lion

**Skill Points:** 1 Craft

**Notes:** Call "Resist" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

---

#### Nimble

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Lion

**Skill Points:** 1 Craft

**Notes:** Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Raven

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Raven

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a raven. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Raven" traits.

---

#### Carrion Eater

**Reset:** Encounter

**Cost:** 10

**Prerequisite:** Animal Bond: Raven

**Skill Points:** 1 Craft

**Notes:** Place your claw upon something that is dead, and call "Inflict to Dead and Heal 3 to Self" You may only do this once per corpse.

---

#### Clever

**Reset:** Event

**Cost:** 20/40/60

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Raven

**Skill Points:** N/A

**Notes:** Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect, even if the effect is delivered by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

---

#### Ungainly Flight

**Reset:** Event

**Cost:** 15/30/45

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Raven

**Skill Points:** N/A

**Notes:** While you can't quite get up to actual flight, you can remain airborne for very short periods, enough to maneuver around certain physical challenges. Call "Imbue by Flight" if you are faced with a jumpy stone pit. You may choose to ignore the effects of the pit and walk freely, as if it were solid, normal ground, unless the pit effects are by Mental Effects, or are by Nightmare, Faerie Magic, Insanity, Horror or Corruption (you may ignore other Special Effects). Once activated, you may use this as often upon the same jumpy stone pit as desired within that encounter. This effect ends if you are Drained, become a Spirit, Die, leave the Encounter, or rest for fifteen minutes. If you encounter a second jumpy stone pit within the same encounter, you would need to use another use of this skill to avoid that pit.

---

#### Death's Familiar

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Raven

**Skill Points:** 1 Craft

**Notes:** You walk close to the Deathlands, and sometimes this gives you protection. You may call "Resist by Craft" to any one effect "to Living" or "to Mortal."

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### **Wolverine**

*The following skills may only be used while in your animal form.*

---

#### **Animal Bond: Wolverine**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a wolverine. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolverine" traits.

---

#### **Fearless**

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** You have mastered your fear. You may call "Resist" to any one effect by fear.

---

#### **Ferocity**

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** When calling a damage effect with your claws, you may instead call that effect as "Double".

---

#### **Short Tempered**

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** You have a nasty temper that aids you in battle, even as it drives you to a frenzy. Call "Frenzy and Heal 5 to Self". You will first target your enemies, but any friends who get close once you have engaged an enemy are fair game. (Treat this as a normal frenzy once you have engaged your first enemy).

---

#### **Relentless Pursuit**

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** Once you have taken up the fight, you are determined to engage your foe. If struck with a Repel effect, you may call "Resist by Craft" unless the Repel is by Corruption, Nightmare, Faerie Magic, Horror, or Insanity (you may resist other Special Effects).

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### **Fox**

*The following skills may only be used while in your animal form.*

---

#### **Animal Bond: Fox**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a fox. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Fox" traits.

---

#### **Clever**

**Reset:** Event

**Cost:** 20/40/60

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

---

#### **Hide: Resist Expose**

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** You may hide from an "Expose <<by trait>>" unless that Expose is by Corruption, Nightmare, Fairy Magic, Horror, or Insanity (you may hide from other Special Traits). This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

---

#### **Nimble**

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** 1 Craft

**Notes:** Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

---

#### **Trickster**

**Reset:** Event

**Cost:** 10/20/30

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** You enjoy playing pranks, fooling others, or getting the upper hand. Your kind are known as tricksters for a reason. If you succeed in tricking another, you may call "Imbue to Self by Craft" and refresh one Twilight skill.

You may not refresh the same twilight skill more than once per twilight period, even if you have multiple uses of Trickster.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Wolf

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Wolf

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a wolf. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolf" traits.

---

#### Challenging Stare

**Reset:** Twilight

**Cost:** 15

**Restriction:** 1 2 3

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** You have the uncanny stare of the wolf. Hold another's gaze for three seconds, and call your choice of "By My Gaze, Repel by Fear", "By My Gaze, Slam by Fear" or "By My Gaze, Short Drain by Fear"

---

#### Wolf Howl

**Cost:** 15 CP

**Reset:** Event

**Max Purchase:** 1 2 3

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** N/A

**Notes:** Howl for at least three seconds, and then call "By My Voice, Short Repel by Fear."

---

#### Pack Support

**Cost:** 5 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** N/A (Craft is spent using the heal ability)

**Notes:** When using a "Heal" ability on one of your close friends, you may instead call that effect as "Double".

---

#### Ferocity

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** 1 Craft

**Notes:** When calling a damage effect with your claws, you may instead call that effect as "Double".

---

#### Hamstring

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** 1 Craft

**Notes:** You may deliver a crippling strike to your foe. Call "Short Maim by Craft" with your claws.

## Cottingham Woods 2 Player's Guide

### Part Two: Skills

#### **Bear**

*The following skills may only be used while in your animal form.*

---

#### **Animal Bond: Bear**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a bear. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Bear" traits.

---

#### **Powerful Swipe**

**Reset:** Twilight

**Cost:** 20

**Prerequisite:** Animal Bond: Bear

**Skill Points:** N/A

**Notes:** When calling a Damage effect with your claws, you may call that effect "by Massive".

---

#### **Strong**

**Reset:** Twilight

**Cost:** 15

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

**Notes:** After 3 seconds of role play, call "Purge" to one effect with a Physical trait. Physical traits include Acid, Crystal, Earth, Force, Ice, Metal, Silver, Thorns, Weapon, Web, and Wind. This cannot be used to purge Death, even if delivered by a physical trait.

---

#### **I Will Protect You**

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

**Notes:** Say a short phrase telling the target how you will protect them if they remain by your side (6+ syllables), then touch the target and call "Grant Defense, Guard by Protection." So long as the target remains behind you and within arm or weapon reach, they may call "Guard" to the first weapon or packet attack that strikes them, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

---

#### **Feat of Strength**

**Reset:** Encounter

**Cost:** 10

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

**Notes:** You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

## Cottingham Woods 2 Player's Guide

### Part Two: Skills

#### Coyote

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Coyote

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a coyote. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Coyote" traits.

---

#### Wisdom

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** After 3 seconds of roleplay, call "Purge" to one effect with any Mental trait except Madness. Mental traits include Awe, Confusion, Despair, Fear, Inspiration, Trance, and Will. This skill may be used while unconscious or dead, but not while Drained.

---

#### Trip

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** You may trip another. Call "Slam by Craft" and strike a person with your claws.

---

#### Hide: Conceal Item

**Reset:** Encounter

**Cost:** 20

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

---

#### Daredevil

**Reset:** Event

**Cost:** 15/20/25

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** N/A

**Notes:** Coyotes like to pull pranks and do foolhardy things, but Coyote is also known for surviving his own foolishness. If doing something dangerous or foolhardy, or pulling a prank, gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your prank or foolishness. You cannot use this to purge a Death effect or a killing blow, but may use it to purchase Comatose.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Sheep

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Sheep

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the animal's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a sheep. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Sheep" traits.

---

#### Herd Instinct

**Cost:** 15 CP

**Reset:** Encounter

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** Sheep naturally flock together, especially when danger is near, for their only protection is in numbers. If danger threatens and you flock to others forming a group of three or more (they do not need to be witches or sheep) AND you are not in the front line, you may call "Resist by Craft" to any one damage effect that strikes you (via weapon or packet), unless that effect is delivered by Corruption, Nightmare, Insanity or Fairy/Fairy Magic.

---

#### Follow The Leader

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** Sheep naturally have an instinct to follow leaders, elders, or those who seem to know what to do, and they take comfort in that following instinct. If someone is leading you, or trying to get you to follow them, you may call "Purge" to any one Root, Slow, Drain, Agony, Paralyze, or Repel effect that may be preventing you from following your leader.

---

#### Ram

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** If you are within 5 feet of those you consider to be your herd and they are immediately being threatened, you may call "Slam by Craft" with a melee weapon, fists, or claws.

---

#### Thick Wool

**Cost:** 10 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** Your thick wool keeps you warm. You may call "Resist" to any one effect by Cold or by Ice.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

**Human**(this requires explicit plot approval, and is most appropriate for Brer)  
*The following skills may only be used while in your animal form.*

---

#### **Animal Bond: Human**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Prop Requirement:** A phys rep of the human's skin or something similar

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a human. You may only bond to one animal. When you are in human form, you gain the "Human" trait. You do not gain the "Animal" trait.

---

#### **Bare Hands**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Animal Bond: Human

**Skill Points:** 1 Craft

**Notes:** You have fists (green reps) instead of claws.

---

#### **Understanding the Word**

**Reset:** Twilight

**Cost:** 15

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Human

**Skill Points:** 1 Craft

**Notes:** While in Human form, you gain the ability to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until the end of the current Twilight period, or until you transform back into your natural form.

---

#### **Writing the Word**

**Reset:** Instant

**Cost:** 10

**Prerequisite:** Understanding the Word

**Skill Points:** 1 Craft

**Notes:** While in Human form, you gain the ability to Write, as well as to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until you transform back into your natural form.

---

#### **Faith in the Word**

**Reset:** Twilight

**Cost:** 10

**Max Purchase:** 2 3 4

**Prerequisite:** Understanding the Word

**Skill Points:** 1 Craft

**Notes:** While in Human form, you understand the Faith and power in the Written Word. You may choose to call "Resist" to any one effect by Doubt, Confusion, or Madness, or you may spend 1 Craft and take Double the effect from any one healing received by Faith. Call "Imbue by Craft" when doing this. (For example, if you take a Heal 3 by Faith, you would spend 1 craft, call "Imbue by Craft" and instead take 6 points of Healing).

---

#### **Civilized**

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Human

## Cottingham Woods 2 Player's Guide

### Part Two: Skills

**Skill Points:** 1 Craft

**Notes:** You are not so easily given to your animal nature. You may call "resist" to any one effect by "Frenzy," even if that Frenzy is by Corruption, Nightmare, Insanity, Horror or Fairy/Fairy Magic. This cannot be used to resist an Anathema Frenzy, however.

# Cottington Woods 2 Player's Guide

## Part Two: Skills

### 12.08a Herbalism and Master Herbalism

#### A note on Herbs Found During Game

It is assumed that every witch has a supply of herbs that she gathers between events, and that when she uses one of her in game abilities, she draws from that stash. However, additional herbs may be obtained at check in, and may be found as treasure during game play. These additional herbs act as single use items – the player may use these herbs to gain additional uses of her skills, provided she knows the appropriate recipe.

For example, a player with the skill: Herbalist: Healing Salve (a twilight skill), may use the skill as many times per twilight as she has purchased the skill. If she finds a silvermint leaf during the course of game she may use that silvermint leaf to cast Healing Salve one additional time. The leaf is then used up, and the player should place it in the Return Tags Box located in the Cotting house.

Once picked, an herbs expires after about three days. In other words, it will not last from one event to the next. All herbs found as treasure should be turned in at the end of each event.

#### How to Use the Master Use of a Potion

Through the understanding of her craft, a wood witch is able tease better effects out of a potion. She holds the bottle in her hand, spends 1 Craft, and states: “Imbue by Craft”. The potion is then administered to a target or handed to that target to drink. The potion must be imbibed within seconds, before any other action is taken, or the effect fades and the potion becomes normal again.

**Note:** This is a flavor rule. It is meant to promote a certain feel and to promote game balance. Please don't abuse it.

#### Recipe: Ailment Kit

---

<b>Cost:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Common Clippings
<b>Notes:</b>	You can create an Ailment Kit, which holds the common medicines needed to treat simple ailments such as the common cold, headaches and the like. The Ailment kit is an in-game mechanic used to explain an out of game first aid kit. It has no in game effect. Anyone can have a first aid kit, even if they don't have this skill – this is just a mechanic.

#### Recipe: Glamboo Stick

---

<b>Cost:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Glamboo
<b>Notes:</b>	You can use the flower a Glamboo plant to create a source of light.
<b>Raw Use:</b>	No skill is required in order to “activate” a Glamboo Stick and create light. It <i>*is*</i> an herbal recipe, however, so it is included here.

#### Recipe: Herbal Hand Warmers

---

<b>Cost:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Uncommon Clippings

## Cottington Woods 2 Player's Guide

### Part Two: Skills

<b>Notes:</b>	None
<b>Prepared Use:</b>	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
<b>Master Use:</b>	None

---

#### Recipe: Acid Splash, Weak

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Fibergrass
<b>Notes:</b>	The weak acid splash is usually contained within a specially treated egg shell.
<b>Prepared Use:</b>	You can throw the Weak Acid Splash at a target. Throw the packet and call, "1 Damage by Poison."
<b>Master use:</b>	You can throw the Weak Acid Splash at a target. Throw the packet and call, "2 Damage by Poison."

---

#### Recipe: Acid Splash, Strong

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Fibergrass, Poison Bestos Vine
<b>Notes:</b>	The Strong Acid Splash is usually contained with a specially treated egg shell.
<b>Prepared Use:</b>	You can throw the Strong Acid Splash at a target. The call is: "2 Damage by Poison."
<b>Master use:</b>	You can throw the Strong Acid Splash at a target. The call is: "4 Damage by Poison."

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#### Recipe: Agility Potion

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Rare Clippings, Joe Bean
<b>Notes:</b>	Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Reflex. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 2 Reflex. This effect lasts until it is used, or until you rest."

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#### Recipe: Blade Poison

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Venom Sap
<b>Notes:</b>	You can distill the sap of some trees to create a blade poison.
<b>Prepared Use:</b>	You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands does 1 more point of damage than normal, unless negated by a defense."
<b>Master use:</b>	You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands does 2 more points of damage than normal, unless negated by a defense."

## Cottington Woods 2 Player's Guide Part Two: Skills

### Recipe: Cure Disease Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Uncommon Clippings, Sickle Vine
<b>Notes:</b>	You can create a potion that will cure most common disease effects.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Cure Disease by Poison."
<b>Master Use:</b>	None.

### Recipe: Cure (Specific) Disease Potion

---

<b>Cost:</b>	3 per specific cure
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Master Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Rare Clippings, Sickle Vine, (Varies)
<b>Notes:</b>	You can create a potion that will cure one specific uncommon disease effect. For each uncommon disease effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known diseases to be "common".
<b>Prepared Use:</b>	None.
<b>Master Use:</b>	Varies.

### Recipe: Cure Poison Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Common Clippings, White Fir
<b>Notes:</b>	You can create a potion that will cure most other common poison effects.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."
<b>Master Use:</b>	None.

### Recipe: Cure (Specific) Poison Potion

---

<b>Cost:</b>	3 per specific cure
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Master Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Uncommon Clippings, White Fir, (Varies)
<b>Notes:</b>	You can create a potion that will cure one specific uncommon poison effect. For each uncommon poison effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known poisons to be "common".
<b>Prepared Use:</b>	None.
<b>Master Use:</b>	Varies.

### Recipe: Dream Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant

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### Part Two: Skills

<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Purple Lotus, Black Lotus
<b>Notes:</b>	You can create a potion that will allow the target to experience clear and vivid dreams.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you experience strange and confusing dreams. These dreams leave you tired but without clear memory of what they were about."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will experience vivid dreams. These may or may not have meaning. Instructions may follow."

#### Recipe: Dreamless Slumber Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Black Lotus, Purple Lotus
<b>Notes:</b>	You can create a potion that will limit the target's ability to dream.
<b>Prepared Use:</b>	None.
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will not dream." This lasts until the following morning after this is imbued, and may be removed with a Cure Poison or Cure Craft effect.

If you are a Sandman and you drink this potion, you should roleplay exceeding difficult in using any Dream-related skill and a distressing difficulty in reaching the Slumberland. (This is roleplay only, and will not affect the actual ability to use your skills unless you choose to have it occur, or staff tells you otherwise). If you take an Imbue by Dream or Inflict by Nightmare, please inform staff that you have imbued this potion, as it may or may not have an effect depending on the nature of the delivery of the imbue/inflict.

#### Recipe: Healing Salve

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Silvermint Leaf
<b>Notes:</b>	You can mix a Healing Salve.
<b>Prepared Use:</b>	You will receive a card that states, "If you have the First Aid or the Herbalist skill, you may apply this salve to a target and call: Heal 2 by Poison."The healing salve is consumed in this process.
<b>Master Use:</b>	You can hold a Healing Salve, expend 1 Craft and call: Imbue by Craft. You may then apply the salve (touch a packet to your target) and call: Heal 4 by Craft. The healing salve is consumed in this process.

#### Recipe: Health Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Silvermint Leaf, Tufnut
<b>Notes:</b>	You can brew a Potion of Health.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant 1 Protection by Craft. This effect lasts until you rest."

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**Master Use:** You receive a card that states, "If you drink this potion you take the effect: Grant 2 Protection by Craft. This effect lasts until you rest."

#### Recipe: Love Potion

---

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Master Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Uncommon Clippings, Fool's Tongue  
**Notes:** None.  
**Prepared Use:** This potion is extremely difficult to mix. If an herbalist other than a master attempts to do so, they receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. You must babble for five minutes, after which, you grow ill with nausea and remain ill until you are able to rest."  
**Master Use:** You receive a card that states: "If you drink this potion you take the effect: Inflict by Poison. You have sudden and powerful feelings of romantic attraction toward the first person of the appropriate sex that you see. This is a roleplaying choice - you can ignore it (call: Resist!) or accept it. Do what you'd most enjoy."  
**Note:** Use of this potion is against the King's Laws.

#### Recipe: Magic Potion

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Rare Clippings, Trope Weed  
**Notes:** Magic Potions are addictive. Players must admit to imbibing the potion in their PEL.  
**Prepared Use:** None  
**Master Use:** You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Magic Skill Point. This effect lasts until it is used, or until you rest. In your PEL you must admit to taking this potion."

#### Recipe: Paralyze Splash

---

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist, Thrown Weapon  
**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Uncommon Clippings, Sticky Goo  
**Notes:** The Paralyze Splash is usually contained with a specially treated egg shell.  
**Prepared Use:** None  
**Master Use:** You can throw the Paralyze Splash at a target. The call is: "Paralyze by Poison."

#### Recipe: Resist Cold Potion

---

**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Uncommon Clippings, Springvart, Cottonglove  
**Notes:** You can create a potion that will protect against the effects of freezing.  
**Prepared Use:** You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Shield Cold." This effect lasts until it is used, or until you rest.  
**Master Use:** You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Resist Cold." This effect lasts until it is used, or until you rest.

## Cottington Woods 2 Player's Guide Part Two: Skills

### Recipe: Resist Disease Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Springvart, Sickle Vine
<b>Notes:</b>	You can create a potion that will protect against disease.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect, "Grant Defense by Poison: Shield Disease. This affect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states: If you drink this potion you take the effect, "Grant Defense by Poison: Resist Disease. This affect lasts until it is used, or until you rest."

### Recipe: Resist Heat Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Springvart, Firelick
<b>Notes:</b>	You can create a potion that will protect against the effects of extreme heat.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Fire. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Fire. This effect lasts until it is used, or until you rest."

### Recipe: Resist Poison Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Springvart, White Fir
<b>Notes:</b>	You can create a potion that will protect against poison.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Poison. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Poison. This effect lasts until it is used, or until you rest."

### Recipe: Resist Slow Potion

---

<b>Cost:</b>	2
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Springvart, Joe Bean
<b>Notes:</b>	You can create a potion that will protect against slow effects.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Slow. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Slow. This effect lasts until it is used, or until you rest."

### Recipe: Smelling Snaps

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<b>Cost:</b>	1
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## Cottington Woods 2 Player's Guide

### Part Two: Skills

<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Common Clippings, Bittersnap
<b>Notes:</b>	You can mix a packet that, when broken and touched to an unconscious target, will instantly wake that target up. The target will be exhausted, but will recover quickly.
<b>Prepared Use:</b>	None
<b>Master Use:</b>	The call is "Heal 1 and Short Drain to Unconscious."

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#### Recipe: Strength Potion

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Common Clippings, Tufnut, Vigor Root
<b>Notes:</b>	Potions of Strength are somewhat addicting. Players must admit to imbibing the potion in their PEL.
<b>Prepared Use:</b>	None.
<b>Master Use:</b>	You receive a card that states, "If you drink this potion, take the effect: Grant Ability by Craft, Feat of Strength. You are also granted a single, special point of Endurance that can ONLY be used to perform the feat of strength. The effect lasts until the end of the encounter, or until you rest."

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#### Recipe: Underwater Breathing Potion

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Master Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Common Clippings, Gilly Weed
<b>Notes:</b>	You can create a potion of underwater breathing.
<b>Prepared Use:</b>	None.
<b>Master Use:</b>	You receive a card that states, "Drinking this potion allows you to breathe underwater. It lasts until the encounter ends or you rest, whichever comes first. This potion does NOT affect underwater movement."

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#### Recipe: Weakness Poison

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Pokeweed
<b>Notes:</b>	You can distill the sap of some trees to create a blade poison.
<b>Prepared Use:</b>	You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands or is negated by defense, call "Short Weakness by Poison."
<b>Master use:</b>	You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands or is negated by a defense, call "Weakness by Poison."

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#### Recipe: Weakness Splash

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon

## Cottington Woods 2 Player's Guide Part Two: Skills

**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Uncommon Clippings, Pokeweed  
**Notes:** The Weakness Splash is usually contained with a specially treated egg shell.  
**Prepared Use:** You can throw the Weakness Splash at a target. The call is: "Short Weakness by Poison."  
**Master Use:** You can throw the Weakness Splash at a target. The call is: "Weakness by Poison."

### Recipe: Willer Bark Tea

---

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Common Clippings, Willer Bark, Springvart  
**Notes:** You can brew a dose of Willer Bark Tea.  
**Prepared Use:** You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Shield Agony." This effect lasts until used, or until you rest.  
**Master Use:** You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Resist Agony." This effect lasts until used, or until you rest.

### Recipe: Youth Potion

---

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Rare Clippings, Alderberry  
**Notes:** None.  
**Prepared Use:** None  
**Master Use:** You receive a card that states, "If you drink this potion, you take the effect: Imbue by Craft: Youth. Indicate in your PEL that you have imbibed this potion."