

Cottingham Woods 2

"The Final Tale"



Cottington Woods 2 Player's Guide

Part One: Character

"Once Upon A Time, in the land of Farroway, there was Cottington Woods."
-unknown Patron

Cottington Woods is a fairy place.

That isn't the same as a fairy tale place, though it has its share of those. Fairies are terrifying creatures, and the woods reflect those ancient masters. Here you'll find the heroes of the tales, though not usually as you might expect. The Riding Hoods search for danger in the deep forest. The Jacks, nimble and quick in service to the King of Farroway, are constantly on the watch for plots within the Houselands. The cold-hearted elves from Greencloud are at war with the cunning goblins of UnderMarsh. Here things go bump in the night. It is the world of Mother Goose, but also of the Brothers Grimm, with Mary Shelley and a hint of Bram Stoker to keep you on your toes.

The Wood seems to exist smack in the middle of the entire world. Fairy mists reach out to all manner of places, distant and near, past and future. Mysterious goblin "door" magic makes it possible to go almost anywhere instantly. And there are the Ways, hidden folds on the map that can be sometimes found and traveled, if the traveler would risk them closing behind him. And at the center of the woods is Cottington, a tiny hub where the people of the woods gather for trade and news and sometimes hidden purposes.

Here, where the people gather at the Cotting House, are the stories waiting to be told. Warm fire and the boundaries of the Cotting House hearth keep away the dark - and, they say, the dangers deep in the less traveled corners of the Woods. Here is where your story will begin.

Out of Game Notes on Cottington Woods I: The Evil Fairy Queen:

Beginning in August of 2012 and ending June 19, 2016, the Evil Fairy Queen campaign told the story of the attempts made by Baeldannen, the Evil Fairy Queen, to take control of the lands of men. Baeldannen was ultimately thwarted and imprisoned in a genie bottle, then placed on ice in the enchanted glass coffin that the Cottings use to keep the food fresh in the Cotting House kitchen. In Tales, that bottle was stolen and thrown into a volcano in Fairy.

Out of Game Note on Tales from the Cotting House:

Tales from the Cotting House was set ten years after the events of the Evil Fairy Queen campaign. Tales was a collection of short stories tied loosely together by the tales of the various Cotting Ghosts, all of whom were trapped within the Cotting House by an ancient ritual that was, in the final Tales event, unmade. With a single exception, no plots from the original campaign carried over into Tales.

Out of Game Note on Cottington Woods II: The Final Tale:

The Final Tale immediately follows the events that occurred in the Tales, the only time passing being the time that passed in real™ life. We've kept it simple - to determine the in-game date you need only add ten years to the out of game date. Thus, if game begins on August 28 of 2020, the in-game date is August 28, 2030.

If the Evil Fairy Queen campaign was a trilogy, and Tales from the Cotting House was a collection of short stories, The Final Tale will be our epic conclusion told over the course of three and a half years. The events of the past two games will provide a historical backdrop against which the new tale will begin, but with a few exceptions there will be no plots carried over from the past two games. Returning players and their characters will know about the world, but they will have no other advantage over new players or characters.

Plots in Tales were not meant to be any longer than a single event, but The Final Tale is a campaign. We will continue in our tradition of always having a title plot, or a plot that begins and ends during the same event so that you will always have a plotline that you can resolve within a weekend, allowing new players or players who miss events to not need prior knowledge and still accomplish something. But for the most part plots will be longer in duration, allowing players to really sink their teeth in.

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A Note on Our Plot/Story Style:

We really enjoy making deeply interconnected stories that also weave into player and NPC backstories. This helps with the “small town” feel of Cottington, but also deepens connections between players, NPCs, and the plotlines we – and you - create. Your character histories DO matter, as do the NPCs you write into them. We may not use everything you write, and we may take it in unexpected directions, but we WILL draw on your character history.

This is not to say that every plotline is connected to one another – they are not – but neither are plotlines “sandboxes” with no connection to one another. What it does mean is that you may find out clues and information about one plotline in a seemingly unrelated plotline, so it is important to talk to one another and share information. We like to encourage players and communities to come together and work together; while there may be times you should not reveal info to a particular NPC, we will rarely if ever have plotlines where we expect PCs to keep knowledge *from each other*. (In fact, Priests have skills *to encourage knowledge sharing*.)

This also means that **details matter**. We acknowledge that we aren't perfect and that we do make mistakes (and we will inform everyone if one was made), but we do everything we can to ensure that everything goes out is *relevant*, even if only minorly so. If you are wandering the woods and come across some “wandering pain” but are being attacked by something out of the ordinary, that is actually information about something going on. For example, in our original campaign, the PCs once were misled by a villainous NPC to attack a tower that they were told had been enchanted by the Evil Fairy Queen, but rather than fighting Redcaps, Mischievous Sprites, and other minions that would fight for the Evil Fairy Queen, they were instead attacked by Dryads, Treants, and Will-o-Wisps. This was an intentional clue that the Tower had been enchanted by the Guardian of the Woods, not by the Evil Fairy Queen.

We aim for a bit of the “Sixth Sense” feeling: enough information that you *can* figure things out but might not, hopefully giving you that “ah ha!” moment when it all comes together and you see that you *could have* solved it and had all the pieces to do so.

Content Disclosure

This is a game based on fairytales, folklore, urban legends, stories and more. While there will absolutely be moments and plotlines of silliness, frivolity, and light-heartedness, many fairytales are dark, and Cottington often looks to twist those dark tales in unexpected ways. Thus, some story matter may be disturbing and may contain elements of trauma, systemic and personal abuse, mental illness, self destruction, addiction, the horrors of war, and other difficult topics. We strive to keep our game “lighter” than many mature LARPs in the area, but we do expect to touch on some difficult subject matter from time to time. Wherever possible, we will warn you if a particular module or encounter will have difficult or potentially triggering content. We have also created an in-game skill to “Nope” out of any encounter with no in- or out- of game consequence.

Add to the Immersion; Don't Detract From It

Take the game world as seriously as it is presenting itself at the time. Do not take actions that take away from the gravitas of a situation, especially where it would negatively impact the enjoyment of other players or NPCs. There will be moments of absurdity in Cottington for certain, but there will also be moments where terrifying things occur. Staff will do what they can to make things as terrifying in-game as possible, and we ask that you immerse yourself in the experience and refrain from using infantilizing nicknames for scary things, refusing to be affected by what's going on (unphaseable characters unfortunately don't work well in LARPs), or otherwise detract from the scene.

Ask yourself: Is my roleplay increasing the fun of the people around me? Am I raising up the roleplay of others and contributing to the collective experience in a positive manner? Is my roleplay adding to the emotion of the scene or detracting from it? If we all strive to be immersive and to consider the fun of one another, player and npc alike, we will all walk away having an amazing experience.

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Code of Conduct

"Be Nice."

This is the heart of our intentions and policies at Cottington Woods, and it is our expectation that every player, NPC, and Staff member embody this policy as well. We expect everyone to treat everyone with respect on an out of game level.

For example, if someone disregards an attack, give them the benefit of the doubt before yelling at them in combat. If you feel it is egregious or they are cheating, step out of combat and find a Staff member.

If you have a disagreement with another player, before you confront them, ask yourself if you would appreciate and/or be receptive if the same was given to you. If not, then moderate your approach to be respectful.

If an insult your character would make would offend someone on an out-of-game level, consider a different insult that can be taken entirely in-game. We do not tolerate the use of slurs or language stigmatizing mental health, non-neurotypical, or disabilities. Per Core Accelerant rules: *"Abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game."*

When providing feedback in PELs, understand that there are real people who worked hard and slept little to try to bring you a bit of fun, and so coach feedback in a respectful manner.

In short, BE NICE.

Have Fun, Be A Good Sport.

We want everyone at Cottington to have fun. We realize that this is not always obtainable, but it is something we very much desire to have, players and NPC/Staff alike. We hope to tell an engaging and entertaining story, one where we expect the Players to have agency to influence the stories told and to create their own that take us by surprise.

We therefore expect everyone to take on the responsibility of ensuring that not only they are having fun, but the players, NPCs, and Staff they are encountering are likewise. If you are NPCing/Staffing, remember that you are there to entertain the players. If you are playing, remember that the NPCs are volunteers giving of their time to entertain you, and show them courtesy for this. Players or NPCs who consistently push boundaries, cause problems, or deliberately impede other's enjoyment of the game may be asked to leave.

Harassment Policy

All attendees are expected to treat others with respect. Physical and verbal harassment and sexual assault will not be tolerated, period. LARPing can be an intense activity, and the staff wishes to provide a safe environment for players, NPCs and staff alike, regardless of gender, gender identity and expression, sex, sexual orientation, disability, mental illness, neuro(a)typicality, physical appearance, body size, race, age, religion, nationality, or any other factor.

Harassment is generally any behavior that annoys, alarms, or threatens another person or group, whether it occurs at in person or online. This includes (but is not limited to) unwanted or inappropriate physical contact, following someone around without their consent, threatening to physically attack someone, offensive verbal comments, display of explicit images, deliberate intimidation, unwelcome sexual attention, and online harassment or hate speech. If you approach someone and they tell you "no" or to leave them alone, you must do so immediately and have no further contact. If you fail to honor their response, they may have a legitimate complaint of harassment.

We do not tolerate harassment in any form. Period. Game participants violating these rules may be given formal warnings, expelled from an event without refund, or banned from the campaign entirely, at the discretion of staff.

If you experience harassment or if someone is making you uncomfortable, or you believe you have witnessed harassment against another, please inform John Mangio, Michelle Mangio, or Alysha Hosford, so we can handle the problem. You may send an email to harrassment@cottingtonwoods.com to reach us directly and immediately with any issues. **We care deeply about creating a welcoming and safe community.**

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Accessibility

LARPing by its nature is a physically demanding activity that also requires one to remember a lot of rules and information. We understand that this is not accommodating to a number of people, and strive to make our game more accessible and accommodating.

We have two standard classes that can allow those for whom physical accessibility is a concern, and whose skills are largely By My Voice or By My Gesture: **Bard** and **Architect** Path under Sandman. Both of these can play support or combat roles, or a combination of both. Additionally, the **Hearth Witch** role is centered around healing and support in central gathering places.

For those who do not wish to participate in combat, we have a section on Non-combatants and rules to support them.

We print copies of character sheets for players at the beginning of game so that you do not need to remember all of your skills, or have the means of making your own copies. We allow you to use a phone or tablet device to access information or skills during the game, but we do kindly request that you try to use a case or cover for modern devices to make them appear more in-game. If you do not have a case or cover, let us know, and we'd be happy to loan ones for the event.

We include two skills to help as needed: our "Nope" skills (Having the Miasma) and our "Bathroom" skill (Answering the Call of Nature). The first allows you to opt out of any encounter, for any reason, from not feeling well, to needing to practice self-care. You do not need to explain yourself; you may just leave and everyone in the game will respect and support your need to do so, no stigma attached. Bathroom skill allows you to travel by spirit to the bathroom, allowing you to leave any in-game situation or bypass any dangers. You may also use this to get needed medications, food, or water from your cabin.

We cannot always control the accessibility of our campsites, but we will work with you to make the facilities and the content of our game as accessible as possible. However, please keep in mind that this IS still a boffer combat LARP and physical challenges will be a normal part of the gameplay.

If you have need of accommodation beyond that which our current rules and policies provide, please reach out to us at staff@cottingtonwoods.com. We respect and protect the privacy of our players, and will not share any medical or other information provided to us except in the extreme situation where your life may be on the line (for example, you inform us that you have a peanut allergy, someone accidentally gives you something with peanuts in it, and we need to call 911 to save your life).

We also welcome feedback and suggestion on how to make our game more accessible.

Pronouns

We kindly ask that you do not make assumptions about the pronouns of a player or of a character/NPC, unless you know with certainty or have been told their choice of pronouns. If you do not know the preferred pronouns of an individual, please use they/them.

Physical Contact

Cottington Woods is a no physical contact game. This is core tenant of the Accelerant Rules Systems, but it is worth repeating. You may not touch another player unless they have explicitly given you permission to do so. Undesired physical contact is against both the rules and the policies of the game.

Representation and Appropriation

Cottington Woods embraces diversity and inclusiveness, and our stories draw their inspirations from the folk and fairy tales from around the world. While the Houselands is largely Euro-centric, we seek to incorporate the beauty of legends from other cultural backgrounds. Some members of our staff are BIPOC, including white-passing

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Indigenous, and seek to connect to their diverse heritages through the incorporation of NPC characters and storylines from those heritages. Further, we seek to bring the diversity of non-European stories into our game as best we can in a careful, considered, and respectful manner.

For players and NPCs who likewise seek to celebrate their heritage, we encourage you to work with staff to do so, and we encourage you to explore your heritage and the stories that belong to them. That being said, we respectfully ask that if you are not BIPOC (Black Indigenous People of Color) that you do not seek to play a BIPOC character. We will not question you if you decide to do so – that is not our job, nor do we want to make assumptions about your racial, cultural, and/or ethnic background. This is not a perfect solution, but we ask you respect the BIPOC members of the Cottington Community by adhering to this request.

However, we do not stand for appropriation in any manner. We recognize that this is a complicated and nuanced topic in fantasy games. While you make take inspirations for costuming from other cultures, we ask that you do so in a respectful, non-appropriative manner, and that you do not use sacred, religious, or culturally important costumes or artifacts as props. We do not allow black-face, brown-face, or yellow-face. We consider engaging in racial stereotyping behaviors as harassment and do not tolerate it.

If you think something you might be doing is offensive, error on the side of “it might be” and not do it. If you have any questions or concerns, you may always reach out to staff.

Sobriety and Campsite Rules

Cottington Woods is an alcohol, tobacco, and recreational drug-free game. Usage of alcohol, tobacco, or recreational drugs on site, or playing while impaired or under the influence of such substances, is grounds for an immediate and permanent ban.

You are expected to follow Campsite or other Event Space rules and insurance requirements and local laws with regards to alcohol, tobacco, and fire, as well as all other concerns communicated by Staff during Pre-Game Briefing.

Community Values

Our community – Staff, NPCs, and PCs – has members who have chronic, invisible illnesses, have chronic, visible illnesses, are neuro-atypical, are LGBTQ+, are POC. We represent a diversity of thought and being, and where an individual may not be one of those things, they are expected to support and respect those who are. We are imperfect, but we strive to be and do good, and we collectively care deeply about the community we have here.

The Golden Rule may be a fairytale, but it is one we uphold: Do unto each other as you would have done unto you. Be nice. Be respectful. Love one another. Be the good you want to see in the world.

If you join Cottington Woods, know that are joining a community who all strive to be and do good while having fun together, and that we expect the same from you in return.

We do not tolerate hatred or harassment of any kind, full stop.

We reserve the right, without notice, to remove players violating our values from our community. Our priority is to maintain a safe and inclusive community, and we hold ourselves equally accountable to being the change we wish to see in the world, requiring constant vigilance, work, learning, and action.

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Covid-19 and Vaccinations

In order to ensure the safety of the Cottington Woods Community, we will require all attendees to our Fall 2021 events – PCs, NPCs, and Staff – to provide proof of vaccination against Covid-19. We will accept photos of your vaccine cards on your phone or other devices.

We will provide a means for you to verify your vaccination status ahead of the actual event. This includes but is not limited to: (1) hosting a video chat where you can show a staff member your vaccine card, (2) sending a photo of your card to a designated email address (vaccinated@cottingtonwoods.com), or (3) showing your card or a photo of your card at check-in at the event.

We will **not** keep copies of your vaccination card. If sent to us via email, we will delete the email after verifying your vaccination status.

As a reminder, you must be **14 days past your final shot** to be considered fully vaccinated.

If you have a medical exception as to why you cannot be vaccinated, we will instead accept:

- (1) a letter from your doctor explaining you have a medical reason that you cannot take the vaccine. We do not need to know the reason why. We are not medical professionals. We need only confirmation from a medical professional that you cannot be vaccinated.
- (2) A negative Covid-19 PCR test within 72 hours of the event.

Please note that we will inform our community if we have an individual(s) who have a medical exception. We will not say *who* it is, but we wish to ensure that the community understands the risk factors involved. We strongly encourage those who cannot be vaccinated to consider waiting until the Spring of 2022.

We do reserve the right to require vaccinations for all future events should variants of COVID-19 spread – or any other pandemic occur.

Masks and Contagious Illness

Cottington Woods would like to codify our support of Mask-wearing going forward, to protect yourself *and others* from the spread of Contagious Illnesses. LARPing typically occurs during flu and cold season, and as we consider the return to LARPing, we also recognize the potential return of “LARP crud” and the spread of contagious illnesses among the LARP community.

If you are sick with a contagious illness, we ask that you do not attend a Cottington Woods event.

If you are at an event, and suspect you are becoming sick and/or exhibit symptoms, we ask that you don a mask that covers mouth and nose to protect others, until such time that you deem you are not ill or you remove yourself from the event.

We recognize that there can be overlapping symptoms between contagious illnesses and non contagious maladies such as allergies. We trust people to act in a manner that is safe and reasonable for their own health and wellbeing as well as the health and wellbeing of those around them in making determinations about whether they are safe to stay at an event or whether to leave early.

We encourage anyone and everyone to wear a mask if you wish to take precautions against getting sick. Use hand sanitizer and regularly wash your hands.

In-Game, not everyone has ready access to a Witch or a Priest, and so it is common in the Written World for those who are ill, or who might be near those who are ill, to wear a mask to protect themselves and others.

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"Would you like to play a Game?"
-WOPR

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1 Introduction

*"Into the Woods without delay, but be careful not to lose the way.
Into the Woods, who knows what may be lurking on the journey?"
-Stephen Sondheim, "Into the Woods"*

The Cotting House sits in the middle of enchanted Cottington Woods, where it serves as a meeting place and the center of commerce for landholdings and craftsmen throughout the community. The House rests south of Collamoor and Asylum, north of Faraway and Halfway, east of Greencloud and west of UnderMarsh. Travelers from and to any of those places pass by the house each day. So far neither the High King in Faraway nor his reluctant vassal, the King of Clubs have laid claim to the tiny town, but it's young yet, and hasn't attracted much attention.

The surrounding woods are home not only to humans, and more distantly to goblins and to elves, but to the Fair Folk as well. And while it's wise to avoid fairies, or at least step carefully around them, in Cottington Woods it's just not possible. Some Fairy are friendly, but some are Monstrous, and there are whispers of the dangers in the dark regions of the Woods where few dare to go.

The characters of Cottington Woods are those settlers whose will it is to make the tiny town thrive, and to do so they will have to overcome many obstacles, not the least of which is the Spirit of the Woods itself. Our players will explore fairy tales and fables in their darkest form. Wait, fairy tales? Don't for a second think that Cottington Woods is a game for children. The earliest stories were written as warnings of things to avoid.

Herein, there be dragons!

Back to the basics.

- Player characters are mostly human. While Brer (animals), Golems, Elves, and Goblins will be allowed, the number of characters of those types will be limited and require Plot Approval to play.
- Classic character types. We have fighters, rogues, magicians, priests. We also have witches, sandmen and Men of Science.
- Damage is low. Health is also low! This extends not only to the player characters, but to the adversaries they will fight.
- Skills are reusable frequently, but the number of actions in an encounter is low. The focus is on managing your skill use in a single battle, not over an entire weekend.

That small town feel.

- The townsfolk are encouraged to seek solutions to their own problems, since asking for aid will often come with a price.
- The characters will fill the major roles about town. Cottington is theirs, and they can develop it in the way they choose. They should be mindful of the King's Law, of course.
- Each character is required to declare an occupation. Is he a butcher, a baker, a candlestick maker? Cottington is a small town, and cannot afford to support those who do not help to support it.

Games within Games

- The Merchant Board -- Occupations equal influence, and influence allows a character to vote on the direction the town will grow.
- Not every challenge will be won by spell or by sword. Things here like to play, and they make up the rules. Expect to swing or throw, but expect as well to miss a turn, or play a card, or move a piece across a board.

Fairy tale influence

- Because Cottington Woods takes its inspiration from Fairy Tales, its morality is more polar than you would find in the real world. Good and evil deeds alike have profound impact, and the wicked will find that their dark deeds will have a true toll on their soul. Remember, in fairy tales, the hero often loses when they do an evil deed or succumb to temptation, but is rewarded in the end when they do the right thing.
- Characters in Cottington Woods may be the common people dealing with uncommon circumstances, but they are still encouraged to ultimately be Heroic. This is a fairy tale, after all. Being good does not mean you have to be pure - the best tales are ones with struggles, internal as well as external, and a bit of internal strife and actual flaws makes things interesting. We will not, however, reward evil behavior, and characters that

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fall or become "wicked" should not expect to be able to continue playing their character. Staff will not mitigate the consequences of being villainous.

- That said, the oldest fairy tales are dark. They deal with morality and difficult choices and sometimes with the fact that doing the right thing sometimes means some bad things have to happen. Sometimes bad things happen to good people. Sometimes you will lose, but when you win, it is because you earned the victory.
- We hope to challenge you, terrify you, bring you to tears, and make you shout with joy.

Interwoven Stories

- In an effort to keep that "small town, small world" feeling, we do try hard to interweave character backstories into the fabric of the world and make them central to our plotlines. We can't promise we'll always succeed in doing this as well as we want, but it is our goal.
- We do not play a "sandbox" style game: this means that plots can be interwoven and often are (though it does not mean all plots are connected). You may find that the Magician taking you to learn about ritual magic is the person unknowingly being hunted by a villain in an entirely different plotline. Or the letters you find hidden in one module hold the key to figuring out where a PC's father is being held prisoner. We thus strongly encourage players to talk to one another and share information. (We will do our best to put information out in multiple ways, however, to ensure information is learned.)
- This also means that everything in our game has a purpose. While we may put NPCs into a mod to provide some challenge or a fight, the TYPE of creatures you find and why they are there are always relevant. If you learn that a villain always has redcaps protecting them, and you go to what you think is the villain's tower to find the Treants and Dryads associated with a friendly PC, this is a clue about what is really going on.
- We strive for a "Sixth Sense" style of plot: the information is out there so that you can piece together he was dead all along, such that if you were to watch it again, you would wonder how you didn't figure it out the first time.

This is your story, too – Live it Up (Be Immersive)!

- Remember you are surrounded by many other stories, and many other characters. Take the time to learn their stories and be a part of it. This includes NPCs: they each have their own backstories and their own motivations, and we encourage you to engage with them as you would PCs.
- We encourage you to ask yourself: Is my roleplay increasing the fun of people around me? Do what you can to add to the immersive experience of everyone at the game.
- Create a story for your character, and don't forget their struggles and goals and flaws. We encourage people to take on flaws that create interesting stories. Some of the most profound PC stories in Cottington Woods centered around characters learning to overcome their fears, or who fled from something that terrified them and how they handled the consequences, or who struggled to find themselves worthy of being loved. Allow your characters to have emotional growth. We, as Staff, very much enjoy the internal stories of your characters as much as the external quests you may undertake.
- Roleplay, roleplay, roleplay! Let your character feel fear and be willing to run away, if the situation warrants it.
- Do not create a character who is "impervious" or has "seen and done it all" and thus would not be emotionally affected by what happens to them. Unphaseable characters detract from everyone's enjoyment, as LARPing very much is a forum to immerse and experience the stories around you. We want you to experience the emotional growth of your character in the course of play.
- Please do not do something because you believe "plot wants you to." This is your story, and we want you to make the choices you believe your character would make.
- We encourage you to be proactive. Please let us know of the things you want to do, so that we can support them in the course of the game! If you want to have a party, or start an in-game contest, please do!
- Our goal in Cottington Woods is to tell a story where you, the player, have much agency and influence in the direction we will go. As returning players from Cottington Woods can attest, we often do not write the ending to plotlines, or write multiple endings and still toss them out when players do something unexpected. While we do have stories we want to tell, we especially want to be able to tell YOUR tale. We believe strongly in collaborative storytelling.

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3 Character Creation Overview

"Every man's life is a fairy tale written by God's fingers"
~Hans Christian Andersen

Step One: Concept

We are pretty open about what we will let you play, but we insist that every character has a plot approved character history. To help with the flavor of the game, we suggest strongly that you decide on a concept before considering skills. "I am a sword and board fighter" is far less interesting than "I know the beast that killed my little sister is still out there somewhere, and I *will* be ready!" Remember that this is a game influenced by fairy tales. Your concept should be influenced by them as well.

Step Two: Occupation

What does your character do to support himself? Characters in the Cottington Woods game are not required to pay a maintenance fee. However, each character must declare what he does to support himself.

Your first occupation is free. Each level after the first must be purchased using character points, but offers the character additional in game funds at the start of each weekend event.

Step Three: Race

You are human.

Some few of you may be brer and golems, which are both considered human, but are different, and generally considered less than men. Even fewer may be elves or goblins, creatures once of fairy. Because we are going for a specific, human-centric feel for Cottington Woods, we are limiting the number of brer, and severely limiting the number of golems, elves, and goblins. All require plot approval to play, and we will only accept a brer, golem, elf or goblin character concept from a player if a fully human concept has been submitted as well. Please, don't be discouraged if your sub-human character concept is not approved.

Step Four: Culture

Without exception, all characters are from the Houselands (which includes Woodlanders and Wanderkin). Several cultures are available that may influence your appearance and the way your character acts. Don't search for a culture on the world to fit your needs. If you don't immediately see one, just ask. If it isn't on the map, we can probably add it. The Written World is vast.

Step Four: Headers

Choose your header or headers. Consider the skills and flavor you want for your character. Be mindful that while taking multiple headers opens up more skills, it reduces the amount you can do with each header.

Step Five: Purchase Skills

Choose skills for your character.

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4 Character Concept (Character History)

*"Don't ask what the world needs. Ask what makes you come alive, and go do it.
Because what the world needs is people who have come alive."
--Howard Thurman*

You are a character out of legend. While not Snow White or Peter Pan, your story may be similar. Instead of Cinderella you may be more like one of the stepsisters, or even one of those enchanted mice. Design your character with as rich a background as you wish, and we'll be flexible with what we will allow. This is a game about stories, and you should feel free, within the limits of the game world, to write your own.

Character concepts may be submitted in any format (bullet-points, outline, story format, journal, essay, etc.). Character concepts may be of any length, but should answer a few basic questions:

Who are you?

- Names are important, as are professions and skills. But you are more than a name. Who are you really?
- Don't name your character Jack or Jackie. The Jacks are an organization in the Houselands, and that would just be confusing.
- Don't make your character a Prince or Princess. Also, you are not the heir to the throne of Faraway or the Prince of the House of Diamonds. Cottington is a story about common men and women dealing with the uncommon.
- Children form the foundation of many fairy tales and fables, but we ask that you play a character that is at least believably close to you in age. After all, you see what you see.

Where are you from?

- Without exception, all characters are from the Houselands (including the four Houselands, the city of Faraway, Cottington Woods, and the Wanderkin).
- Though you must be from a Houseland, several cultures are available that may influence your appearance and the way your character acts. Don't search for a culture on the world to fit your needs. If you don't immediately see one, just ask. If it isn't on the map, we can probably add it. The Written World is vast.
- Cultural clothing from distant places is allowed. With roads and water routes, the Ways, the Mists and even goblin Door Magic, traders have covered the lands. Consider, however, that Cottington is a working community. It's very possible you will find yourself crawling through passages or running through the woods.

Who are the people and what are the moments that had an impact on your life?

- Who is your family? Your mentors? Your friends? Do you have rivals or enemies, and if so, who are they? Are they alive or dead? If alive, where are they now (do you know)? Who are the people that had an impact on your life, and why?
- What are the events, and who are the people, that changed or influenced the trajectory of your life? It could be as simple as a kind (or harsh) word that led you down a different path, or it can be as life-altering as the death of a loved one, a failure, or a personal quest.
- You don't need to write a long history, but think of the people and the moments that led your character to be who they are, feel the way they do, have the loves, desires, fears, and ambitions that they have. Now tell us about them!

What motivates you or drives you? What goals do you have?

- Your story should be incomplete. If your own personal tale is done when the game begins, you won't have room to grow.
- Don't forget your struggles and desires and flaws. We encourage people to take on aspects that create interesting stories and allow for characters to react emotionally and grow in the course of play. For example, If your character is struggling with their fears, be willing to run away or huddle in a corner in terror from the Monster that has crept into the room.
- We have an occupation system in place, which acts as a money skill and replaces any need for a maintenance fee. Generally speaking, however, the folks who live in Cottington Woods are not rich.

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- Do not create your own religion, civilization or culture.
- Our apologies, but player characters cannot be Jacks, Riding Hoods, Grimm Brothers or monks. That will probably change through gameplay.
- You may have been a soldier or a mercenary, but you are not one now. Cottingham is not currently at war, and not many characters therein can afford the services of a mercenary. When threatened, the people in Cottingham Woods generally pick up their torches and pitchforks and face the threat themselves.
- **Please read the Introduction and Chapter 16, which addresses Ethical Concerns!** Characters in Cottingham Woods are encouraged to be “good” and ultimately to be “heroic”. They do not have to be “pure”, and a bit of darkness can always make things interesting. But we will not reward evil behavior. Don't play evil.

Why are you coming to Cottingham (and why would you stay?)

- You have come to Cottingham for a reason. The default reason we provide is to schedule your business with the other members of the Cottingham Woods community, but you are welcome to come up with your own.
- Come to each event with a goal or goals that you can accomplish on your own. Don't be disappointed if those goals are not met, since every other character will have goals of their own, and they may be counter to yours. It's a good idea to give your character a reason to interact with other characters, as well as be interested in many things.
- We'll have encounters for you to join or things to overcome, and we'll attempt to spread those encounters around, but having your own agenda will make sure you always have something to do. This is a game about stories, and you should feel free, within the limits of the game world, to write your own.
- If you consider being part of a group or team, you could be part of a single homestead, or it could be a collection of tradesmen traveling together to town.

How would you face the uncommon?

- Cottingham strives to tell the tale of the common people faced with the uncommon. Consider: how would your character react to the uncommon? What would you do if you heard a cry for help in the dark woods?
- What do you fear? Loathe? Love? What are you curious about?
- What do you think of fairies, and what would you do if faced with one?
- What of monsters that once only existed in tales your parents told you as children?
- What are the lines you would never cross? What are the ones you would, and for what reason?
- What does your character secretly (or overtly) strive to be? What do they hide from the world, and what do they show? Do you like yourself? Why or why not?

Consider the following:

- Demons are anathema to the Word. Anyone who sees them will desire to destroy them or flee in terror. You don't bargain with them or summon them to gain power. They are an evil, destructive force.
- Fairies are rarely "nice" just to be "nice." Even the "kindest" of fairies will generally expect something in return.
- Don't worry if we ask you to change something. **This just means we care and want to incorporate your history into the world and our plots.** I promise you, we likely loved what you wrote, but want to weave it more deeply into our stories.
- We are happy to answer questions, provide insight, and give advice on concepts, game world, history, culture and more. We very much wish to work with each player to create a character you will enjoy that will fit in with and also influence our game world and stories. Reach out to us!

Please inform us:

- If there are things you've put in your history that you do not want Staff to do something with. (For example, your father died in your backstory, a pivotal moment that shaped your character's life, but you do not want Plot to write a plotline where your father comes back from the dead. Please tell us this!)
- If there are things in your history that your character doesn't know, but that you as a player want Staff to know. (For example, you as the character only know that your fiancé was murdered and don't know by

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whom, but you as the player inform staff in your history that he was actually murdered by your brother because you want that to be a tension point later on if and when it is revealed).

Returning Characters (from CW1 or Tales)

- If you played in Tales, your character was caught up in the Change Winds of the Fairy Mists. This can serve as a reason why your character's skills and abilities will change coming into the campaign.
- If you played in the original Campaign but not in Tales, you can be caught in the Change Winds if you wish, but the passage of 15 years – and whatever adventures or not that occurred in the interim – can easily explain why your skills have changed. Think of something you learned 15 years ago but have not used in all that time; knowledge and skills do fade over time without active use. Please consider writing a character history “addendum” for this campaign that spans those intervening 15 years. Make new adventures

New Players/Characters

- The events of the past two games will provide a historical backdrop against which the new tale will begin, but with a few exceptions there will be no plots carried over from the past two games. We will do our best to not give Returning Characters an advantage over New Characters or New Players.
- Plot Staff is available to answer your questions and help you create a character history that is interwoven into the world and stories. Please reach out to us at character@cottingtonwoods.com with any questions.

The Change Winds

- At the end of the Tales campaign, the Change Winds of the Fairy Mists swept through Cottington Woods. Players – whether returning or new – can choose to be swept up the Fairy Mists and/or affected by the Change Winds. The Change Winds are “an often invisible force or phenomena thought to be fairy in nature that causes “odd things” to occur.” If you want to make changes to your character (class, profession, etc) or want an explanation as to why you are “less powerful” or “forgot skills,” the Fairy Mists/Change Winds and/or the passage of time are a good reason!
- Returning Tales characters do not need to be stuck in the Fairy Mists for the ~2 years between the end of Tales and the start of Cottington Woods 2. You could, for example, have any of these things happen:
 - You find yourself swept up, but when the winds die down are back at the Cotting House, with only a few minutes passing. You can then write up what you've done over the next ~2 years.
 - You find yourself back at the Cotting House thinking only a few minutes have passed, but it's REALLY BEEN ALMOST TWO YEARS. (i.e, you're going to start the first event of the campaign as if the last event of Tales had just happened. This is a great option if you don't want to write more history between games, or want to explore what's happened while you were away).
 - You find yourself stuck in the Fairy Mists for ~2 years, and you write up some adventure(s) that occur in that time. Or maybe you don't remember!
 - You step out a few minutes/hours/days/months later, but you instead find yourself in <PLACE>, where that place could be anywhere in the Written World. You then have an adventure(s) finding your way home again.
 - Whatever other possibility you come up with that you want to submit as your history going into Cottington Woods 2
- For new characters, you could also choose to have your character swept into, or step into, the Fairy Mists (you could think they are normal mists and not realize what you've stepped into) if you wish. You'll emerge from them at the start of the game.
 - This can be a good option if you cannot think of a reason why you are coming to Cottington Woods, but you should consider why your character might *stay* once they are there.
- We are more than happy to have conversations to help flesh out what has happened in the intervening years (or, for new characters, flesh out full histories and connections) and answer questions you might have: drop us a line at character@cottingtonwoods.com.

Have fun with it. We're pretty open about what we will let you play, but we do insist that every character has a plot approved character history before we'll allow you to play.

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5 Occupations

"It's what I do, darlin'"
--Capt. Malcolm Reynolds

Every character must declare an occupation, which determines what the character does to maintain his style of living. The occupation takes the place of a maintenance fee. It is free – the player does not have to purchase it with character points.

You should choose an occupation that makes sense for your character. For instance, don't choose Magician as an occupation if you have no magician skills. On the other hand, having a skill does not require that you choose an occupation that uses it. For instance, you could pick the armorsmith skill and not choose armor smith as an occupation.

Generally speaking, an occupation is a role-playing tool meant to add flavor to your character. Use it to support the small town feel we are striving for in the Cottington Woods game. The Brave Little Tailor, the Butcher, the Baker or the Candlestick Maker, the Shoemaker, these are all examples of occupations that appear prominently in fairy tales.

The first occupation does not grant the character any skills or money in game.

Occupation Levels

The first level of occupation is free, but it offers nothing in the way of benefit beyond the role-playing option. A player can purchase additional levels, which grant extra coin or equivalent at each full weekend game event. This is our money skill.

- Additional levels can be in the same occupation as the first. This could represent a degree of success which allows the character to make more money, or an expanding client base.
- Additional levels can be in a different occupations. The character could for instance, be a rancher who gains a second plot of land and plants crops on it. He could be a tailor who decides to start making armor.

In any case, the effect is the same. The character benefits from the added coin at each event. If we present plot that targets a specific occupation (it could happen) then a person could benefit from any occupation he has purchased.

Selling Back Occupations

You may decide that you wish to "sell back" levels of an occupation, in effect forgetting that level and getting back the character points you spent in it. We will allow this to some extent. You cannot sell back the first level of an occupation, since that level represents the knowledge you have learned in order to perform that job. You can sell back any additional levels of an occupation, however. Thus, a person with three levels of farmer could sell back two levels, but not the last level. Barring unusual circumstances, he's stuck with it.

A person who knows two different occupations may sell back any additional levels, but cannot sell back the first level of either.

List of Occupations

Header Occupations

Some headers make appropriate occupations. Being a Priest of the Word is pretty much a way of life. A wood witch could create and sell potions, while a hearth witch is sought for her healing. Magicians cast spells that have all sorts of effects.

Examples: Magician, Priest of the Word, Witch, Man of Science.

Craftsman Occupation

A person who builds or repairs things is a craftsman. Tales are full of craftsmen, a well-known example being the short but sweet tale of seagoing adventure featuring the butcher, the baker and the candlestick maker.

Examples: Smith, Leatherworker, Herbalist, Carpenter, Baker, Wine maker, Shoemaker.

Service Occupation

Servicemen perform tasks to make a living. A bartender serves drinks, a courier runs messages, and a Town Crier delivers news.

Example: Bartender, Courier, Fortune Teller, Chef, Healer.

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Landowner Occupation

Landowners tend to land all around the woods. Each level of the landowner occupation represents a different unit of land. Landowners might also take the role of team leaders, with the other team members working for him.

Example: Farmer, Rancher, Miner

Entertainer Occupation

We encourage folks to entertain. The Cotting House will always be open and there will be time set aside for folks to sing or tell stories or dance. The master of the Cotting House will always pay for folks to entertain.

Playing an entertainer should be a role-playing choice. Unlike other occupations, however, it might be best to play an entertainer only if you decide you want to entertain.

Example: Singer, Storyteller, Dancer

Restricted Occupations

Some occupations are more appropriate as part of a character's history rather than as a current occupation.

The soldier is a good example. While there will be plenty to fight in Cottington Woods, the game is not about professional men at arms, and at least in the beginning Cottington cannot support them.

Mercenaries are less appropriate. It is less likely that person in peril would be seeking to hire help than it is that he would simply be seeking it, and very few people in the woods could afford to pay the price for a person to put his life on the line. Don't pick an occupation that will force you to avoid plot. If adventure comes looking, it will always seek the lowest bidder. If your character requires money to be part of the Cottington community, you'll eventually have to look elsewhere for work.

No player can be an Innkeeper. The only inn in town is the Cotting House, and that inn is owned by Vigo Cotting. He does, however, employ a large staff, and PCs are very welcome, encouraged even, to join that. If that is your goal, please speak to us to work it out.

Lastly, our economy is world driven and not solely affected by the actions of the player characters. While PCs can buy and sell things on the small scale, they are not general merchants. They could claim butcher, cobbler, or bee farmer, and sell meat or shoes or beeswax, but a character cannot have a far-reaching merchant business. We do encourage players who wish to do so to be small merchant characters - in the original Cottington Woods campaign, we had characters who were Bakers and sold baked goods; sold Honey; sold Fortunes; sold trinkets; etc. If you sell In-Game items, we will make every effort as Staff to support it with some NPC attention as we are able.

Example: Soldier, Mercenary, Innkeeper, Merchant

A note: The Cotting House is the gathering place of the Campaign. It is run by the Cottings, who are NPC characters. However, if you wish as a Player to help run the Tavern (and thus have your occupation be Bartender, Cook, Tavern Help, etc) please contact us about doing so.

Influence Tokens: In CW1 and Tales, levels of Occupation also gave players Influence Tokens that were usable on the Merchant Board. However, these could also be purchased with coin by the merchants, and we discovered that many PCs were purchasing levels of Occupation just to gain additional Influence. As our intention in CW2 is to create a better in-game economy with cause and effect, while still maintaining the role of Influence on the Merchant Board, we have decided to separate Influence from Occupation levels. Everyone still starts with 1 Influence Token. Influence Tokens can still be purchased with coin from the merchants. But if you wish to have an influence on the Merchant Board without spending coin, you may now purchase the skill, "**Influencer**," which will give you an additional Influence Token per level of the skill every event.

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6 Player Character Races

Human

*"The human race is governed by its imagination."
--Napoleon*

Humans are the most common of the races on the Written World, and are the race against which others are measured. They require no racial makeup, no special costuming and no role-playing guidelines.

Humans in Cottington Woods can come from one of the four Houselands, from the city of Faraway, or from Cottington Woods itself. Be sure to read the cultures section to determine which of these locations best suits your concept, though keep in mind that the culture section is a guideline only.

Humans in Cottington see themselves as one race, and while there is a beautiful diversity of physical and non-physical differences among Humans, they do not see this as a point of division but rather embrace it as part of the wonder of the story written by the First Patron. (*OOG Note*: Human racial divisions and bigotry as they exist in our real world do not exist in the world of Cottington, and any human displaying such racism would rightly be seen as wrong and villainous in the context of Cottington Woods).

It is Humans who truly embody the power of the Written Word, and it is said that it is their story that the First Patron set out to write. As they are grounded in the Word, they are more easily able to resist the madness of the Anathema.

Out of Game Stuff:

Racial Make-Up Requirements: None

Racial Abilities: Resist Madness, once per event (free); ability to purchase Culture skills

Racial Disadvantages: None

Roleplaying Requirements: None

Other Notes: All non-brer and non-golem human characters have the Human, Living, and Mortal Traits.

Important Note on Non-Human Character Concepts

We have a very specific vision for the Written World, and part of that vision is that the world is very "human-centric". No non-human concept will be considered for any player unless that player also submits a normal human character concept. As a guideline, consider that of every ten player characters, seven will be human, two will be brer, and maybe one will be a golem. We are very willing to work with folks to make their characters as interesting as possible, but on this point we must be strict.

Human, Golem

*"I want to be a real boy!"
--Pinocchio*

Parents sometimes go through extraordinary means to bring children into the world. Consider the case of Pinocchio, Tom Thumb, the Scarecrow, or the fact that we know what happens when you combine frogs and snails with puppy dog tails. The result is a golem -- a created man. Each golem must have a unique creation story. Don't stick with the tales you know, since somewhere in the world, those tales have been taken.

Golems are not gargoyles or robots. As such, they are no less vulnerable than any other human character. The exception is the toughness of their skin. Golems can purchase Golem Armor. Though they are never entirely made from stone or metal, they could be made of wood or earth. If it is appropriate for the golem to be armored, and if a character purchases Golem Armor, he must wear make-up or costuming that makes the armor obvious. In any case, a golem character must always look fabricated. His skin could be painted like bark, or pale like snow, or ruddy and

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rough as if he was made from clay. The exception is green. A golem cannot be green, since he might then be mistaken for a goblin.

Not always, but often, golems contend with a desire to be more. They are almost human, but really they are not. Their strange look and sometimes strange, not-quite-human behavior sets them apart. They are acutely aware of this.

Golems do not start with the skill to read or write, but they can purchase it with character points.

Golems are extremely rare, and as such we will severely limit the number of golem characters allowed into the game. All golem characters require plot approval.

Out of Game Stuff:

Racial Make-Up Requirements: Makeup/masks and/or costuming that makes the character look fabricated. Cannot be green (as would confuse with Goblins) or animal-like (as would confuse with Brer).

Racial Abilities: can purchase Golem Armor

Racial Disadvantages: Must purchase Read/Write skill to be able to read and write.

Roleplaying Requirements: They are not quite human and should act accordingly.

Other Notes: All golem characters have the Golem, Living and Mortal Trait.

Human, Brer

"All animals are created equal but some are more equal than others."

--Animal Farm

"I could not help myself. It is my nature."

--the scorpion

Long ago, animals changed skin freely. This practice became less common over time, but the evidence remains. Brer are animals. They walk and sometimes talk like men, and they dress in men's clothing, but they are still animals. It is easy to pick out a brer from any crowd, as every brer has some physical feature or features distinctive of their animal type. They may have a black wolf's snout and ears, a fox's bushy tail or a head of feathers in place of hair.

Most any type of normal animal can include brer, but most common to Cottington Woods are bears, boars, dogs, foxes, geese, crows and wolves. Brer players are required to roleplay as the animal they are. Please don't play a brer goose if you do not want to act like a goose, or if you are not prepared to be treated like one. Forget what animals usually are like and play up the stereotypes. A pig is usually unkempt. Geese are silly. Dogs are loyal. Oh, and watch out for camels. They spit. Crows and ravens are thieves, and worse, they like dead things. It's also fair to remember that, in tales, wolves are portrayed as the bad guys more often than not, and so they will be viewed, at the very least, with suspicion. If you consider playing a brer, it is best to ask plot if the animal you wish to play is acceptable.

No brer can claim natural armor or any other type of protection derived from his animal type, but some brer can use the natural claws they were born with. When a player decides to play a brer, it should be obvious if his animal type would have claws. If so, that character would have access to the Skills: Short Claw, Two Claws and Clawed Reach. All brer have access to the Skill: Speak with a Specific Animal Type, which allows him to speak without limitation to any animal of his type. Brer are NEVER literate. Again, to be absolutely clear, BRER CANNOT EVER LEARN HOW TO READ OR WRITE.

Though not as rare as golems, brer are far less common than pure humans. We will limit the number of brer allowed into the game. All brer characters require plot approval.

Out of Game Stuff:

Racial Make-Up Requirements: Mask and/or makeup and/or costuming to appear as an animal

Racial Abilities: Speak to Animal Type (free), can purchase Claws, Two Claws, and Clawed: Reach skills. May gain access to other skills for their animal type.

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Racial Disadvantages: Cannot Read or Write, and therefore cannot play Priests, Magicians, or learn Man of Science Schematics

Roleplaying Requirements: Role play as the animal they are, and play up the stereotypes as portrayed in Folklore, Fairytales, and Nursery Rhymes.

Other Notes: All brer animals have the Animal, Living, and Mortal Trait.

A note on wild brer: While all brer are animals, some are more like animals than others. PC brer are always of the sort that walk like men, and of course they always dress like men. Talking like men is optional. The vast majority of brer do not talk like men and are as wild as the woods they live in. If an animal is met in the wild, even if it walks upright, it is best to treat it with caution. Consider the scorpion.

A note on playing wolves: We all love wolves, but wolves in fairytales are often villainous. We allowed PCs to play Wolves in our first campaign, but this caused a lot of strife between some of the players and challenges for the PC playing a wolf given that people (rightfully so) mistrusted wolves. As such, and because our goal is to have a community working together as a band of heroes, we have decided not to allow wolves as a PC race in Cottington Woods 2.

Marsh Goblins

*"We keep moving forward, opening new doors, and doing new things, because we're curious and curiosity keeps leading us down new paths."
- Walt Disney*

Goblins are green-skinned, amphibious humanoids. They are sometimes twisted or hunched, and are considered unattractive by non-goblins. Goblins are regarded as mischief makers, in fact goblin magicians are called tricksters, and goblins rarely find welcome into any non-goblin settlement. Goblin magic is known to bend space, allowing goblins to pass quickly from place to place, and this service is sold, usually at a price, to non-goblins.

They inhabit swamps and fresh water coast lines in every corner of the Written World. Bracken is the nearest goblin settlement to Cottington, and is about a day's walk away, on the border of a widespread bog called UnderMarsh. As caravan's pass through and do business with Bracken quite regularly, most people from outside have no need to visit the place. Humans are welcome there, but they find it less than hospitable, as only about half of the town is accessible above the cold swamp water.

Goblins are very curious, often to a fault, and thus sometimes have little aversion to risk. They have a poor sense of boundaries by Human standards and occasionally take things that belong to other people if they have need of it. Because they have this reputation of stealing, they are often viewed with distrust and few people will let a goblin into their home.

All UnderMarsh goblins share a deep racial hatred of elves, and there are no exceptions to this rule. The two races are antagonistic towards each other, and meetings between them often come to blows.

At the north edge of the forest stands Mount OverMarsh. Once the capitol of UnderMarsh, contact with the mountain was interrupted about thirty years ago. As goblins are not long lived - the oldest being about thirty to thirty-five years - there are none who recall with clarity a time when Mount OverMarsh was open and free. Further south is the Gobaleen Mountains, and the Goblins there still have some violence with people along the borders of the Diamondlands.

While goblins as a race have no exceptional talent at blacksmithing, the metals and jewels they mine from deep beneath the earth is usually of high quality. It is said that Mount Overmarsh was a marvel to behold.

Out of Game Stuff

Racial Make-Up Requirements: Green skin and, sometimes, gills. Costume requirements - Goblins do not care at all about the quality of their clothing, given that most fabrics cannot handle well the continued soaking that an amphibious life entails. Most goblin clothing is tattered or worn.

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Racial Abilities: Can purchase Amphibious (Goblins can breathe as easily under water as above), Standing Out, Stepping Out, and Goblin Magicians (Tricksters) gain access to Goblin Door Magic

Racial Disadvantages: Vulnerable to Aging

Role Playing Restrictions: Goblins hate bright sunlight, as it dries their skin and makes them cranky. This is a role-playing restriction, and does not confer any penalties.

Goblins are curious and have a poor sense of boundaries. Since they occasionally take things that belong to other people, they are viewed with distrust, and very few people will let a goblin into their home.

Racial Hatred: Goblins hate elves. There is NO exception to this rule.

Other Notes: All Marsh Goblins have the Goblin, Living, and Mortal Trait.

If you are considering playing a Marsh Goblin, please contact us before putting effort into your character backstory so that we can work with you on the concept. There is information about Marsh Goblins and their culture that will not be shared unless you are playing one.

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7 Cultures Around the Written World

"Back where I come from there are men who do nothing all day but good deeds. They are called phila... er, phila... er, yes, er, Good Deed Doers."
--the Wizard of Oz

There are four local human lands, and two local non-human lands. Human, brer, and golem player characters may come from any of the four Houselands, from the city of Faraway, or from Cottington Woods itself. Goblin players are always from UnderMarsh, and elf players are always from Greencloud.

In addition to the four Houselands, UnderMarsh and Greencloud there are several cultures from around the world. Cottington Woods exists in a special place, and there are lots of comings and goings. Traders travel all over the Written World and discover all sorts of exotic things, and somehow these things often find their way to Cottington. Characters cannot originate from any of these distant lands, but they could be inspired by the cultures found there. That said, we'd like to maintain a small town atmosphere.

Below is a very general overview of the lands.

The House Lands

The four House Lands border Cottington Woods to the north and south, with the Clubs to the north, and Diamonds, Hearts and Spades to the south. These three southern lands surround the city of Faraway. Each house land is ruled by a king or queen, who in turn, at least in theory, is subject to the rule of the High King in Faraway.

Collamoore, the House of Clubs

North beyond Cottington Woods, the House of Clubs is removed from the other House Lands. Clublanders place great emphasis on strength of arms and on physical prowess. More so, they value one's ability to be productive. Farmers are no less valuable than the militia. Clublanders are the most down to earth and practical of the Houselanders, disdaining the Hearts as full of fluff, the Diamonds as twofaced and shallow, and Spades as arrogant busybodies. They are often sought as bodyguards and protectors. The Clublanders sponsor the annual Games, and their fighting school is considered the best in all the lands, such that other houses often send their own to study there.

If there is a reason that the Clublanders fight so well, it is because they fight often. They are under constant threat from the Frostwroth barbarians to their north, and it is a rare winter when those barbarians - or the Frozen Dead of the north - do not attack somewhere along the Clublander coast. Collamoore boasts a large number of standing troops, but even so they cannot be everywhere, and those who live farther away must be ready to defend themselves when the barbarians attack. Clublanders take pride in knowing they defend the rest of the Houselands from the Frostwroth, but feel some resentment that they get little support from the other houses.

There is some small resentment against the Clublanders as a result of their involvement in the war against Baeldannen, the evil fairy queen, when King Roderick Collamoore was ensorcelled by Baeldannen and sent his army to take Faraway City, Asylum, and northern Woods. That war was short and it was, after all, many years ago, and King Robin Collamoore and Queen (and High Princess) Virtue Faraway have done a great deal to make amends.

The Collamoore colors are green and black, often with a black club on a green field, though sometimes the colors are reversed.

(Collamoore takes inspiration from Scottish, Germanic, Scandinavian and Russian/Slavic fairytales and folklores).

The House of Diamonds, Westall

Diamondlanders are shrewd businessmen who place great emphasis on material wealth. They are very much about appearance and position, and often display both in complicated games of intrigue. No one throws a party like a Diamond. While Diamonds often appear on the surface as benevolent, beneath the surface is often found a heart as cold and unforgiving as their namesake. Diamonds love to make deals, though be careful what deals you make, because a Diamond will hold you to your end. Diamondlanders tend to look down their noses at the other Houses. They are well aware that they are the wealthiest, and flaunt that wealth. Many great Men of Science workshops and guilds are found within the Diamondlands, as well as some universities.

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They see Clublanders as "brutish and boorish;" flashy dueling is more the Diamondlander style. While many Diamondlanders sponsor the artisans within the Heartlands, having great appreciation for their work, Diamondlanders see Heartlanders as easily manipulated and foolish for putting more value on love and friendship than on wealth, power, and position - emotions are ephemeral things with no lasting power. Diamondlanders see Spadeslanders as the only House that could possibly compete with them, though they often see Spadeslanders as nosy and prying, without a proper sense of social etiquette and proper respect for one's social position.

Westall, the Diamondlands, is the northernmost of the southern Houselands. The Gobaleen Mountains form the Diamondlander's northern border, and those same mountains are honeycombed with the mines of both men and goblins. It is not unusual for the Diamondlanders and the goblins to engage in conflict, armed or otherwise, over ownership of the valuable ore found there.

The Diamond Colors are blue and white, and the symbol is typically a blue diamond on a white field. Sometimes the colors are reversed.

(Westall takes inspiration from Victorian England fairytales and folklores, as well as the pomp and decadence of Renaissance Italy and pre-Revolution France).

The House of Hearts, the Heartlands

As the name implies, Heartlanders are ruled by the heart. They place great value in love and friendship, and courtly love traditions reign. Art and music are considered the greatest pursuits, and even those in other professions typically practice some form of artistic hobby. Many Priests of the Word are Heartlanders. The Bardic College in Briardown is the greatest in the land, and nowhere else in the Houselands are bards so well-respected.

Heartlanders see Clublanders as reliable, dependable and fearsomely brave, but feel sorrowful that they forget that strength of the heart is needed as much as strength of arms. Heartlanders and Diamondlanders rarely, it seems, see eye to eye, yet many Heartlanders have Diamondlander sponsors. Certainly the Diamondlanders have an appreciation for the Arts that the Heartlands produce, but often usually as a status symbol and a thing of beauty to be flaunted, not something to be appreciated for what it truly is. They often find Diamondlanders cold and, well, heartless, and their game of intrigues rarely take into account the feelings of those involved. There is something about Spadelanders that Heartlanders tend to find both intriguing and also at times a bit disconcerting. They share an intense curiosity, but the Spadeslanders have a lack of respect of privacy. Their sense of justice is often removed from their sense of heart, and they sometimes see things too black and white, too life and death.

The Heartlands are the most expansive of the Houselands. They sit between Diamonds and Spades with their northeast corner just touching the city of Faraway.

The Heartland colors are red and white. Their symbol is the red heart on a field of white. This is never reversed.

(For inspiration, read "A Song for Arbonne" by Guy Gavriel Kay and Arthurian Legends, as well as courtly love traditions and fairytales, some celtic folklore, french folklore, etc., especially those that involve stories of love and the arts.)

The House of Spades, Rollinghill

Fortune favors the Spades. Their lands are smaller than the Heartlands, but have great abundance, and certainly no other house can claim as many marriages into the royal line of Faraway. They have extensive trading routes and engage in many business ventures with the Diamonds. Spadelanders place a great deal of value on knowledge and discovery. This does not mean they are all scholars or priests (though a great number of Scholar-Priests are Spadelanders), but that they share a great curiosity. For this reason, some of the greatest explorers and rogues hail from this house. They place a strong emphasis on justice, and are often called upon to settle disputes, investigate matters, or enforce the King's law. The first Jacks were Spadelanders. It is said, however, that their pursuit of knowledge and truth sometimes goes too far, and many of the other Houses accuse them of prying into matters not of their concern.

Spadeslanders appreciate the prowess of the Clublanders - but also see them as somewhat straight and narrow. Sometimes even simple, due to their disdain of playing the Game of Cards. But they can be relied upon, and no one makes a better bodyguard that doesn't ask questions. Spadeslanders see the Diamondlanders as so caught in their games and one-ups-manship that they miss the larger picture, and don't appreciate that knowledge for knowledge's sake is often its own reward and by far the greater game. Their emphasis on status and material goods is sometimes seen as gauche. Spadeslanders find the Heartlanders refreshing and delightful. Their patronage of the arts means they often have some of the best libraries and collection of knowledge, and Spadeslanders do love collecting knowledge. They also have an adventurous spirit the Spadelanders appreciate, and perhaps only the Spadelanders truly realize what strength the Heartlanders truly have.

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Rollinghill is the southernmost of the four Houselands. To the southeast is the Canyonlands, and the Spadelanders have a strained history with the people there.

The Spade color is black, and the symbol often shows a black spade or spades on a red or white field.

(The Spadelands takes its inspiration from a variety of sources, from Sherlock Holmes to Indian Jones to the Cadfael Chronicles, to stories of knowledge and discovery; from tales of the justice aspect of Arthurian legends to stories of spies such as James Bond or Brent Weeks's Night Angel Trilogy to the legends of monks like St. Patrick, St. Benedict and St. Augustine.)

Farraway City

The city of Farraway is the seat of the High King of the four Houselands. The citizens of Farraway typically adhere to the characteristics of the various lands, with the added rush and hustle of city life. It is largely considered unnecessary to travel to the various Houselands in order to taste the flavor of them. In most cases, it is enough to visit Farraway, where each house is well represented. Here, the citizens believe, everything of important can be found, and it is not just the center of the law but also the center of culture for all the Houselands.

Much of the city was burned during the War against Baeldannen, the Evil Fairy Queen, but over the past many years, much has been rebuilt - grander, some claim, than it was before, but the few areas that still remain ruined and the memorial to the war stand as a stark reminder of the dangers of meddling in the affairs of fairies and in the dangers the Woods to the north can sometimes represent... even if there is also a sense that the people owe the Woods some thanks for thwarting the evil fairy queen's plans.

The city stands at the northern border between the Heart and the Spadelands. It is south of the Border Hills, north of which is Cottington Woods.

(Farraway City is a hodgepodge of all the Houses, and so takes inspiration from all. We envision Farraway as a mix ranging from Victorian London to the Discworld's Ankh-Morpork to Ba Sing Se from Avatar: The Last Airbender.)

Lake Tower, the center of learning for Magicians across the Houselands is located in the lake across from Farraway City. Not all Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually go there to study.

(Lake Tower is a mix of the Wizard's Tower in Fantasia to legends of Merlin, a mix of the frivolity of Terry Pratchett's Unseen University from the Discworld novels and the gravitas of the Wizard Towers in the movie, The Flight of Dragons)

Cottington Woods

Most folks in Cottington Woods grew up on the borders, and tend to take after whichever House was closest to them, but some grew up deeper in the woods, and claim no ties to the Houselands. Those rare individuals are often considered odd, perhaps a little fairy touched, or just plain crazy. At best they are considered backwards or out of touch by mainstream Houselanders. The goings on outside of the woods have a hard time reaching into the woods, and they often don't seem to matter so much. Woodlanders tend to be more focused on the simple yet frequent day to day challenges that the wood presents.

Locals to Cottington Woods, although not belonging to a specific house, called Woodlanders, are still considered Houselanders. Prior to the start of game, there is no community within the woods, per se. There is no governing body or place where the woodlanders gather to discuss such issues. There is the Cotting House, but that is in many ways only the social center of the Woods, where people gather to trade and tell stories, to drink and to eat in the company of those who understand the strange things that happen in the Woods and for rumors of those things that happen outside it. To the Woodlanders, the world outside the Woods is as strange as the Houselanders see the Woods.

(Cottington Woods itself is heavily influenced by Celtic Myths & Fairytales, the Brothers Grimm, Into the Woods musical, The Last Unicorn by Peter S. Beagle, many of the fantasy/fairytale writings of CJ Cherryh, and numerous other fairytales and folklore.)

The Houseless, Wanderkin

Most Wanderkin clans migrate in and out of the Houselands, and player characters cannot come from these clans. However one clan/family, or collection of clans/families, spends most of its time wandering the four Houselands and Cottington Woods and players may come from this clan.

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See Wanderkin below for more.

Non-Human Lands

There are two known, non-human lands that are close to Cottington.

Greencloud

Home to the local wood elven population, Greencloud is a place that no non-elf has ever seen. It rests in the forest to the east of Cottington. The town of Thornwall guards the only known approach to Greencloud and is guarded vigilantly by aggressive elves perched on high natural walls.

Elves appear as humans, though they have pointed ears. Their clothing always incorporates leaf shapes into the pattern. They are proud and honorable, and often come across as snobbish when they aren't seen as frightening. Woodlanders give them respect much like they would the Fair Folk and avoid them as much as possible. Some few Woodlanders trade with the elves in Thornwall, and elven-made bows and herbal potions are highly valued.

Elves are a presence in the woods and cannot be ignored. They typically do not approach human settlements, and on the rare occasions that they do, they never stay for long. They view non-elves with poorly concealed disgust, and it is well known that the touch of a non-elf is disgusting to an elf. This constant distance is also evident in how elves fight – they choose to wield bows and to kill from a distance.

While elves seem to dislike humans, they absolutely abhor goblins, and will often threaten goblins on sight or even come to blows. That Cottington sits between Greencloud and UnderMarsh is unfortunate, since elven and goblin hostilities will occasionally occur nearby, drawing the men of town into the conflict.

UnderMarsh

UnderMarsh is a very boggy swampland west of Cottington, and is home to marsh goblins. Beyond UnderMarsh are the Gobaleen Mountains and south are the Diamondlands. Much of UnderMarsh is under water, which is fine for the amphibious goblins, but makes travel difficult for non-goblins.

Goblins have green skin, though otherwise they appear human. Because the constant in and out of water is hard on fabric, goblins care little about the quality of their clothing, and they typically dress in rags or tattered clothing.

Goblins perhaps even more than the elves, they are a presence that cannot be ignored. Goblins are very curious, and have, to the Houselanders, a poor sense of boundaries, as they don't have the same understanding of possession of items. Since they occasionally take things that belong to other people, they are viewed with distrust, and very few people will let a goblin into their home.

Because the Diamondlanders and the goblins of UnderMarsh have such a history of violence, goblins tend to regard all humans warily, though they do have dealings and humans don't typically fear for their lives when traveling goblin lands. Goblins have the same hatred of elves that elves have for them.

Other Lands

While Houselanders will have the most exposure to other Houselanders, there are other cultures out there that may interact with them. Most frequently they would encounter Canyonlanders or Frostwroth, and occasionally they might meet travelers or traders from Taiden Sheh, the Dust Lands or the Barumbi Basin. Lakupaparoo or the Wikapapuji Islands are so far away that only extreme measures would ever serve to create an interaction. But of course, you never know.

The Barumbi Basin

The Barumbi Basin is a tropical rainforest that stretches over a large portion of the Written World, south over the sea from the Houselands. The deep canopy formed overhead by the massive trees of the basin make the place seem even deeper and larger than it is, and it is easy to get lost. Of all the lands on the Written World, none is filled with such an air of natural mystery.

The Houselands have a presence in the Basin in the small city of White House.

While the Robber Barons reigned and fell in the Houselands, other kingdoms did the same in the Barumbi Basin, and ruins of those great kingdoms persist, buried and hidden beneath vines and under roots. Though there is civilization in the Basin, there is more wilderness, and deeper into the jungle civilization as the Houselanders view it is harder to find. The peoples and cultures that remain in the Barumbi basin keep much to themselves.

(Characters can draw their ideas from the works of Edgar Rice Burroughs or H. Rider Haggard, as well as mythologies and folklore of South America and Africa.)

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The Canyon Lands

To the south and east of the Spadelands are the Canyon Lands, an enormous stretch of land that is cut and cut again by maze-like ridges and valleys. The proud Canyonlander people are considered “simple” and “primitive” by Houselander standards, as the People here favor Witchcraft over Science and embrace an Oratory Tradition focused on Stories and Tales rather than the Written Word; the First Patron to them is a story *teller* not a story *writer*. The Laws of Science were learned and forgotten in the Houselands before the Houselanders ever reached the canyons, and even Ritualized magic is not as well known; what magic they practice is unlike any in the Houselands. But the truth is that their culture is rich and varied, with a different way of life than the Houselands, living in a manner closer to the land and to the fairies, elementals, and spirits that inhabit it.

The greatest of the canyons is RedFeather Canyon, and built into the wall of this canyon is the RedCliff Dwelling Place, the center of Canyonlander culture. While the people of the canyons are divided into many nations with many dispositions, once each year they gather at the RedCliff Dwelling Place to trade and speak of matters of import.

Over the last few generations the Church of the Word has sent many missions into the Canyon Lands to try and bring the Written Word to the people there, but also to bear Witness to their culture, traditions and stories so that they might be Recorded in the Written Word. There has been some success, especially in the borderlands, but it has also led to some unfortunate conflicts.

(The Canyon Lands should draw ideas from the varied native cultures and tales of North America.)

The Dust Land, the Kingdom of Gold

East and above the Barambi Basin, separated from it by an enormous rock escarpment thousands of miles long are the Dust Lands. Over a thousand years ago the Dust Land was home to the Kingdom of Gold, a kingdom (so the stories say) that reigned since the beginning of time. While it seems that nothing could possibly grow in such a dry place, the Kingdom of Gold is one of the Written World's oldest cultures, raising pyramids up from the sands to reach for the sky. Eventually the Kingdom of Gold fell, and today the land is divided into dozens of tiny states.

(Based very loosely on ancient Egyptian mythology, the people of the Dust Land envision their patrons as having the heads of animals. The Dust Land also takes inspiration from 1001 Arabian Nights and other folktales of the Sahara Desert and other Desert-dwelling people.)

Frostwroth

Frostwroth sits across a great bay from Collamoor, north of Cottington Woods. Frostwroth is a bitterly cold region during the long winter, and a stunningly beautiful one during its very short summer. Carved out of the surrounding highlands by glaciers at some point during the world's shrouded prehistory, the land is rugged and filled with dramatic valleys, ancient evergreen forests, and craggy rocky spires that are never without a cap of snow.

The people of Frostwroth are as rugged and violent as the land they claim to have tamed. They regard battle as honorable, and to die in any way but on the sword of an enemy is considered a shame.

The Frostwroth constantly test their mettle not just against themselves but against the Clublands, north of Cottington Woods. In the far too recent past the many clans of Frostwroth unified and brought the full force of their people to bear. Ultimately they were broken and scattered. Now, the various clans battle for dominance over one another, and those farthest south or east also invade the Clublands. Rumors persist that there is a King again among them, seeking both to unify his people in peace with the Clublands and to bring the Frostwroth people to new lands out of the frozen north, but many dismiss these as Bard's tales: why would the warrior winter people abandon their home and their way of life?

It is also rumored that the dead of the Frostwroth cannot bear to die outside their homeland, and return home, one way or another. There are many stories of those who ventured too far north encountering the Frozen Dead. In the years since the Great War, the number of restless dead – believed to be those who died far from home in that War – roaming the Clublands has grown.

(Frostwroth is inspired by classic Viking and Scandinavian tales and some stories of the Scottish highlands.)

Lakupaparoo

Several generations ago, a colony of settlers traveled from the Houselands to settle the far distant land of Lakupaparoo. Lakupaparoo is one of the few places in the Written World that exists just over the horizon. On the otherwise flat Written World, this gives rise to the saying that Lakupaparoo is down under the rest of the world, and the colonists there have even assumed the name of the “House Down Under”. Travelers from the land down under tell of coastal jungles and of an inland made of burning sand.

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Aside from the expanding colony of former Houselanders, Lakupaparoo is home to a secretive native culture called the Mungo that even the settlers know very little about.

In recent years there has rumor of unrest between the House Down Under and Faraway, and some talk that the remote people are unhappy with their place among the other houses.

(Lakupaparoo is influenced by tales from Australia and the dreamtime folklore of the Aborigini people.)

The Petal Kingdom

TaidenSheh, the Petal Kingdom rests beyond Greencloud and beyond the Canyonlands on the far eastern shore of the continent. Travel to and from there is difficult, as the traveler must pass through the winding ways of the Canyonlands or through the Fairy Mists of the Old Woods of Cottington Woods.

The Petal Kingdom is ruled by the Emperor ("King of the Petal Lands), who has a guiding council of 3 advisors representing the 6 ministries of the civil government. Unlike the Houselands, where hereditary nobility rules most of the lands, the Petal Kingdom has a hereditary monarchy, but the government positions are Civil Servants who pass a Civil Examination to obtain their posts. Many of these officials are Scholars of the Word following the teachings of the First Patron, though Bards and Magicians are also represented who have undergone the proper schooling and examinations. That does not mean there might not be some corruption here or there in government appointments, but the premise is that positions are earned by merit and aptitude rather than chance of birth.

The different "lands" with the Petal Kingdom are ruled by appointed nobility; legends say that they are all descendants of the first Emperor's (other) children (not his firstborn, who of course continued the line of Emperor). There are also military leaders, and a mix of permanent military and rotating militia; in the Petal (Land) of The Chrysanthemum, their nobility are all military leaders and they call their king Shogun.

The Petal Kingdom fashion influences can be seen in the Houselands, although it may be considered a bit overdressed in rural Cottington Woods.

(The Petal Kingdom is loosely based on the Asian cultures and folklore of ancient and feudal China, with the Petal of the Chrysanthemum based on ancient & feudal Japan.)

Wikapapuji Islands

The Wikapapuji Islands rest about halfway between Lakupaparoo and the Houselands, resting in the ocean about a month's travel from either location. They stretch from the north edge of the world to the south, although they are so far spread out that travelers could miss them completely without the use of a map. Those who live on the more extreme northern and southern islands are not even aware of the others. Near the center of the north/south line is the Wikapapuji Archipelago. Some of the Wikipapuji are still largely seafaring people, and their stories often tell of the migrations and adventures on land and on sea. Hearthstones have particular significance for them, as they carry their hearthstones with them when they settle a new island, and it is said that these seafaring people can always find their way home because they can sense where their hearthstones are.

(The Wikapapuji are inspired by tales of the islands of Polynesia, including Tahiti, Hawaii, and the Maori of New Zealand.)

The Wander Kin, Wanderkin

These wandering clans migrate all over the Written World. Some suspect that the Wanderkin families did something in the past that lost them their home, though if that is the case, none can recall what that thing was. A mysterious and spiritual people, the Wanderkin all have a deep sense of personal freedom and a rigid sense of cultural honor. There are many different clans/families of Wanderkin, and while they may once have shared a common heritage, each Clan has its own traditions and dress. It is said that their Fortune Tellers can truly see into the fate of others, and fireside stories whisper of the terrible Curses those of the Old Blood can wreak on those who thwart them. Their habit of never staying in one place for long has resulted in a deep mistrust of them by many people of other cultures, and they are sometimes scapegoats blamed for lost children or missing items as much as the fairies are.

(The Wanderkin are loosely based on nomadic peoples of varied folklore traditions, such as the Romani and Irish Travellers.)

8 Skill Introduction

Character Points

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This is the cost in Character Points (CP) that a character must spend in order to learn a skill. Many skills can be purchased more than once.

Starting Skill Points

All new players will begin play with **250 points** to purchase skills. Don't expect to have all the skills you would like to have on the first event. Cottington is about your growth as well as the growth of the town, and your character will learn plenty of new things over time.

Refresh, or Recovery Times

All skills have a recovery time. There are five increments: Instant, Encounter, Twilight, Event, and Between Event

Instant Skills have no recovery time. These include things like swinging a sword, searching a body, or using first aid. You automatically have these skills, and any restrictions on use are described in the skill description.

Encounter Skills cost a point of Skill to use (see below), and all Skill Points refresh with fifteen minutes of "Well Rest." See the "Well Rest Action". Well Resting is not an in game action and is not interrupted by effects that prohibit in game actions (such as drain and the like), but must be done outside of combat in a safe place. See the Well Rest action in Chapter 12.1 for more on "Well Rest."

Some skills or abilities last "*until the player Well Rests or until the end of an encounter.*" These skills last until they are used, until the character rests for fifteen minutes, or until the current encounter comes to an end.

Please understand and honor the intent behind this duration modifier.

Twilight Skills typically DO NOT cost skill points to use. (This is different from Cottington Woods 1). They require more skill than Encounter Skills, and so need to be purchased more than once. The number of times you purchase the skill equals the number of times you can use that skill during a Twilight period. Twilight skills reset three times during a weekend event – once after sleep on Saturday morning, once when the dinner bells rings on Saturday night, and once after sleep on Sunday morning -- thus meaning you can use a Twilight skill up to 4 times an event, per time bought. Purchasing a Twilight Skill three times means you may use that skills up to three times between those reset times. Some Twilight skills have a restriction on the number of times you can purchase it.

Event Skills are fatiguing or require extensive mental or physical preparation. They do NOT typically cost Skill Points (though there are exceptions), but may only be used once per event, per time purchased.

Between Event Skills may not be used during an event, and may be used between events only once for each time that skill is purchased. Many information skills are Between Event Skills. A character is limited to using only three Between Event Skills at a time.

Prerequisites

Some skills require an understanding of other skills before they can be learned, or are only available to certain races or headers.

Restrictions

Some skills have restrictions on how many times or even when they can be purchased. The game is considered to have three seasons, normally consisting of of four events. For Cottington Woods 2, Season 1 is Events 1-6 (2020-2021); Season 2 is Events 7-10 (2022), and Season 3 is Events 11-14 (2023).

Skill Points

Some skills require that the character spend a Skill Point in game to perform them. Encounter Skills and Twilight Skills typically use Skill Points, but there are exceptions, and it is the player's responsibility to keep track of his remaining points and which skills require them.

Characters are limited in the max total number of Skill Points they can have, regardless of the type of Skill Point you have. Thus, if the limit is "5" you could have 5 Endurance skill points, or a combination of 3 Endurance and 2 Magic Skill points.

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Notes

Any other pertinent information about the skill will be listed here.

ACCELERANT Core Rules

Please review and be familiar the Accelerant Core Rules document (included at the end of this rulebook).

Cottingham Woods is an Accelerant game and follows the Core Accelerant Rules (currently v.6.2.4 as of this publication). These rules are detailed in Part 5 of the rules for those not already familiar with them.

The Accelerant System is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this, a set of Core Rules defines all of the effects of the game and basic interactions. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Where Cottingham deviates from Core Rules is detailed in Section 9: “**Rules Specific to Cottingham Woods.**”

A Reminder About Special Traits.

Skills ***do not work*** against a Special Trait, unless ***explicitly called out*** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt." (See below for Trait categories, and for Special Traits).

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. Exceptions will be given in the skill descriptions.

Traits

Core Accelerant rules define Traits into categories (Elemental, Mental, Metabolic, Physical, Special, Bane, and Self. It is important to know which effects belong to each category, as some skills affect Categories and, other than the exceptions listed above, skills do not work against a Special Trait unless explicitly called out in the skill description):

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

In *Cottingham Woods*, this also includes **Metal**.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

In *Cottingham Woods*, **Madness** is considered a **Special Trait**, and not a Mental Trait.

Metabolic Traits

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These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, this also includes **Acid** and **Metal**.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, **Blessing, Curse, Light, Madness, Magic, Malediction, and Shadow**. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing (though if you imply an appropriate roleplay for the effect, please do so); you will suffer the effect of a Special attack immediately.

In *Cottington Woods*, additional Special Traits include (but are not limited to): **Blood, Corruption, Craft, Dreaming, Doubt, Fairy Magic, Faith, Fascination, Glamour, Horror, Illusion, Imagination, Influence, Insanity, Madness, Magic, Massive, Nightmare, Peace, Permanent, Threshold, and Unconscious**.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately. Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane effect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

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8a Character Points

Character Points represent a character's experience and training. Character Points are used to purchase skills.

In *Cottingham Woods*, Character Points are tied to the Player, not the Character. This means if your character dies, or you decide to bring in a new character at an event, your CP total will be the total you have earned during the running of Cottingham Woods. You will not start back at the character starting base.

Starting Character Points: 250

Initial Bonus CP that can be earned:

- +25 CP for **Approved Character History** at least 2 weeks before your First Event
 - * This may only be earned once per *player*, your CP stays with the Player, not the Character
 - * You **must have an approved history to play Cottingham Woods**, but if you submit your character history in advance of the 2week deadline, you will receive this bonus
- +5 CP for providing a **Picture of your Character**
 - * This will not be posted anywhere except within a book in Monster Camp to be used by Staff to help NPCs identify characters when we send them out to find you

Cottingham Woods 2 Campaign Beginning, Bonus CP offers:

- +10 CP for submitting an **Initial Character Concept** by 1/31/2021
(Concepts are not full histories, but your initial idea for plot approval and feedback)
- +10 CP for submitting your **full Character History** by 3/1/2021
(this is in addition to the +25 for submitting by 2 weeks before your first event)

Starting CP Cap: 350

- * The CP cap raises every event: by 30 CP for One-Day events, and by 60 CP for Weekend Events.
- * CP cap ensures that players with means don't far outpace other characters. CP earned over cap are held until the cap raises. You never lose CP, though you are welcome to transfer unused CP to another player if desired.

CP Earnings Per Event:

Event Attendance:

+10 CP for a Full Weekend Event, +5 CP for a One Day Event

Submitting a PEL (Post Event Letter), ie Session Summary:

+10 CP for a Full Weekend Event; +5 CP for a One Day Event

Clean-Up & Setup: *(this is an increase over CW1 & Tales)*

+10 CP for a Full Weekend Event; +5 CP for a One Day Event

we will have sign-up sheets for clean-up and setup. Please help us with these chores so all can go home!

+10 CP for **Bitter End CP**

this is in addition to cleanup CP, and is earned by staying to clean up until the last Staff member leaves

Other Ways to Earn CP in Cottingham Woods:

DONATIONS!!: amount varies per donation, but you will receive CP for providing Donations to our game.

Donations will be posted on our website and on our player list

+5 CP for **Early Event Registration** (when offered)

+5 CP for **Referring an NPC** to Cottingham Woods **for every event they NPC**

You will receive +5 CP every event they attend, as well as a bonus +5 CP on their second event

NPCing - Accelerant Games or LARPs with whom we have an exchange (see website),

capped at 80 per year (to match what you would earn PCing Cottingham Woods):

5-10CP for Attendance, 2.5-5 CP for PEL, 2.5-5 CP for Cleanup; 1 CP in most games = 5 CP in CW2

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9 Rules Specific to Cottington Woods

Encounters and Resting

Much of Cottington Woods is designed around the idea of an "Encounter" (or "Scene"), which is generally one battle or module. Skill Points and other Encounter-based abilities refresh only when fifteen minutes have gone by without any action ("Well Resting") in a non-combat/safe place. On occasion, an NPC bringing you to a module may say that you look "Well Rested" to indicate that you do not need to rest before going on the module. A few beneficial Imbues also have a duration that is restricted to the current Encounter. These abilities expire once the Encounter ends, and you cannot extend the duration by (for example) fabricating fights.

Twilight

In Cottington Woods, there is a concept of "Twilight" period, which is generally "from dawn to dusk" or "dusk to dawn." In practicality, it is expected to be "Game Beginning till you go to bed," "Wake up on Saturday till Dinner hour," "Dinner hour till you go to bed," and "Wake up on Sunday till game ends."

By Massive

Damage "by Massive" represents blows too powerful to be blocked by any ordinary weapon. ALL weapon and shield skills in Cottington Woods include a restriction that they cannot be used to block damage "by Massive" - if they do, the wielder takes that damage instead. There are some special skills that may allow a character to block Massive attacks - if they do, they will call "Block Massive".

Anathema Frenzy

Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self-preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

There may be occasions when you encounter a thing of Anathema and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

Comatose

After one minute of being Unstable, you may choose to become Stable rather than dying. This choice is entirely optional, and is an out-of-game decision. If you do, however, you acquire the trait "Comatose". While you have this trait, you remain at 0 Vitality, and will not naturally recover to 1 Vitality.

The "Comatose" trait is removed once you have received a total of 10 points of Healing. The tenth point will restore you to 1 Vitality, and remove the Comatose trait. Until that trait is removed, any Healing you receive goes towards removing the Comatose trait - your Vitality will not increase until it is removed. A "Cure Comatose" call will immediately restore you to 1 Vitality and remove the trait.

In any case, when you lose the Comatose trait, you are drained, and must rest five minutes to remove this effect.

Damage taken does NOT count against this Healing, though it can render you Unstable. If you become Unstable again while already Comatose, you will die after one minute, and cannot choose to become "Comatose" again.

A player may choose at any time to die rather than to remain in a coma.

NEW Attack Effect: Dispel (Inflict Banish)

For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" please take it as if it were called "Inflict Banish by <Trait>." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules.

Banish is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Banish instead implies that the creature or object struck with the Effect

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has been dispersed or banished back to whence it came. It has not been killed or destroyed, but merely sent away. Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberland); in which case a tag will be present to explain the effect.

If you are struck with this and have the Figment trait, this will "banish" you from the dreamscape or disperse you among it and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. If you have the Sandman or Dream trait but NOT Figment (ie, most PCs in the Slumberland), treat this as a Stun by Imagination effect. You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also banish you from the area; go immediately to Spirit and depart the encounter.

NEW Effect: Influence (Imbue/Inflict Influence)

if you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

NEW Effect: Peace (Imbue/Inflict Peace)

If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc. that imbued the trait, but could appear in other ways.

NEW Effect: Illusory Trait

If you hear a call "by Illusory {Trait}" your character will SEE whatever the Trait is, but is actually affected "by Illusion." Only defenses against Illusions will work against attacks delivered "by Illusory {Trait}." If you do not have the means to detect Illusion, you should roleplay as if the Illusory Trait is the Trait that was called. If you have a defense to illusions, you will realize the illusory nature of the attack once the defense is used. For example, if you were struck by Illusory Fire, you should roleplay as if you were struck by actual Fire. But if you can "Resist Illusions" and use it to resist the Illusory Fire, you will realize the attack was an illusion. If someone who can detect illusions explains them to you, or an expose illusions is called, you can recognize that there is some kind of glamour at play, but you would still take the effect unless you have the appropriate defense or until it is cured.

NEW Character Trait: Departed

Those who have died and gone beyond the five-minute death count gain the "Departed" trait until they resurrect. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

NEW Character Trait: Unconscious

In Cottingham, Unconscious is also a trait that you gain while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unstable and receive a Heal 1 to Unconscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

NEW Effect Trait: Metal

For Cottingham Woods, the trait "Metal" is considered to be both a Physical and an Elemental trait, and is *not* a Special Trait. Thus, if you are struck with a "Root by Metal" skill, a "Cure Physical" or a "Cure Elemental" skill will Cure it.

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NEW Trait: Haunting

If you obtain the Haunting Trait you will become a part of the story being told by whatever force it was that granted that trait to you. Typically, you will become part of the vision or “reality” of whatever force it was that granted you the trait. Typically, but not always, this effect is temporary. While you are haunted, any effect you take remains with you when the trait is removed. Any skill you expend while haunted is expended, and you do not get it back when you return from the haunted state. If you die while haunted, you die.

NEW Trait: Story

It may happen that you are granted the Story Trait. If this occurs, your character will be hearing a story, but you, the player, will take on the role of someone in that story, and you will act it out. Unless instructed otherwise, the character you are playing in the story will have access to all of your skills.

The events in the story did not happen to your character.

When you return from the story, it will be as if anything that occurred during the telling of the story happened to someone else. Any items you discovered during the story must be left behind, but any damage taken or skills used during the story were not actually expended.

NEW 0 POINT SKILL: Unseen Things in the World (YOU CAN'T SEE THIS)

If you encounter a PC or NPC with either PURPLE GLOWSTICK/GLOWBANDS on their arms and head, or a white, purple and orange bands on their arms and head, this is to indicate that they are either invisible or not there. Though we realize it is hard to ignore, we trust you can all pretend as if the NPC/PC is not present.

NEW 0 POINT SKILL: Unseen Things in the World (You See This, But They Don't See You)

If you encounter a PC or NPC with either BLUE glowsticks/glowbands on their arms and head, this is to indicate that you are witnessing a vision, a story, a dream, a memory, or something else that allows you to see and hear the NPCs/PCs with the bands, but they cannot see or hear you. If you are witnessing a story or memory and the Blue Bands are not present, it means you can interact with the people present and they will see/hear/react to you.

Clarification: Influence Tokens

Once an Influence Token has been placed on the Merchant Board, the only person who can move or remove that token is the person who placed it. Each player will gain 1 Influence Token. Additional Tokens can be purchased with in-game money, or you can gain additional tokens via the Influencer skill.

Clarification: Entering and Exiting the Slumberland

If at any point you hear or see on a tag "(Ambient) Imbue/Inflict by <Trait>: Enter the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Enter the Dreamscape" this indicates that you have entered the Slumberland and are no longer in the waking world. The Trait often provides some context of how you are entering. Most often, this will be by Imagination or Dream. Nightmare would indicate that the area of Slumberland you are entering is strong in nightmares. Other traits may be used at times.

If you enter the Slumberland, you immediately gain the Dream trait, if you do not already possess it.

Conversely, if you hear "(Ambient) Imbue/Inflict by <Trait>: Exit the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Exit the Dreamscape." Similarly, the trait may indicate the manner in which you exit. This will most often be Imagination or Dream. If you hear "Awaken" as a trait, this often indicates because someone or something has woken you up.

If you exit the Slumberland, you immediately lose the Dream trait, unless you permanently have the trait through a skill or some other Permanent Inflict/Imbue/Grant.

Some NPCs may use the older "Enter/Exit the Slumberland by <Trait>" call. This has the same effect as the Imbue/Inflict call and should be treated as such.

Clarification: Manifest the Slumberland

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberland has come into the Waking World, and it is as if you are standing in both at once. Sandmen have access to all of their abilities and anything that exists only in the Slumberland becomes available. A “Grant Trait Dream” may be called in

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conjunction with this. Non-Awakened Dreamers only gain the Dream Trait in this situation if the Grant Trait Dream call is made.

So far as any PC knows, it is not possible for the Slumberland and Waking World to overlap in this fashion, unless one is within the Fairy Mists. You should roleplay accordingly.

Note: If the call is made "Imbue/Inflict by Fairy Mists" then it is clear this is occurring because one is with the Fairy Mists in a place where the Slumberland overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy. This is not considered to be unusual in Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest Sandman" is made, then the effect ends and Sandmen can no longer use their abilities or access anything that is within the Slumberland. If you do not have the Dream trait permanently (you were granted it coming into the Slumberland), you lose the trait at this time. We will try to remember to call the "Cure Dream Trait" call, but if not, please assume the trait goes away unless otherwise clarified.

Clarification: Suffering the Miasma ("Nope")

We understand that sometimes, a player doesn't feel well or needs to bow out of an encounter. Like many games, we have a courtesy rule that we term "Miasma" that players may use to safely bow out of an encounter if they are feeling unwell or need to exercise self-care

Additionally, in Cottingham Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to not be part of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to bow out of an encounter, mod, or similar for any, you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss nor pressure them to continue on. The PC should call "Spirit" and depart the encounter. Players under Miasma should act as if Drained (ie, not use in-game skills) and avoid active combat areas.

We trust all of our players to abide by the spirit of this rule and not utilize this to avoid dangers situations or avoid consequences of an encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Clarification: Trait: Corruption, Corrupt, Anathema, Demon, Undead

The trait, "Corruption" is an attack trait (and a Special Trait). If Diagnosed or Exposed, characters, npcs, or entities with this trait are under some kind of effect (ie, Inflict By Corruption, Stricken by Corruption, etc.), possessed by a demon, or in some other ways have a taint of Anathema or a twisting of the Word upon them. Because it is an attack trait, Corruption in theory can be cured by an appropriate "Cure Corruption" effect.

The trait, "Corrupt," is a *character* trait. If someone or something has been under a Corruption effect for long enough, its very nature may eventually become Corrupt. It is unlikely – though not impossible – to remove the Corrupt trait once gained.

The trait, "Anathema" is a *character/racial* trait. IE, Creatures of Anathema in-game will now have the trait, "Anathema," and any attack which would directly affect them will be called "to Anathema." (IE, "5 Damage to Anathema.") or to their specific monster type (IE, "to Demon."). If exposed or diagnosed, something *with* Anathema is now innately (or has become) a *thing* of Anathema.

Demons of Anathema will *also* have the traits, Demon and Corrupt. It is possible that some Demons may have other traits, or that you may encounter Demons without the Anathema trait.

Undead generally will have the trait, Undead and Corrupt. It is possible that some Undead may have other traits, and possible that some undead – such as Ghosts - are not Corrupt.

"Normal" Ghosts (spirits of those who have died but not gone on to the Deathlands) generally have the trait, Undead, but not the trait, Corrupt. It is possible, however, for a Ghost to be Corrupted and thus have the either the effect trait, Corruption, or the character trait, Corrupt, as well as possess other traits.

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Clarification: Trait: Terror and Nightmare

To avoid confusion, we are making some changes to traits. The trait, "Nightmare" is an attack trait. If Diagnosed or Exposed, characters with this trait are under some kind of effect (ie, Inflict By Nightmare, Stricken by Nightmare, etc.), and are not themselves a thing of nightmares.

The trait, "Terror" is a *character/racial* trait. It replaces the "creature trait: Nightmare." IE, True Nightmare Creatures in-game will now have the trait, "Terror," (as well as Dream) and any attack which would directly affect them will be called "to Terror." (IE, "5 Damage to Terror.") If exposed or diagnosed, something with Terror is now innately a thing of nightmares/terror.

Grant "Encounter" / Grant "Twilight"

If you receive a Grant that is followed by "Encounter," or "Twilight," this refers to the length of time that the effect lasts. At the end of that time, the grant ends. For example, if you receive "Grant Encounter, 1 Body by Magic," you would receive an additional 1 Body that lasts until the Encounter ends.

Grant "Next"

If you receive a Grant "Next" this is to indicate that the attack must be used on the next swing (for example, if you receive a Blade Poison that is "Grant Next Melee Attack, 3 Damage by Poison."

Summer Armor Rules

For characters with Armor skills, it is expected that you wear the physical representation of your armor whenever you are using the Skill (gaining Armor points). The exception to this is during warmer periods when we may declare that Summer Armor rules are in effect. While we do ask wherever possible you create some kind of representation of your armor in a light, breathable material, when the Game has declared that "Summer Armor Rules" are in effect, this means you may gain the benefit of your Armor without needing to wear the Phys Rep. This is for health and safety reasons, to ensure no one dehydrates or suffers heat stroke.

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9a Clarifications to Existing Core Accelerant Rules

Permanent trait

The Permanent trait is considered to be a Special Trait, in that defenses will not work against a Permanent Effect unless explicitly stated, and they cannot be rested off or cured (unless the cure explicitly states it will work on Permanent effects). We do not expect Permanent effects to be common. Please inform staff if you end an event with a Permanent effect remaining.

Weakness Effect and Bows, Thrown Weapons

In Cottingham, Weakness effects apply to those wielding Bows or Thrown Weapons as well, preventing you from delivering called effects until the Weakness is cured or rested off.

Silence on Magician, Bard, and Sandman skills

If you receive a Silence effect, you are incapable of casting Magician spells and Bard songs (notes, chords, etc), even if the spell does not have a verbal component, as well as Sandman skills requiring an Incant. Any exceptions to this rule will be explicitly called out in the spell description. Cantrip spells can always be used, even when silenced, but can only be delivered Uncalled under a Silence effect.

Silence on Witch skills

Witch abilities generally CAN be used while silenced; any exceptions will be listed in the skill description.

Clarification: "Drain <Header>"

If at any point you hear "Drain <Header>" -- such as "Drain Warrior" -- this means that any and all skills purchased under that Header cannot be used until you have rested five minutes (as per the normal rest off a drain effect). Headers are considered Character Traits.

Clarification: Ambient

If "Ambient" is used before a call, it means that the effect is not being caused by the person/being/creature who made the call, but is rather an effect of the area or caused by something else. If Ambient is not called, then the person/being/creature who made the call is the cause of the effect, intentionally or not.

Clarification: Gates

Magical Gates are most often represented by strings of colored lights, usually around a door or other gateway/portal. There will usually be a tag associated with the gate, but sometimes they are represented solely by string/rope lights. If the lights are off, the Gate is closed. No one may enter or exit, unless you possess a skill or other means that allows you to open the gate.

If there are string lights off in an area where there is not normally a gate, please roleplay as if you are not aware of the Gate's presence until the lights go on (unless there is tag indicating otherwise). If the lights are on, the Gate is open, and you may traverse through it if you have the means.

White lights are used to represent "open" Gates that anyone can traverse through: you do not need a Guide or other Magical Means.

Colored Lights (of any color other than White) are "restricted" Gates. The Gate is there, but unless you have a Guide, appropriate skill or item, or some other means of traversing the Gate, you may not go through it. An NPC Guide or Gate Tag will clarify how the Gate is to be traversed.

Knowledge Gained Out of Game, or While Your Character is Unconscious or Dead

We know players like to share stories of things their characters have done. We also believe that it adds to the atmosphere for characters who are unconscious or dead to not be aware or know what happens around them. It is important when NPCing to not reveal information given. To this end, we ask that players and NPCs alike do their best to not act on knowledge gained out of game, while NPCing, or while their characters are unconscious or dead.

We acknowledge that this can be difficult and unintentional mistakes might be made, especially when you might not remember where you heard or learned something. There are no penalties for acting on knowledge you have, but we do ask that you try to obey the spirit of this rule to the best of your ability.

As a player, if you want something to remain a secret, we advise not sharing that information even out of game.

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Armor Phys Reps

It is expected that characters with the Wear Armor skill will wear a physical representation of their armor. However, we do not require the armor to be made out of the actual materials it might represent, and we do not give “bonus” points for real metal armor. This is because real armor can both be expensive, but also heavy, and to be as inclusive as possible, we do not wish to gate these skills around the ability to afford or be able to wear such materials. We ask that you try to have the armor *look* as close to the material it is representing as possible. For example, silver woven knit tunics that look like chainmail, or eva foam that look like metal breastplates. See Appendix 4: Armor Props for more information.

Claws and Natural Weaponry:

In Cottingham, some characters have the ability to use claws or natural weaponry instead of, or in addition to, Weapons. Claws and Natural Weaponry of Brer, Animals, Monsters and Other Creatures are represented by **red claw** phys reps, which are boffer weapons in all red with no crossguards. Some creatures may have claws that more accurately represent being a part of the creature (so wood-grained claws for treants, or lightning pattern for lightning elementals, etc).

Humans or other creatures that are able to fight unarmed, with fists and feet, use **green claw** phys reps to represent their ability to inflict harm when engaging in hand-to-hand combat. In Cottingham, only those with the skill in Unarmed Combat may use fists phys reps.

Claws or Fists that are in a player's hands can be construed in-game as being threatening, or at least prepared for a fight, as it indicates that the claws are extended / fists are ready for a punch. Thus, while characters with Natural Weapons would not be expected to leave their Phys Reps behind in situations where characters might be asked to leave weapons at the door, they might be asked to “stand down” and out-of-game tuck their phys reps under an arm or sheathe in some manner so they are not “at the ready.”

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Non-Combat Rules:

In an effort to make the game as simple as possible, we will be adopting non-combat rules similar to other Accelerant rules, and shifting Halos to Yellow to match other instances of "Out of Game Information" in the Accelerant system. Please note that the following rules apply:

- 1) Halos must glow bright yellow in the dark--the color must be unmistakably yellow (not orange, not red, not white, etc.) and we prefer it to be at least an inch wide. We recommend the use of EL tape for this. (Such as: <http://www.ellumiglow.com/electric-optics-citron-yellow-el-wire-with-welting>)
- 2) Halos must also have dayglow yellow fabric, again, at least an inch wide, for use during the day. You may have a Day Halo and a Night Halo if you wish.
- 3) Halos must be worn around the head (not neck) and must be visible from all angles. Armbands are insufficient for this requirement.
- 4) Individuals wearing halos may not wear costuming that matches the Halo in color or scheme. The entire point of the Halo is to act as an Out of Game warning sign. The Halo cannot be hidden.
- 5) If you are non-combat, you may not participate in combat *in any capacity* and may **not** use skills with Attack effects. This is to prevent you from accidentally being hit because an NPC or Player mistakes you for combat-active due to being hit by an effect from you. If you find yourself unexpectedly in the middle of combat, you may call "Caution - Disengage" as needed and then quickly remove yourself from the situation. If you are in a module or other location where you cannot retreat, please remove yourself away from the combat, cross your arms, and go to Spirit. Remain this way until the combat ends, at which point drop your hands, call Purge Spirit, and then rejoin the module.

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6) If you need to be non-combat, please make a note during Preregistration that you must be non-combat and state the reason why. If you have already preregistered, please send an email to info@cottingtonwoods.com informing staff that you need to be non-combat.

Rest vs Focus(Activity) vs Well-Rested:

Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses a skill point, the skill or skill point is not generally used up if you are interrupted while trying to use the skill. Many games have a set of skills or attributes that can be refreshed when you have a chance to rest.

Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas. In Cottington, to recover Encounter Skill Points, and for certain skills or effects that require a character to "Well Rest" before removal or to regain, the character must be in a "safe" non-combat area and/or outside of an encounter (unless a skill or encounter briefing or encounter tag specifies otherwise).

Rest: Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling, or otherwise in a position that makes it obvious that you are resting (weapons not in hand, etc). You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

Out of Game Indication of Resting: We recognize not everyone is able to sit, lie, or kneel comfortably (or stand up again after). You may also indicate resting by one of the two following mechanisms:

- Cross your arms in front of you and tap your elbows constantly (this can also help you count out the seconds of your rest!)
- Raise your arms and put them behind your head as if you are going to rest/sleep

Focus / Activity: Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time roleplaying in a manner appropriate for the skill or ability you are using. You may talk with others during this roleplay time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you roleplay the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to roleplay each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," or "Spend X roleplaying" followed by a time period, followed by the roleplay needed to act out the skill, followed by the result of the Focus.

"Focus for one minute, repairing your armor at a forge, to refresh your armor points."

"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb.

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"Spend 3 seconds shaking off your fear, to purge one Fear effect."

"Spend 10 seconds performing, and then call "By My Voice, Heal 2 by Inspiration."

"Spend 3 seconds roleplaying administering a potion, and call "Cure Poison by Craft."

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

For Example: Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he roleplays repairing his armor, to refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

"You Are Well Rested" / Well Resting: Accelerant has now adopted Well-Resting as a Core Accelerant Rule, but we wanted to add additional clarification for Cottington.

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Using any in-game skill (unless the skill states otherwise) interrupts your rest and you must start over. To regain a skill that has a reset time listed as "encounter", you must rest for fifteen uninterrupted minutes.

- Certain NPCs and effects can grant the ability to rest instantly ("You appear Well Rested.")
- Generally speaking, you are considered to have rested before a hooked module/encounter, but cannot rest again until that module is over. There are exceptions.
- Generally speaking, you cannot reset between the waves of a battle. There are exceptions.
- You cannot wait to rest. Some skills or effects might last until the end of an encounter. The same conditions apply. When you have rested, those skills or effects expire.

This was already included above, but we feel it cannot be repeated enough to remind everyone:

A Reminder About Special Traits.

Skills **do not work** against a Special Trait, unless **explicitly called out** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt."

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic and Threshold. Exceptions will be given in the skill descriptions.

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10 Vitality, Life and Death

“Man consists of two parts, his mind and his body, only the body has more fun.”
~Woody Allen

Vitality

Vitality in the Cottingham Woods setting determines how many hits a player character can take before falling down. A character's Vitality is equal to Body + Reflex. Everyone starts with 3 Vitality (2 Body + 1 Reflex).

(See Also: **Life and Death**, below)

Body

Character Points: Free
Reset: Instant
Prerequisite: None
Restriction: 2
Skill Points: None

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

Body and Extra Body

Character Points: 15,20,25,30,35
Reset: Instant
Prerequisite: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None

Notes: You are tougher than the average person. Each purchase of this skill grants you one extra point of Body, beyond the 2 free Body. You may purchase up to 2 extra points of body in the first season, and this maximum increases by one with each season thereafter.

Reflex

Character Points: Free
Reset: Encounter
Prerequisite: None
Restriction: 1
Skill Points: None

Notes: Reflex represents your ability to mitigate some damage by “rolling with the blow”. You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack. Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does (“Heal Reflex”) or you receive a “Refresh Reflex” effect. Instead, Points of Reflex return in full to a player after a fifteen minute period of Well Rest (see below).

Extra Reflex

Character Points: 15, 20, 25
Reset: Encounter
Prerequisite: None
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None

Notes: You are more agile than the average person. Each purchase of this skill grants you one extra point of Reflex. You may purchase 1 extra point of Reflex in the first season, and this maximum increases by

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one with each season thereafter. Reflex points return in full to a player after a 15-minute "Well Rest," or if a Heal/Refresh Reflex is received.

Life and Death

From the Accelerant Core Rules (Changes are bolded and italicized)

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. *Healing refreshes Body (not Reflex)* and these points are also refreshed at the end of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you, you will be unconscious and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize, you become stable and start your five-minute count to wake up. If they do not finish the First Aid, your one-minute dying count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. During that five-minute death count, you may receive a Life Spell (Remove Death) effect and be brought back to life. Effects "to dead" will affect you. After those five minutes, you gain the "Departed" trait and cannot be restored by a Remove Death effect. Only effects "to Spirit," "to Departed" or "to Dead" traits will affect a spirit of the dead.

See the Corpse and Comatose Skills in Chapter 12.1.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

In Cottington, this is also a trait ("Unconscious") you have while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. See New Trait: Unconscious above.

Unconscious Safety

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of your character.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, you will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

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A Note: There are other ways than death to have your character removed from play than simply suffering final death. You should be prepared for this.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Departed

Those who have died and gone beyond the five-minute count until they resurrect (or longer, if a spell or skill to halt their death count is used), gains the "Departed" trait. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

Spirits of the Dead

Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless someone else possesses them.

When you rise as a spirit you must proceed directly to the Cottington Woods graveyard. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits or the Dead, ignore the attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Instructions for the Dead

You will find instructions on how to react to your character's death when you arrive at the graveyard.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in-game persona.

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11 Header Costs and Headers

Players in Cottington Woods choose a Header (or Headers) that define the type of skills their character may learn. Players may choose more than one header, but additional headers grow increasingly more expensive. Most headers include Paths within that header that may be chosen; the first path is always free, and the other paths are available at an increasing small cost. Headers are generally *in-game*, especially the Priest header and Paths.

Add-on Headers and Paths (including Heroic Headers, Slayer Paths, Hidden Paths) do not count against your Header total. For starting players, the only Add-on Header is Rogue. This costs 10 regardless, and does not count as a First, Second, Third, etc. Header in terms of Header cost multipliers.

Headers are not Occupations, but they do define a character's abilities, skills, and use of "power" (Skill Points).

Warrior

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You are a stand up and take it, front-line fighter, able to deal damage and take it in equal measure. You may swing with great strength and may also have knowledge in how to use a shield.

Harrier

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You strike best from surprise and often from behind. Although you deal significant damage, you cannot take the punishment that a warrior can, but you are quick on your feet.

Archer

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You do damage from a distance with a bow or thrown weapon.

Some Notes on Unarmed Combat

Brawling

This is not a fighter header, but a fighting style. Brawlers with a proper, even tempered and introspective personality are sometimes sought after and taught the ways of the monk.

Claws

Some brer can fight with Claws, but they must still select headers from the given list.

Champion (Add-On Fighter Header)

Character Points: 20 for Warriors, 25 for Harriers/Archers/Paladins, 35 for All Other Headers

Prerequisite: Any Weapon Skill

Notes: Some warriors have honed their skills such that they can study a foe closely in battle, and match their fighting tactics to that of their foe, allowing them to more easily defend against and defeat their opponent in battle.

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Rogue (Add-On Header)

Character Points: 10

Prerequisite: None

Notes: Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Faraway trains his Jacks thus - but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

Rogues skills very are useful. The woods are filled with ancient Robber Baron tombs and caches. Spiders weave their homes in the most annoying of places, and it takes a steady hand to get through all those webs. There are countless ruins and the like hidden among the trees.

Priest of the Word

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Restriction: Brer cannot become Priests of the Word

Notes: The Priests of the Word are the eyes and mouth of the First Patron. They can read the Written Word, and sometimes change what has been, or will be written. Priests make excellent healers, scholars and, against the forces of Demon-kind and the undead, warriors. If you choose the Priest header, you must also pick a path to follow and are a member of the Church. There are three paths.

Path of the Paladin

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: With your holy weapon, you excel at fighting both the demons of Anathema and the undead that sometimes plague the Written World.

Path of the Healer

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You are adept at mitigating injuries, going so far as to heal a person's shaken Faith, and may even bring the dead back to life.

Path of the Scholar

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You study the Written Word, researching lost truths, verifying newly discovered or newly created works and the like. Your glimpses into events yet to come have the ability to mitigate incoming damage.

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Magician

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: Read and Write

Restriction: Brer cannot become Magicians

Notes: You work with raw magic, manipulating it to cause wondrous effects. While most spells were originally created to serve other, more practical purposes, there is no denying the fact that you are a force to be reckoned with on any field of battle.

Path of the Elementalist

Character Points

1st Magician Path:	0
2nd Magician Path:	5

Prerequisite: Magician Header

Notes: You are a Magician who has learned to manipulate and control the forces of the Elements of Earth, Air, Water, Fire, and even combining them, such as Lightning and Metal.

Path of the Hedge Magician

Character Points

1st Magician Path:	0
2nd Magician Path:	5

Prerequisite: Magician Header

Notes: You are a Magician of classical fairytales and legends, using Arcane Alchemy to great effect. With rare alchemical ingredients, trinkets, enchanted items, and more, you use them to "read between the lines" of the Written World to manipulate magical reality.

Path of the Ritualist

Character Points: 10* (5 CP for Ritual Magic, 5 CP for Path of the Ritualist)

Prerequisite: Magician Header

Notes: A Ritualist is a Magician who choose to study the weaving of enchantment into ordinary devices to make them extraordinary, and who gathers rare and amazing components to create great works of magic to greater effect. Some rituals (Field Rituals) can be done with some preparation in the midst of battle, but many require proper time, preparation, and effort on behalf of the Magician.

A note on Ritual Magic: Ritual magic scrolls must be obtained or learned in-game. The skill, Ritual Research, can be used to create new spells (under Elementalist or Hedge Magician), or new Rituals under Ritualist.

Path of Door Magic

Character Points: 10

Prerequisite: Magician Header, Goblin

Notes: A Goblin Magician who practices Door Magic is known as a "Trickster." Only Goblins have learned to tap into the magic of the Threshold and manipulate this magic to cross great distances

Sandman

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: The Sandmen have learned to enter the Slumberland and manipulate the power of dreams. Sandmen are usually trained at or by the Asylum. There are three paths a Sandman can choose to follow.

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Path of the Adept

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to control your dreams and have become a force within the Slumberland.

Path of the Empath

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to affect the dreams of others, and to grant them abilities to help them stand up for themselves against the figments of dream.

Path of the Architect

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to manipulate the dream world itself.

Witch

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: Witches live in harmony with their environment, relying on the natural forces of the world to fuel their abilities. There are two witch paths. Witches who follow both paths are arguably the best healers in the Written World

A Note on Gender: Male characters who purchase the witch header may refer to themselves as either witch or warlock, as they desire. The header name is "Witch", and is not meant to serve as a gender specific term.

Path of the Hearth Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You create a welcome environment for those seeking rest, and are a caretaker for those in need or for those who share your home. Your magic is centered around hearth and home and those within it.

Path of the Wood Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You are in tune with the forest, and understand how to draw power from the things that grow and live there. You can tease special effect out of the simplest of herbs, and can master those effects.

Path of the Skinchanger

Character Points

Witch Path: 10

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Notes: This path always costs 10 CP, whether it is your first or 3rd Witch path. You carry the skin of animal with you that you use to take the shape of that animal, having earned the right to do so by earning the respect of the animal whose skin that you now wear. You have been blessed by the animal's spirit to take its shape. Skinchangers are not Skinwalkers (also known as Skin stealers), who use dark magic to steal the skin of an animal to take their shape and sometimes more .

Man of Science

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: Read and Write for Schematics

Restriction: Brer cannot learn to read or write Schematics, but can learn to use Gadgets.

Notes: You have learned to craft wonderful gadgets, powered using bottled lightning, crystals, and the patterns of your own thoughts. Men of Science are often regarded as being somewhat odd, fixated on a path of learning that is considered outdated and soon to be irrelevant. Still, the workings of every town and city are laced with your scientific gadgets, and Men of Science have no trouble finding work.

A Note on Gender: Female player characters who purchase the Man of Science header may refer to themselves as either Man of Science or Woman of Science, as they desire. The header name is Man of Science, and is not meant to serve as a gender specific term, and is taken from the Victorian term for Scientists.

Gadgeteer: Men of Science who can only use Gadgets are referred to as Gadgeteers.

Bard

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: You are a songwriter or a spinner of tales, an orator or charming courtier, and can sway the emotions of those who hear your words. You may inspire courage or invoke fear, and your words can change the tide of battle. You typically know the latest rumors, and since your words carry much weight, can even often start them. Reputation is everything to a bard, and your title is usually enough to open doors.

Other Headers

Notes: There are other headers, secret or not, that can be learned in game.

In Cottington, there a number of "secret" or "lost" headers and skills that may be found throughout the course of gameplay. Among these are unique headers in Cottington Woods that we call "**Heroic Headers.**" Illusionist, Lorekeeper, Troubadour, Curse Witch, Protector, Vanquisher, and Dreamsworn are examples of Heroic Headers. These are available in-game through specific teachers, requiring Plot Approval to pick up. The goal is to both ensure some uniqueness of the skills and headers obtained, but also that both the flavor and intention of the headers will be upheld while rewarding the in-game effort made to obtain the header (so that a character who has spent a year working for something isn't superseded by someone who just wants the cool skill but hasn't involved themselves in the plotline.)

Players may only have *one* Heroic Header in the course of the campaign. The dedication and focus required to learn these skills and channel your will to them precludes learning another Heroic Header while you are mastering the first. (Yes, in theory, you could learn more than one throughout your lifetime, but in the scope of the campaign, you can only choose one). Heroic Headers should be found and learned in-game; Plot Approval is required to start game with any.

A few Heroic Headers from the original Cottington Woods Campaign have now become "**Slayer Paths.**" (Hunter, Dragon Slayer, , and Werewolf Hunter). We have greatly reduced these Paths and the skills available for two main reasons: we cannot guarantee you will encounter these creatures every event, let alone more than once an event; and thus, we did not want PCs spending a large portion of their CP on skills they might not use regularly.

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You may only have *one* Slayer Path, but you can have **both** a Slayer Path and a Heroic Header. Slayer Paths should be found and learned in-game; Plot Approval is required to start game with any.

There may be other Secret Paths or Heroic Headers available in-game, but if so, these require considerable in-game efforts to obtain and like all headers, these require Plot Approval.

If a skill is revealed that is part of an existing header, that will be made clear (for example, new schematics, rituals or alchemy, or new skills like the Cure Comatose under Priest/Healer). If a sub-header to an existing header is revealed, that will also be made clear, and will follow the existing rules for sub-headers and headers.

Currently Known Heroic Headers in Cottington Woods:

Cornerstone - Hearth Witches who have truly become the Cornerstone of their Hearth and those who live within, learning the old magic of boundaries of the home.

Curse Witch - Witches who have learned to use their Witch Dolls to invoke curses upon those who cross them

Dreamsworn - Sandmen who have anchored their dreams to the brightest of the Slumberland to keep away the Night Terrors

Duelist - Are especially skilled in fighting with single blade and in flashy duels

Illusionist - have learned to manipulate Glamour and Dreams to fool the senses

Lorekeeper - Priests of the Word dedicated to the preservation of Knowledge and the power of Words and Secrets

Master Archer - Archers who have gained incredible skill in ranged attacks

Protectors - guardians of those who need protecting, they are skilled in defending their designated Wards

Troubadour - Bards whose talents are touched, it is said, with a bit of the magic of fairies, lending to great magical performances

Vanquisher (Anathema Slayer) - Paladins dedicated to defeating the forces of Anathema (demons, undead, etc)

Currently Known Slayer Add-On Paths:

Dragon Slayer - skilled in defeating Dragons of all kinds, from great (Dragons) to small (Drakes & Salamanders)

Hunter - skilled at hunting Animals

Werewolf Hunter - skilled at fighting all manner of the Werewolf curse

A Note on Magicians and Man of Science:

It is intended that Men of Science and Magicians will use their Create Schematic and Ritual Research skills, respectively, as a means of creating new skills for their classes and thus creating their own "heroic header." This does not mean that any skill you submit will automatically come into existence, but that those skills allow you to submit ideas and work in-game to create new schematics & gadgets, new spells, and new Rituals.

Examples:

The entire school of Metal Magic was researched and created by a character (Daryne) throughout the course of Cottington Woods 1.

Schematics that have Burgess, Carce, Chickadee, Gottfried, and Kline in the header were all created by those characters in Cottington Woods 1 and Tales from the Cotting House.

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12 Skills and Descriptions

12.1 Free Everyman Skills

Several skills are available to each character at no cost.

12.2 General Skills

This section details the General Skills available to every character.

12.3 Fighter Skills

These skills are available to Warriors, Harriers and Archers, and cover all weapon skills, including unarmed combat and brer clawed fighters.

12.4 Rogue Skills

The rogue header has a short list of skills available to those characters who wish to break and enter. The rogue header does not offer any combat skills.

12.5 Magician Skills

This includes all the general magician spells and skills, and also the Ritualist add-on header.

12.6 Priest Skills

Priest skills cover those skills available to Paladins, Healers and Scholar.

12.7 Sandman Skills

These skills cover all those skills taught by the Sandmen to their Adepts, Empaths and Architects.

12.8 Witch Skills

All Wood Witch and Hearth Witch skills are included here.

12.9 Man of Science Skills

Man of Science skills are included here, including a list of commonly known schematics.

12.10 Bard Skills

This section details bardic skills.

12.11 Racial and Cultural Skills

Brer, Golem, and the various Houseland specific skills are covered in this section.

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12.1 Free Everyman Skills

All players know the following skills without having to spend character points to learn them.

Death Strike (from the Accelerant Rules)

Notes: A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

Search a Body

Notes: It takes at least ten seconds of roleplay to search a body. Kneel next to the body being searched (the target) and state, "Begin Search." After ten seconds state "Finish Search." The target then gathers whatever the result of the search would be and hands it over.

Entertain

Notes: Any character may entertain. In fact, we encourage this.

First Occupation

Notes: Your First Occupation determines how you make your living. You must declare an occupation, but your First Occupation is free. For more, see the section on Occupations in Part One.

Anathema Frenzy

Notes: Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self-preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

There may be occasions when you encounter a thing of Anathema and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

Answering the Call of Nature

Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross your hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may *only* be used to go to the bathroom or to obtain medication or

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similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.

Between Event Reaction

Notes: A Between Events Reaction is an action taken in response to some discovery or encounter had during an event. For instance, you might find a map during the course of your adventures. A tag on the map would indicate that the map can be followed using a Between Events Reaction. Because you have discovered this map, you may make use of your Between Events Reaction. You cannot create a use for a Between Event Reaction, but must find one in game.

Between Event Reactions will be uncommon, and more often than not you will be unable to take advantage of this free skill.

Becoming Unconscious

Notes: You gain the trait "Unconscious" while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unconscious and receive a Heal 1 to Conscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

Break Empathic Link

Notes: You can at any time choose to close your mind to one who has established an Empathic Link with you. Call "By Your Name, <Name of Person With Whom You have an Empathic Link>, Cure Empathic Link by Will." If your Empathic Link was established by Nightmare or by Dreaming, you cannot remove it with this skill. You may do this as often as necessary to ensure that the individual who has the link is aware it is now broken. You may also use this skill to break an Empathic Connection.

Choose to Die

Notes: If you have gained the Death trait, but are not yet Departed (have not reached your 5 minute count), you may choose to immediately die instead, and go to the Graveyard for resurrection.

Comatose

“This Is Not The End of Your Story”

Notes: After one minute of being Unstable, you may choose to become Stable rather than dying. This choice is entirely optional, and is an out-of-game decision. If you do, however, you acquire the trait "Comatose". While you have this trait, you remain at 0 Vitality, and will not naturally recover to 1 Vitality.

The "Comatose" trait is removed once you have received a total of 10 points of Healing. The tenth point will restore you to 1 Vitality, and remove the Comatose trait. Until that trait is removed, any Healing you receive goes towards removing the Comatose trait - your Vitality will not increase until it is removed. A "Cure Comatose" call will immediately restore you to 1 Vitality and remove the trait.

In any case, when you lose the Comatose trait, you are drained, and must rest five minutes to remove this effect.

Damage taken does NOT count against this Healing, though it can render you Unstable. If you become Unstable again while already Comatose, you will die after one minute, and cannot choose to become "Comatose" again.

A player may choose at any time to die rather than to remain in a coma.

Corpse

Notes: You do not need to turn to Spirit after five minutes. Instead, you may choose to remain in place as a dead body. You may choose to go spirit at any point after five minutes, but you are not required to do so. You are encouraged not to have your body turn to Spirit where possible, so that other characters may roleplay with a body rather than a roaming Spirit. However, this is purely atmospheric, or role-playing skill: "Cure Death" effects will no longer work on you. Once you do become a spirit, you may not become a body again. Whether or

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not you turn Spirit, you gain the trait "Departed" after your five minutes are up, and you can no longer benefit from a "Cure Death" effect. (Although a Cure Death to Departed would.)

Furthermore, while choosing to remain a corpse you must take any effect that is "to Spirit" but you cannot respond to "Speak to Spirit" effects. The purpose of this skill is to give your friends a chance to role play over your body, not to confer information to them after you have died. Once you become a corpse, even after you become spirit, you may no longer take effect from "Speak to Spirit" abilities.

Diagnose Obvious

Notes: This skill allows you to diagnose conditions that would be obvious, but which cannot be represented in the normal course of the game. You may diagnose any of the physical traits: Acid, Crystal, Earth, Force, Ice, Metal, Silver, Thorns, Weapon, Web, and Wind. You may also diagnose: Agony, Frenzy, Maim, Paralyze, Root, Silence, Slow, and Stun. .

Haunting Trait

Notes: If you obtain the Haunting Trait you will become a part of the story being told by whatever force it was that granted that trait to you. Typically, you will become part of the vision or "reality" of whatever force it was that granted you the trait. Typically, but not always, this effect is temporary. While you are haunted, any effect you take remains with you when the trait is removed. Any skill you expend while haunted is expended, and you do not get it back when you return from the haunted state. If you die while haunted, you die.

Inflicting Banish

Notes: For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" or "Banish to <Trait>" please take it as if it were called "Inflict Banish." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules. **For most PCs, this will only affect you if you are in the Slumberland and have gained the "Dream" trait.**

Dispel is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Dispel instead implies that the creature or object struck with the Effect has been dispersed or banished. It has not been killed or destroyed, but merely sent away. Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberland); in which case a tag will be present to explain the effect.

If you are struck with this and have the Fignant trait, this will "banish" you from the dreamscape and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. **If you have the Sandman or Dream trait but NOT Fignant (ie, most PCs in the Slumberland), treat this as a Stun by Imagination effect.** You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also dispel you from the area; go immediately to Spirit and depart the encounter.

Story Trait

Notes: It may happen that you are granted the Story Trait. If this occurs, your character will be hearing a story, but you, the player, will take on the role of someone in that story, and you will act it out. Unless instructed otherwise, the character you are playing in the story will have access to all of your skills.

The events in the story did not happen to your character.

When you return from the story, it will be as if anything that occurred during the telling of the story happened to someone else. Any items you discovered during the story must be left behind, but any damage taken or skills used during the story were not actually expended.

Speaking Frankly

Notes: There are times when you need to ask a clarifying question or speak to a Staff person, but the Staff member is playing an NPC that you would not normally speak to, or you need to step aside for a private conversation, or it is a topic that you cannot easily ask in-game (even under a Clarification). In an effort to not break game, you may ask "May I speak frankly?" This is to indicate to the person that you wish to ask something

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that is not game related. As long as the people present agree to the break in game, you may follow this with your question or step aside with the staff member. It is also possible that Staff members may use this in some circumstances to ensure important out-of-game information is conveyed.

Suffering the Miasma ("Nope")

Notes: In Cottington Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to back out of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to, for any reason, bow out of an encounter, mod, or similar for whatever reason (whether it's real life sickness or wish to not engage in a particular plotline), you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss. The PC should call "Spirit" and depart the encounter.

This is not intended as a way to get out of an encounter without suffering the consequences of the encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Suffering from Illusions (Illusory Traits)

Notes: If you are struck with an effect "by Illusory {Trait}" it as if you were hit by an Illusion, not by the {Trait}. Only a defense or cure affecting Illusions will stop this. For example, you have a Resist Fire and are struck by an "Agony by Illusory Fire." You cannot use the Resist Fire to defend against this attack. If you had a Resist, Purge, or Cure Illusion, you could use those to remove the affect.

Swayed by Influence (Inflicted by Influence)

Notes: If you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

Swayed by Peace (Inflicted by Peace)

Notes: If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc that imbued the trait, but could appear in other ways.

The Nature of Acid, Metal, and Madness in the Written World

Notes: Acid and Metal are not Special Traits in the Written World; instead Acid is a Physical trait and Metal is both an Elemental and Physical Trait. Madness is a Special Trait, NOT a Mental trait.

Unseen Things in the World

Notes: In Cottington Woods, there are occasions where there are people, spirits, or things you just cannot see, or that you might be able to see but cannot interact with.

Invisible/Not There: If you encounter an individual that has EITHER purple glowsticks/glowbands on its arm and head, *OR* white, orange and purple bands on its arm and heads, it means this creature is INVISIBLE and for all intents and purposes NOT THERE. Please roleplay as if you do not see the creature, nor hear it unless it uses a skill to speak to you. If it attacks someone, you can see the person reacting but you cannot see what has done it. If you need to step around something that is not there, you will move around it, but not really comprehend that you have or understand why, even if someone who can see it is trying to tell you that there is something there. Please roleplay this to the best of your ability and obey the spirit of the intent. This should not be a common occurrence.

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Visions (Seen But Cannot Interact With): Sometimes there are spirits and things in the world that you can see, but not interact with – visions of things past, ghosts that are trapped in their memories, dreams that play out before you. If you encounter an individual with BLUE glowsticks/glowbands on its arm and head *OR* white, orange, and blue bands on its arm and heads, it means that you can see this creature but you can NOT interact with it, as this is a vision, memory, or other mystical means of seeing something elsewhere or elsewhere. It will not see or react to you, and you may step up closer to listen better, or to see better, though we ask that you try not to purposeful get in the way of the NPCs. This should not be a common occurrence.

Well Resting

IMPORTANT: This is NOT an in-game skill. This defines the conditions a character must follow to recover encounter skills. “Resting” may be done even if a character is drained or otherwise unable to perform an in-game action.

Notes: Any time you are not engaged in strenuous activity, you are resting. Using any in-game skill (unless the skill states otherwise) interrupts your rest and you must start over. To regain a skill that has a reset time listed as “encounter”, you must rest for fifteen uninterrupted minutes.

- Certain NPCs and effects can grant the ability to rest instantly (“You appear Well Rested.”)
- Generally speaking, you are considered to have rested before a hooked module/encounter, but cannot rest again until that module is over. There are exceptions.
- Generally speaking, you cannot reset between the waves of a battle. There are exceptions.
- You cannot wait to rest. Some skills or effects might last until the end of an encounter. The same conditions apply. When you have rested, those skills or effects expire.

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12.2 General Skills

"...so easy, a caveman could do it"
~~Geiko, brer gecko

Skill Points (Skill, or Points of Skill)

Character Points: 5,10,15,20,25,30,35

Reset: encounter

Prerequisite: none

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: none

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill, 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), Verse (bards) 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.

Weapon Skills

Small Weapon

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a small weapon, of 24" or less in length.

Medium Weapon: Sword, Club or Axe

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff / Spear

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a staff or a spear

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Large Weapon: Sword, Club or Axe

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two-handed sword, club or axe.

Large Weapon: Polearm

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a polearm.

Unarmed: One Fist

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length (36" or less) fist phys rep.

Unarmed: Two Fists

Character Points:	15
Reset:	Instant
Prerequisite:	Fist
Restriction:	None
Skill Points:	None
Notes:	You may fight with two short sword length (36" or less) fist phys reps.

Ranged: Bow

Character Points	30
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you either take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds role playing as you "re-string" the bow

You are encouraged to role play the drawing back and aiming of the bow before firing the packet at the target. As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack. For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend five minutes "fletching" a new set of twenty arrows.

Ranged: Thrown Weapon

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None

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Skill Points: None
Notes: You may use any kind of non-packet thrown weapon. A character may carry up to ten throwing weapons. Fallen thrown weapons can be picked up and used again.

Armor Skills

Wear Armor: Light Armor

Character Points: 15
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You gain benefit from wearing light armor. Light Armor grants 1 point of armor. Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Attack Skills

Desperate Feat of Strength

Character Points: 15
Reset: Event
Prerequisite: None
Restriction
 Season: 1 2 3
 Max Purchase: 1 1 1
Skill Points: None
Notes: You may use your strength to great effect, such as to smash open a swollen door, break open a locked box (although any traps present inside a locked box WILL BE triggered), block massive damage (this requires other skills as well), and possibly more. Yellow tags found in game will detail uses for a Feat of Strength. If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottingham Specific Rules above). Call "Shield Massive by Strength" when you do.

Defensive Skills

Desperate Disengage

Character Points: 10, 10, 10, etc.
Reset: Event
Prerequisite: Any weapon skill
Restriction: None
Skill Points: None
Notes: You may call a "Disengage".

Desperate Avoid

Character Points: 25,50,75,150
Reset: Event
Prerequisite: None
Restriction
 Season: 1 2 3

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Max Purchase: 1 2 3
Skill Points: None
Notes: may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold. You may not avoid attacks by Blood, Corruption, Dreaming, Doubt, Fairy Magic, Glamour, Horror, Influence, Insanity, Madness, Nightmare, and Peace.

Resist Madness

Character Points: 10
Reset: Event
Prerequisite: None
Restriction:
Season: 1 2 3
Max Sanity: 2 3 4
Skill Points: none
Notes: You may "Resist" an attack that is "by Madness" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

Human Resist Madness

Character Points: Free
Reset: Event
Prerequisite: Human only
Restriction:
Season: 1 2 3
Max Sanity: 1 1 1
Skill Points: None
Notes: Because humans are "more sane" than brer or golems, you may call "Resist" to one attack "by Madness" per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill.

Medical Skills

Diagnose Physical

Character Points: 10
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You may diagnose the physical and metabolic condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage; and the Attack Effects: Drain, Repel, Stricken, and Weakness. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Acid, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Metal, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points: 15
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, Presence, Trance, Will), as well as the traits, Fascination, and Madness.

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First Aid

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None
Notes:	You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This will not cure Maims with the Permanent trait.

Dreamer Skills

Dreams and Nightmares

Character Points:	5
Reset:	Between Events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You suffer from uncontrolled and often unpleasant dreams. It is possible to draw some helpful conclusions from these dreams, but it is recommended that you seek Sandman training before you mind breaks and you go insane. Don't take this as a roleplaying challenge. It will be rough.

The CP cost of this skill reflects that it is only part of the Dream Visions skill (See Sandman Skills). You must have this skill to pick up the Sandman header.

Literacy Skills

Read/Write (Human) Print

Character Points:	Free for humans. 5 for golems
Reset:	Instant
Prerequisite:	None
Restriction:	Brer characters cannot learn this skill.
Skill Points:	None
Notes:	You may read and write the human writing.

Read/Write (Elf)

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.
Notes:	You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language,

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you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicate that the body is written in that other language.

Read/Write (Goblin)

Character Points: 15
Reset: Instant
Prerequisite: None
Restriction: Brer cannot learn this skill.
Notes: You may read and write the language of the UnderMarsh goblins. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicate that the body is written in that other language.

Speak with a Specific Animal Type

Character Points: Free
Reset: Instant
Prerequisite: Brer only
Restriction: None
Skill Points: None
Notes: You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men.

Information Skills

A Note on Information Skills: A player may purchase any number of information skill that are available. However, a player may only USE **ONE ACTIVE** information skills after an event. Different skills cover different types of sources, however, making more info skills still quite useful.

- You may submit only 1 Active Use Skill between events. Active Use indicates that you are asking a specific question, directing your research, or otherwise looking into something specific with the skill with an expectation of a response from Plot Staff.
- The only exceptions to this are Create Schematic, Determine Veracity, Dreamgiver, Fortune Telling, Gossip & Rumors, Hindsight, Invitation, Messenger, and Ritual Research, which do not count towards the 1 Active Use.
- You may submit as many Passive Use Skills between events as you wish - this includes skills that are Passive only, or skills that have an option. (For example, you have both Research and In Song & Story, both of which can be used actively or passively. You can submit an active use for one, and a passive use for the other). Each player with the same passive skill use may receive the same response. It is possible that players will receive different responses (this is highly dependent on Plot Staff time and plots ongoing) but you **should expect** to receive the same information. For example, all Players with Hear Rumor (Streetwise) may receive the rumor in their info skill sheets.

Hear Rumors

Character Points: 15
Reset: Between Event
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear “lower class” or “black market” rumors between events, or you may have connections among the upper class of society, the great families of the Houselands and the upper-class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

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This skill may only be used passively unless you have the Rogue Header, in which case you may submit an active use for rumors on a specific topic. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill when used passively.

Research

Character Points: 20

Reset: Between Event

Prerequisite: Read/Write

Restriction: none

Skill Points: none

Notes: You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info. If so, we will inform you in your character envelope.)

Scouting

Character Points: 15

Reset: Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: Because you spend time in the woods, you may come into game knowing something of the area around the town. When you check in to each event, you may be given special information about the lay of the land. This skill is passive only.

Tracking

Character Points: 15

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. This is not an info skill. If you want to know what tracks you may have uncovered between events, purchase the Scouting skill.

Augury

Character Points: 15

Reset: Between Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill. This skill may be used actively or passively.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game where requests for augury readings may be placed, which plot will occasionally check. If staff are able to do so, we will send a response to you.

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Invitation

Character Points:	20
Reset:	Between events
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: Your influence and reputation are great enough that when you invite someone to visit or attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Farroway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Occupation Skills

Occupation

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may purchase additional levels of occupation after the first free occupation. These additional levels will grant you additional funds at the beginning of every event, which may fluctuate based on world events.

Influencer

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You are able to influence people and aspects of the world around you. You gain an additional influence token that can be used on the Merchant Board.

Leatherworker

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may repair non-metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools are required.

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Armor Smith

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required.

Weapon Smith

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all weapons with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required.

Adventure Skills

Balance

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You are skilled at traversing physical challenges such as jumpy stones and the like. So long as one foot is safely on a floor, if you misstep while attempting to perform a physical challenge, and the other foot falls on a surface that is considered unsafe, you may call "Reduce" and immediately return the second foot to safe ground. You may use this even on Special Traits. This skill may not be used to bypass a physical challenge - only to assist. You may not proceed forward using this skill, but must return to the last place where your footing was safe. Certain circumstances do not permit the use of this skill – if you step on a bit of floor that is suddenly revealed to be unsafe, then you cannot use balance to avoid the effect of the unsafe floor.

Climb

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	Steep surfaces may be represented in game, especially in module settings. See Chapter 15.1 for notes on How to Climb. A character may expend one use of the Climbing skill to scurry up or down a surface at a faster pace, maintaining contact on a hold for only a moment before moving another hand or foot.

Swim

Character Points:	10
Reset:	Twilight
Prerequisite:	None

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Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: Occasionally you may find yourself in or under water. Normally a swimming character must move slowly, taking three seconds between each step while moving. With this skill you may move at a normal walking pace. Note that the Swim skill does not grant you the ability to breathe underwater or to fight quickly. One use of this skill lasts the duration of one encounter.

Jump

Character Points: 15

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: This skill allows the character to jump twice to represent a single jump, allowing that character to cross a greater distance in a "single" bound. You make the first jump, call "Avoid" and follow it up with a second jump. You may use this even on Special Traits.

Insight

Character Points: 15

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

If a Patron is present, you may approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. Example: You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room..." The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. Maybe if she could get through the grate..."

Sometimes a fairy might be present who can respond. By calling, "By my voice, Expose Insight Spirit," 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.

It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." 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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11.3 Fighters

“If it bleeds, we can kill it.”

~*Dutch, Predator*

“Sometimes, the sun sets earlier. Days don't last forever, you know.
But I'll fight as hard as I can. I can promise you that.”

— *Marie Lu, Champion*

Outlook

There is no single outlook to consider when designing a fighting character, since people fight for so many reasons. Instead, consider why your character would NOT fight, or why you would settle down in Cottington Woods. You cannot make a living fighting in the woods, and no one will pay you to do it. Instead, a fighting character got his experience at some point in the past, and is carrying that knowledge to today.

While we have grouped the Fighter headers together, each Fighting style is an entirely separate Header.

Warriors are the general fighter header, focused on directly engaging one or more foes, and are more skilled in staying strong in a fight. **Harriers** focus on agility over strength, but also tend to fight their foes from ambush and taking them by surprise, rather than directly engaging. **Archers** are skilled at fighting from a distance, with bow or thrown weapon. Some warriors go on to become **Champions**, who have learned how to study their foes in battle to match and counter their foe's fighting styles.

There are Heroic styles of fighting that may be found in-game (such as Duelist and Protector), though you are limited to one such Heroic Header. There are also “Slayer” Add-On Paths (such as (Animal) Hunter, Werewolf Hunter, Dragon Slayer, etc.) which may be found in-game as well. You may have both a Slayer Add-On and a Heroic Header.

Fighter Skills

Body and Extra Body

Character Points

Warrior:	5,10,15,20,25,30
Harrier:	5,10,15,20,25,30
Archer:	10,15,20,25,30,35

Reset: Instant

Prerequisite: None

Restriction:

Season: 1 2 3

Max Body: 2 3 4

Skill Points: None

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

Durability

Character Points

Warrior:	10,15,20,25,30
Harrier:	10,15,20,25,30
Archer:	15,20,25,30,35

Reset: Instant

Prerequisite: Any fighter header

Restriction:

Season: 1 2 3

Max Body: 4 5 6

Skill Points: None

Notes: Durability grants you an additional point of Body. This point stacks with existing body.

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Reflex and Extra Reflex

Character Points

Warrior:	10,15,20,25
Harrier:	10,15,20,25
Archer:	10,15,20,25

Reset: Encounter

Prerequisite: None

Restriction:

Season:	1	2	3
Max Reflex:	2	3	4

Skill Points: none

Notes: Reflex represents your ability to mitigate some damage by “rolling with the blow”. You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack. Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does. Instead, Points of Reflex return in full to a player after a fifteen-minute period of Rest (see below), or with a Refresh Reflex effect. Reflex can stack with Armor and Armor Grants.

Skill: Endurance

Character Points

Warrior:	5,10,15,20,25,30,35
Harrier:	5,10,15,20,25,30,35
Archer:	5,10,15,20,25,30,35

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.

Feat of Strength

Character Points

Warrior:	10
Harrier:	10
Archer:	10

Reset: Encounter

Prerequisite: Any Fighter Header

Restriction: None

Skill Points: 1 Endurance

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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.

If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottington Specific Rules above). Call "Shield Massive by Strength" when you do.

Small Weapon

Character Points

Warrior:	5
Harrier:	5
Archer:	5
Reset:	instant
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You may use a small weapon.

Small Weapon: Strong Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Encounter
Prerequisite:	Small Weapon
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a small weapon.

Small Weapon: Great Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Twilight
Prerequisite:	Small Weapon: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may call "4 Damage" with a small weapon.

Small Weapon: Agony

Character Points

Warrior:	15
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Small Weapon: Strong Blow
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "Agony" with a small weapon.

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Small Weapon: Disarm

Character Points

Warrior:	15
Harrier:	10
Archer:	---
Reset:	Twilight
Prerequisite:	Small Weapon: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You may call "Disarm" with a small weapon.

Medium Weapon: Sword, Club or Axe

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff / Spear

Character Points

Warrior:	10
Harrier:	15
Archer:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a staff or a spear.

Medium Weapon: Strong Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Encounter
Prerequisite:	Medium Weapon
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a medium weapon.

Medium Weapon: Great Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Twilight
Prerequisite:	Medium Weapon: Strong Blow
Restriction:	
Season:	1 2 3

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Max Purchase: 3 4 5
Skill Points: None
Notes: You may call "5 Damage" with a medium weapon once per twilight per time bought.

Medium Weapon: Agony

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Encounter
Prerequisite: Medium Weapon: Strong Blow
Restriction: none
Skill Points: 1 Endurance
Notes: You may call "Agony" with a medium weapon.

Medium Weapon: Disarm

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Twilight
Prerequisite: Medium Weapon: Strong Blow
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Disarm" with a medium weapon once per twilight per time bought.

Medium Weapon: Maim

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Twilight
Prerequisite: Medium Weapon: Strong Blow and Feat of Strength
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Maim" with a medium weapon once per twilight per time bought.

Two Weapons

Character Points

Warrior: 15
Harrier: 10
Archer: 20
Reset: Instant
Prerequisite: Small or Medium Weapons
Restriction: None
Skill Points: None
Notes: You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. You may use a spear if the second weapon is smaller than 36" in length.

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Shield

Character Points

Warrior:	20
Harrier:	30
Archer:	---

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or by other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

Shield: Block Arrow

Character Points

Warrior:	20
Harrier:	30
Archer:	---

Reset: Encounter

Prerequisite: Shield

Restriction: None

Skill Points: 1 Endurance

Notes: If a called arrow attack strikes your shield, you may spend one Endurance Point and call "Resist Arrow." You must be certain that the attack was an arrow before using this ability, as it cannot be used on spells.

Shield: Block Massive

Character Points

Warrior:	15
Harrier:	20
Archer:	---

Reset: Twilight

Prerequisite: Shield and Feat of Strength

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may spend one Skill Point to block a single attack that is "by Massive" once per twilight per time bought. The attack must strike the shield. You call "Resist."

Shield: Block Spell

Character Points

Warrior:	20, 40, 60
Harrier:	20, 40, 60
Archer:	---

Reset: Event

Prerequisite: Shield: Block Arrow

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

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Notes: You may spend one Skill Point and call "Resist" to a single spell attack that strikes your shield once per event per time bought, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Large Weapon: Sword, Club or Axe

Character Points

Warrior:	10
Harrier:	15
Archer:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two-handed sword, club or axe.

Large Weapon: Polearm

Character Points

Warrior:	10
Harrier:	15
Archer:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a polearm.

Large Weapon: Strong Blow

Character Points

Warrior:	10
Harrier:	15
Archer:	15
Reset:	Encounter
Prerequisite:	Large Weapon skill
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "4 Damage" with a large weapon.

Large Weapon: Great Blow

Character Points

Warrior:	15
Harrier:	15
Archer:	20
Reset:	Twilight
Prerequisite:	Large Weapon: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may call "6 Damage" with a large weapon once per twilight per time bought.

Large Weapon: Maim

Character Points

Warrior:	15
Harrier:	15
Archer:	---

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Reset:	Twilight
Prerequisite:	Large Weapon: Strong Blow and Feat of Strength
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You may call "Maim" with a large weapon once per twilight per time bought.

Improvised Brawler

Character Points

Warrior:	30
Harrier:	30
Archer:	--

Reset:	Instant
Prerequisite:	Small, Medium, or Large Weapons
Restriction:	None
Skill Points:	None
Notes:	You have gained such proficiency with fighting that you can reasonably fight with any weapon you pick up, even if you are not truly proficient with them. This skill allows you to use any melee weapon <i>for uncalled damage only</i> , even if you do not have the skill to use that weapon. You may not use ANY skills with the improvised weapon, nor can you use "Grant Attacks" effects with them. You may only call uncalled damage and block attacks.

The one exception is Disengage; you may use Disengage with any melee weapon if you possess this skill.

This skill will also allow you to throw thrown weapons for uncalled damage, but you cannot use this skill to use a Bow. You must have the Bow skill to use a bow and shoot arrows.

The skill will also allow you to use a single, small weapon sized (24" or less) green fist. You cannot use any fist phys rep larger than 24", nor can you use two fist phys reps, as you must have the Unarmed: Two Fists skill for that.

For example, if you have Medium Weapon: Sword, Club, or Axe, the skill Parry, and Improvised Weapon, you may pick up a Staff, Two Handed Sword, or Dagger, and fight with that weapon as if you were proficient in it. But if you are fighting with a Staff and are struck with a called attack, you may not call "Parry" to that attack. If, however, you were fighting with a Sword, you may use your Parry skill. Likewise, if you received a "Grant Attack: 2 Damage" you could not use that grant with the Staff; only with a Sword, Club, or Axe.

Unarmed: One Fist

Character Points

Warrior:	10
Harrier:	10
Archer:	15

Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length (36" or less) fist phys rep.

Unarmed: Two Fists

Character Points

Warrior:	10
Harrier:	10
Archer:	15

Reset:	Instant
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	None
Notes:	You may fight with two short sword length (36" or less) fist phys reps.

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Unarmed: Reach

Character Points

Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	None
Notes:	You may use longsword length fist phys reps (max of 46") instead of short sword length phys reps (36" or less).

Unarmed: Strong Blow

Character Points

Warrior:	15
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a fist phys rep.

Unarmed: Great Blow

Character Points

Warrior:	15
Harrier:	15
Archer:	20
Reset:	Twilight
Prerequisite:	Unarmed: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may call "5 Damage" with a fist phys rep once per twilight per time bought.

Clawed: One Claw

Character Points

Warrior:	5
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	Brer (appropriate animal type)
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant

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Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: None
Notes: You may fight with two, short sword length clawphys reps.

Clawed: Reach

Character Points

Warrior: 5
Harrier: 5
Archer: 15
Reset: Instant
Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: None
Notes: You may use long sword length clawphys reps instead of short sword length phys reps.

Clawed: Strong Blow

Character Points

Warrior: 15
Harrier: 15
Archer: 20
Reset: Encounter
Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with a claw.

Clawed: Great Blow

Character Points

Warrior: 15
Harrier: 15
Archer: 20
Reset: Twilight
Prerequisite: Clawed: Strong Blow
Restriction: None
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: None
Notes: You may call "5 Damage" with a claw once per twilight per time bought.

Clawed: Agony

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Encounter
Prerequisite: Strong Blow, Claw
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "Agony" with a claw.

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Back Attack

Character Points

Warrior:	15
Harrier:	10
Archer:	---

Reset: Twilight

Prerequisite: Small Weapon or Medium Weapon skill

Restriction:

Season:	1	2	3
Max Purchase:	3	4	5

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "6 Damage" once per twilight per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff or spear.

Ranged: Bow

Character Points

Warrior:	20
Harrier:	20
Archer:	10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds roleplaying as you "re-string" the bow.

You must roleplay the drawing back and aiming of the bow before firing the packet at the target.

As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack.

For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend 5 minutes "fletching" a new set of twenty arrows

Ranged: Thrown Weapon

Character Points

Warrior:	10
Harrier:	5
Archer:	5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use any kind of non-packet thrown weapon. A character may carry up to ten throwing weapons. Fallen weapons can be picked up and used again.

Ranged: Strong Attack

Character Points

Warrior:	15
Harrier:	15
Archer:	10

Reset: Encounter

Prerequisite: Ranged: Bow or Ranged: Thrown Weapon

Restriction: None

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Skill Points: 1 Endurance

Notes: You may call “3 Damage” with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Wear Armor: Light Armor

Character Points

Warrior: 10

Harrier: 10

Archer: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You gain benefit from wearing light armor. Light Armor grants 1 point of armor. Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Medium Armor

Character Points

Warrior: 15

Harrier: 20

Archer: 25

Reset: Instant

Prerequisite: Wear Armor: Light

Restriction: See below

Skill Points: None

Notes: You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor. Examples of medium armor include (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Heavy Armor

Character Points

Warrior: 15

Harrier: 20

Archer: ---

Reset: Instant

Prerequisite: Wear Armor: Medium

Restriction: See below

Skill Points: None

Notes: You gain benefit from wearing heavy armor. Heavy Armor grants an additional point of armor, for a total of 3 point of protection. Examples of heavy armor include (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; or (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get

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additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Golem Light Armor

Character Points

Warrior:	5
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Golem character
Restriction:	None
Skill Points:	None

Notes: You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Light armor for a golem need only represent skin that is other than “flesh.”

Wear Armor: Golem Medium Armor

Character Points

Warrior:	10
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Light Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Medium armor for a golem does not follow normal armor rules, and should cover any visible skin. While we do not require the “skin” to be made from “medium materials” such as hard leather or the like, we ask that the golem “skin” convey that this thicker/tougher than normal.

Wear Armor: Golem Heavy Armor

Character Points

Warrior:	10
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Medium Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Heavy armor for a golem does not follow normal armor rules and should cover any visible skin. However, a golem with Heavy Armor should have something to convey that their skin is of a heavy material – thick wood, metal, etc.

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Shrug and Recover

Character Points

Warrior:	10
Harrier:	10
Archer:	15

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may roleplay for 3 seconds and recover 3 Body. Shrug and stretch, then call, "Heal 3 to self."

Rest Back Health

Character Points

Warrior:	10
Harrier:	10
Archer:	15

Reset: Instant

Prerequisite: Shrug and Recover

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: none

Notes: When you Well Rest between encounters to recover your encounter abilities, you may recover your Body to full.

Parry

Character Points

Warrior:	15
Harrier:	20
Archer:	25

Reset: Twilight

Prerequisite: Any melee weapon skill (not fist or claw)

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Parry" to one attack by melee weapon that strikes a limb (arms, legs, or feet). A parry can be performed with any readied melee weapon, except claws or fists You may parry melee attempts to disarm or destroy your weapon. You may use Parry only against following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic and Threshold.

Disengage

Character Points

Warrior:	10
Harrier:	10
Archer:	10

Reset: Encounter

Prerequisite: Any weapon skill

Restriction: None

Skill Points: 1 Endurance

Notes: You may call a "Disengage" with any weapon in hand, including with claws or fists.

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Avoid

Character Points

Warrior:	35,70,105,140
Harrier:	20,40,60,80
Archer:	30,60,90,120

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

Quick Block

Character Points

Warrior: 5

Harrier: 5

Archer: 10

Reset: Encounter

Prerequisite: Parry

Restriction: None

Skill Points: 1 Endurance

Notes: If you are struck by an uncalled weapon, packet, thrown weapon or arrow attack, and you have a weapon in hand, you may call "Resist by Skill." You may Resist two uncalled attacks for every 1 Endurance spent.

Courage

Character Points

Warrior: 10

Harrier: 15

Archer: 15

Reset: Twilight

Prerequisite: Any fighter header

Restriction: None

Skill Points: None

Notes: You may choose to call "Resist" against any one attack by Fear, or call "Purge" three seconds after taking any one attack "by Fear."

Hamstring

Character Points

Warrior: 15

Harrier: 10

Archer: 20

Reset: Twilight

Prerequisite: Any fighter header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may deliver a strike that cripples your enemy. Call "Slow" or "Weakness" with a melee weapon (cannot be used with claws or fists).

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Warrior Only Skills

Large Weapon: Massive Damage

Character Points

Warrior: 10

Harrier: ---

Archer: ---

Reset: Event

Prerequisite: Warrior, Feat of Strength, Large Weapon: Great Blow

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None Additional

Notes: You may call one "6 Damage" as "6 Damage by Massive" once per event per time purchased.

Warrior's Parry

Character Points

Warrior: 10,20,30

Harrier: ---

Archer: ---

Reset: Event

Prerequisite: Warrior, Parry

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may parry one attack by melee weapon, even if it strikes your chest. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb or chest, and can also be used to parry an attack by Massive that lands on a limb. Warrior's Parry cannot parry a shot that strikes the target's back. You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry by Skill." This includes the ability to Parry attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

I Will Protect You

Character Points

Warrior: 10

Harrier: ---

Archer: ---

Reset: Twilight

Prerequisite: Warrior, Any weapon skill

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

Break Free

Character Points

Warrior: 15

Harrier: ---

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Archer:	---
Reset:	Encounter
Prerequisite:	Warrior, Feat of Strength
Restriction:	None
Skill Points:	1 Endurance

Notes: Warriors who have learned Feats of Strength may use their strength to break free of physical bindings. If you are struck with a Paralyze or Root by a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind), spend 1 Endurance and call "Reduced to Short by Strength." You may then spend 10 seconds uninterrupted roleplaying breaking physically free, just as you would for a Short Paralyze/Root. If you are struck with a Short Paralyze or Short Root by a Physical Trait, spend 1 Endurance and 3 uninterrupted seconds roleplaying struggling free, and call "Purge by Strength."

Knock Down

Character Points

Warrior:	15
Harrier:	---
Archer:	---
Reset:	Twilight
Prerequisite:	Warrior, Feat of Strength
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Warriors who have learned Feats of Strength may use their strength to knock an opponent down. Call "Slam by Strength" with a melee weapon, unarmed, or claw. This may be used once per twilight per time bought.

Still on My Feet

Character Points

Warrior:	10
Harrier:	---
Archer:	---
Reset:	Twilight
Prerequisite:	Warrior, Feat of Strength
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Warriors who have learned Feats of Strength may use their strength to stay on their feet and call "Resist by Strength" to any one Slam effect. You may instead choose to call "Reduced to Slam" to one damage effect called "by Massive." This may be used once per twilight per time bought.

Heroic Stand

Character Points

Warrior:	25
Harrier:	---
Archer:	---
Reset:	Event
Prerequisite:	Warrior, Warrior's Parry
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: If you are struck with a Damage attack that would drop you to 0 or below 0, call "Reduce by Heroics" and remain standing at 1 Hit Point. You may do this once per event per time bought, and may use it even against damage delivered by Special Effects.

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Harrier Only Skills

Fleet-Footed

Character Points

Warrior: --
Harrier: 15
Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Resist" to a Maim, Root, or Slow effect, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

On Your Feet

Character Points

Warrior: --
Harrier: 10
Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: If you are unconscious or incapacitated in a prone position, and you receive healing, rest, or are your Cured, you may call "Disengage" as you awaken and get to your feet.

Small Weapon: Double Attack

Character Points

Warrior: ---
Harrier: 10
Archer: ---

Reset: Event

Prerequisite: Small Weapon: Great Blow or Ranged:Strong Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None additional

Notes: You may call "Double" with any called strike using a small weapon or thrown weapon.

Trip Your Opponent

Character Points

Warrior: --
Harrier: 10
Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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Notes: You may trip up your opponent. Strike them with a melee weapon and call, "Slam."

Double Back Attack

Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Event

Prerequisite: Back Attack

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "Double 5 Damage" once per event per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff or spear.

Back Attack: Stun

Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Event

Prerequisite: Back Attack

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "Stun". You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff, spear or large weapon.

Back Attack: Glancing Throw

Character Points

Warrior: ---

Harrier: 10

Archer: ---

Reset: Event

Prerequisite: Ranged: Thrown Weapon, Ranged: Strong Attack, Back Attack: Stun

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: This special attack allows you to attack a target from behind with a thrown weapon and call "Short Stun". You must have both of the target's shoulder blades in sight to initiate this attack.

Elude That!

Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Encounter

Prerequisite: Fleet-Footed or On Your Feet

Restriction: None

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Skill Points: 1 Endurance

Notes: Spend 3 seconds stretching, jogging in place, or otherwise roleplaying getting ready to move quickly/run, and then spend 1 Endurance to call "Grant Elude Physical to Self by Speed." You may call Elude on the next melee or packet attack that strikes you with a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind). This effect ends when used, when the encounter ends, or when Well Rested.

Dextrous Armor

Character Points

Warrior: ---

Harrier: 20

Archer: ---

Reset: Encounter

Prerequisite: Fleet-Footed or On Your Feet

Restriction: None

Skill Points: 1 Endurance (per use)

Notes: You cannot be wearing any armor (and gaining use of physical armor) to use this skill.

You are fast enough on your feet that you are able to nimbly get out of the way or lessen an incoming blow such that it only skims you. Expend 1 Endurance, then Spend 3 seconds stretching out and then call "Grant 2 Extra Armor to Self by Speed." You gain 2 points of Armor that can be stacked with a normal Grant Armor effect and with Reflex. This armor lasts till expended, the encounter ends, or you take or receive a Well Rest. During the same encounter in which you expended the point of endurance, you may spend 2 minutes stretching and catching your breath to reset this armor, without needing to expend another 1 point of endurance. You may also choose to spend another 1 Endurance to only spend 3 seconds to activate the armor again; however, Dextrous Armor does NOT stack with itself (you may only have 1 active Dextrous Armor active at a time).

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Archer Only Skills

Piercing Shots

Character Points

Warrior:	---
Harrier:	---
Archer:	10

Reset: Instant

Prerequisite: Archer Header

Restriction: None

Skill Points: None

Notes: You may aim for ten seconds, training your bow at a specific target, then throw the packet and call "1 Damage". This will allow your arrows to pierce through shields (which normally stop any uncalled packet attacks).

Ranged: Extra Arrows

Character Points

Warrior:	---
Harrier:	---
Archer:	15

Reset: Instant

Prerequisite: Archer header, Ranged: Bow

Skill Points: None

Notes: You may fire ten extra arrows (for a total of thirty) before having to re-fletch.

Ranged: Fast Fletcher

Character Points

Warrior:	---
Harrier:	---
Archer:	20

Reset: Instant

Prerequisite: Archer header, Ranged: Bow

Skill Points: None

Notes: Reduces fletching time by two minutes (making fletching time 3 minutes).

Ranged: Great Attack

Character Points

Warrior:	---
Harrier:	---
Archer:	10

Reset: Twilight

Prerequisite: Ranged: Strong Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may call "5 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Ranged: Agony

Character Points

Warrior:	---
Harrier:	---
Archer:	15

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Reset: Encounter
Prerequisite: Ranged: Bow and Ranged: Strong Attack
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "agony" with an arrow or thrown weapon.

Ranged: Root (by Arrow)

Character Points

Warrior: ---
Harrier: ---
Archer: 20

Reset: Twilight
Prerequisite: Ranged: Bow
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Root" when attacking with a bow.

Ranged: Throat Shot

Character Points

Warrior: ---
Harrier: ---
Archer: 20

Reset: Event
Prerequisite: Ranged: Strong Attack, Ranged: Agony
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Silence" when attacking with a bow.

Ranged: Repel by Fear

"Back-Off!"

Character Points

Warrior: --
Harrier: --
Archer: 10

Reset: Twilight
Prerequisite: Archer header, Ranged: Bow Skill, Ranged: Strong Attack
Restriction: None
Skill Points: None
Notes: You may gesture with your bow at an opponent and call "By My Gesture, Repel by Fear".

Elude Arrows

Character Points

Warrior: ---
Harrier: ---
Archer: 10

Reset: Twilight
Prerequisite: Archer header, Ranged: Bow or Ranged: Thrown Weapon
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None

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Notes: You are as skilled at avoiding arrows as you are at shooting them. You may spend 3 seconds dancing from foot to foot to prepare to be nimble and dodge incoming missiles. call "Elude" to the first arrow, thrown weapon, projectile, or uncalled packet that strikes you.

Bow Parry

Character Points

Warrior: ---

Harrier: ---

Archer: 15

Reset: Instant

Prerequisite: Ranged: Bow and Archer header

Restriction: None

Skill Points: None

Notes: You would normally take the damage or take a disarm affect if your bow is struck by an incoming melee attack. This skill allows you to actively block a weapon using your bow, and to hold on to the bow when doing so. You may not, however, wield a weapon in your other hand. The bow becomes unstrung when struck, and you must spend ten seconds role-playing restringing the bow before you can use it again to fire an arrow.

Weapon and Bow

Character Points

Warrior: ---

Harrier: ---

Archer: 10

Reset: Instant

Prerequisite: Medium Weapon, Bow Parry

Restriction: None

Skill Points: None

Notes: You may block attacks using your bow in one hand while using a medium or small melee weapon to attack or defend in the other.

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Champion Skills

Some warriors have honed their skills such that they can study a foe closely in battle and match their fighting tactics to that of their foe, allowing them to more easily defeat their opponent in battle.

Champion: Knowing Your Foe (Add-on Header)

Character Points

Warrior:	20
Harrier:	25
Archer:	25
Any other Header:	30

Reset: Encounter

Prerequisite: Any weapon skill, not including fists or claws

Restriction: None

Skill Points: 1 Endurance

Notes: **You gain the trait Champion.** Skilled warriors who study the enemy they fight can learn ways of more easily harming them. Once you have engaged an enemy and landed a blow on them, or they have landed a blow on you (even if you negated it with a defense, or blocked it with a weapon or shield), you may use this skill. Strike your target with a melee weapon, thrown weapon, or arrow and call "Inflict Foe Trait by Skill." You may only Mark one foe at a time. Your foe must be defeated/dead or have fled the encounter, or had the trait removed, before you can target another Foe. If your Foe has the trait removed in some manner, you may spend another endurance to strike them with this again, even if they have not struck you again in the meantime.

You may choose to add "to Foe" to any of your existing melee or ranged attacks against your foe.

Target Your Foe

Character Points

Warrior:	10
Harrier:	10
Archer:	10
Any other Header:	15

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: 1 Endurance

Notes: You may add "to Foe" to any of your existing melee, thrown weapon, or arrow attack calls. (For example, "Maim" could be called as "Maim to Foe.") Your blows also more greatly damage your Foe. Add 1 to any of your Strong Blows, Great Blows, and other damage attacks against your foe when using "to foe". (Thus, "3 Damage" becomes "4 Damage to Foe.")

Piercing Your Foe

Character Points

Warrior:	15
Harrier:	15
Archer:	15
Any other Header:	20

Reset: Event

Prerequisite: Champion: Knowing Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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Notes: You can deliver a blow that penetrates your Foe's defenses. With melee weapon (not fists or claws), thrown weapon or arrow, point your weapon at your Foe and call "By My Gesture, 3 Damage to Foe." If you use a melee weapon, you must be within striking distance to use this skill.

Unbroken Bones

Character Points

Warrior:	15
Harrier:	15
Archer:	15
Any other Header:	20

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: 1 Endurance

Notes: If struck with a Maim attack from your Foe (including the special traits: Craft, Fascination, Illusion, Imagination, Magic and Threshold), spend 1 Endurance, call "Reduced" and take an agony effect instead.

Study Your Foe

Character Points

Warrior:	10
Harrier:	15
Archer:	15
Any other Header:	20

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: 1 Endurance

Notes: Spend a minimum of 10 seconds studying your foe. You may be standing in battle, but cannot be using any game skills, including blocking attacks or using defenses. Once you have done so, you may call "Shield" on the next attack by your Foe, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Parry Your Foe

Character Points

Warrior:	10
Harrier:	15
Archer:	15
Any other Header:	20

Reset: Event

Prerequisite: Study Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may parry one attack by melee weapon delivered by your Foe. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb (but not on your torso). You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry." This includes the ability to Parry attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

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Relentless Against Your Foe

Character Points

Warrior:	15
Harrier:	15
Archer:	15
Any other Header:	20

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: None

Notes: Call "Resist" to any 1 Repel or Slow effect, or one "by Fear" delivered by your Foe, that would prevent you from pursuing or fighting your foe, including the following special traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Enrage Your Foe

Character Points

Warrior:	10
Harrier:	10
Archer:	10
Any other Header:	15

Reset: Twilight

Prerequisite: Champion: Knowing Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may deliver an attack that angers your foe such that they become enraged and fight foolishly. Call "Frenzy to Foe" with a single weapon or arrow attack.

Learn from Defeat

Character Points

Warrior:	15
Harrier:	20
Archer:	20
Any other Header:	25

Reset: Event

Prerequisite: Relentless Against Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You learn how to improve your tactics against a foe, even when you have been defeated by them. If your foe drops you unconscious, kills you, or otherwise incapacitates you while fighting them, you learn from your defeat. You may choose one of the following:

- swing "double" on a called weapon attack against your foe in the same encounter
- gain a Warrior's Parry against one attack from your foe to use in the fight.
- call "double" on your next defense against your foe

These expire once your foe is defeated, killed, or the fight ends.

Thrill of Victory

Character Points

Warrior:	20
Harrier:	25

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Archer:	25
Any other Header:	30
Reset:	Event
Prerequisite:	Relentless Against Your Foe
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Notes:	The thrill of defeating your foe in honorable combat is a rush that empowers you. If you are the one to strike down your foe AND deliver the deathstrike (yours must be the last strike to drop them), or you strike them with Death to Foe and they take the effect and die, spend 3 seconds exclaiming your victory (as appropriate to your character, but it must be obvious). You may then either "Refresh 2 Endurance", or "Refresh 1 Twilight skill."

Fatal Strike Your Foe

Character Points

Warrior:	30
Harrier:	35
Archer:	35
Any other Header:	40
Reset:	Event
Prerequisite:	Relentless Against Your Foe, Study Your Foe, Target Your Foe
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None
Notes:	You may call "Death to Foe" with a melee attack (not claws or fists), thrown weapon, or arrow.

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12.4 Rogues

“Other thieves merely stole everything that was not nailed down, but this thief stole the nails as well.”
~Terry Pratchett, *Sourcery*

Outlook

Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Faraway trains his Jacks thus - but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

Rogue is not a header that conveys combat skills. Rogues who are skilled in combat are often Harriers. Instead, this header focuses on the skills that allow you to get into places unseen and obtain things that are locked away.

A Note on Men of Science vs. Rogues



While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill.

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

It is possible that items exist that would allow Rogues to manipulate Science or Magical locks, traps, and wards.

Roguary Skills

Skill: Endurance

Character Points: 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 cost 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.

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Locks: Pick Locks

Character Points:	10
Reset:	Instant
Prerequisite:	Roguary Header or Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to pick a lock. You may also read any tags that may be present on a lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

Locks: Pick a Lock

Cost:	20
Reset:	Event
Prerequisite:	Rogue header, Pick Locks
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	1 Endurance
Notes:	You may open a single lock. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Skill Point and using this skill. Note that special tools are required to pick certain locks, and this skill does not negate that requirement.

Locks: Escape Bonds

Cost:	10
Reset:	Encounter
Prerequisite:	Pick Locks
Restriction:	Rogue header
Skill Points:	1 Endurance
Notes:	You may free yourself from a binding, such as a rope or manacles. Since for safety reasons you cannot actually be restricted in your movements, this skill is the only method of escape. You may also free yourself from a Root, Slow, or Paralyze caused by a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind) after 10 seconds of roleplay. Spend 1 Endurance to Call "Purge Physical by Skill."

Traps: Disarm Traps

Cost:	10
Reset:	Instant
Prerequisite:	None
Restriction:	Rogue of Man of Science header
Skill Points:	None
Notes:	You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

Traps: Trap Dodge

Cost:	15
Reset:	Event
Prerequisite:	Disarm traps
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You may avoid the damage from mechanical trap would otherwise cause you harm. The call for this is "Avoid". The trap still destroys any items it is protecting, however. A character cannot Trap Dodge and Recover Goods at the same time. You may Avoid traps that are by the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold.

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Traps: Recover Goods

Cost:	15
Reset:	Event
Prerequisite:	Trap Dodge
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: You may save the loot from a trapped box if a trap has been triggered. You must take the damage. This cannot be used at the same time as Trap Dodge. The call for this is "Reduce". If the damage from the trap is enough to bring the character to unconscious, the goods remain safely in the box, although the box is open and the trap sprung. If there is more than one trap in a box, more than one use of this skill is required to recover the goods.

Hide: Conceal Item

Cost:	20
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Endurance

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.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from). You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. 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.

Hide: Resist Expose

Cost:	10
Reset:	Event
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	none

Notes: You may hide from an "Expose <<by trait>>", except if the effect is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare (other Special Effects may be hidden from)". 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.

Seek: Quick Search a Body

Cost:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

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Notes: It normally takes ten seconds to search a fallen body. With this skill, you may search a body in only three seconds. When you initiate the search, state to the NPC, "Quick Search". The NPC will then turn over the goods.

Seek: Search an Area

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: By searching an area (and reading tags left for you to find) you may learn things that are difficult or impossible for us to physically represent. In some cases those details will be available for everyone to know, but if something is well hidden, it may require that you have this skill.

Hear Rumors

Character Points: 10

Reset: Between Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events. You also have connections among the upper class of society, the great families of the Houselands and the upper class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

This skill may only be used passively unless you have the Rogue Header, in which case you may submit an active use for rumors on a specific topic. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill when used passively.

Rogue's Agility

Character Points: Free

Reset: Instant

Prerequisite: Rogue Header

Restriction: None

Skill Points: None

Notes: Rogues are quite skilled at getting into places, and have honed their agility. If they purchase any of the Adventure Skills Balance, Climb, Swim, and Jump, they get one use each Twilight (just as they normally would with the skill), but may otherwise treat the reset of these skills as Encounter, and spend 1 Endurance to use it in an encounter. For example, if they have purchased 1 Twilight Use of Balance and already used it during the current Twilight period, they may spend 1 Endurance to use it again.

Catch Your Breath

Character Points: 10

Reset: Encounter

Prerequisite: None

Restriction: Rogue Header

Skill Points: 1 Endurance

Notes: Spend 1 Endurance and 30 uninterrupted seconds catching your breath to "Refresh All Reflex to Self." You may only use this once per encounter.

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12.5 The Priest of the Word

*"My task which I am trying to achieve is by the power of the written word, to make you hear, to make you feel--it is, before all, to make you see. That--and no more, and it is everything."
~ Joseph Conrad*

*"Anyone who doesn't take truth seriously in small matters cannot be trusted in large ones either."
--Albert Einstein*

Outlook

The Priests of the Church of the Word are among the most respected men and women of the world. They follow the Written Words of the First Patron, collecting facts, checking them, and storing them in their vast library in the city of Faraway. The church values truth. That said, it is not above the changing of Fate when its members see the need. Priests will often see visions of events to come. They may pray to change those events. They view both to be gifts from the First Patron, and consider it their duty to act on them.

While the Priests of the Word do not prescribe to any moral code (beyond a strict adherence to what is truth), they are often called to write the laws of the land, and to witness and judge when those laws have been broken. Many ultimately believe that everyone can find a happy ending if they are willing to look truthfully within and without, and take the difficult path rather than the easy one. Every important event, whenever possible, has a priest in attendance to write it down. The saying goes that if a thing is not written, it never occurred.

Priestly Garb

The priestly garb includes a plain white, off white or brown cassock (originally based off the color of paper, over the generations this has become lighter in shade, and now even white is acceptable). Priests generally don't wear their full cassocks when they are simply out and about. Plain clothes are fine, encouraged even, for every day wear.

Each priest also has a stole, and generally always wears even when in every day attire. These are typically individualized, although priests higher up rank would wear a more uniform stole when performing their duties. The stole, being two sided, typically would have the word "TRUTH" running top to bottom on the right side in block letters, and a word, phrase or block of text written on the left, in whatever format the individual desires. This block of text should be significant to each individual.

Player character priests may feel free to individualize their stole. They are not high enough in rank to worry about the uniform pattern. Player character priests may bring a cassock to game, but it is not required wear.

Priest is an In-Game Header

While "Priest" is an Out-of-Game header, it is also a mark of In-Game status and rank. The ability and responsibility to "witness" an event and, in effect, to further ground it in Truth, is one not taken lightly. Additionally, the skill to reliably channel one's Faith to perform "minor miracles" requires deep training and a special ordination rite. Thus, the only way to become a priest is to be instructed by an existing Ordained member of the church, and that absolutely means that to become a priest a character must also become an Ordained member of the church.

This instructor must be an NPC. Similar to the possession of a noble rank, the ability to train a character to become a priest is not one granted to player characters. This is largely to ensure game balance and cosmological consistency, however In-Game, it is a rule that no existing priest would consider breaking.

If you pick up this Header during the course of game play, please inform Plot of your desire and pursue the header – and your Ordination – in-game.

Faith, as a Skill Point and as In-Game Belief

Points of Faith may be purchased using CP, and on that level, Faith is an Out-of-Game skill. However, it is also in In-Game choice a player makes for a character. Without Faith, a priest's prayers simply do not work. Likewise if a character suffers a crisis of Faith, then that character's prayers go unanswered. Without Faith, no call that is

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specific to priests (“by Faith”, “to Corruption”, etc.) will work. Players are welcome to role play this as they will, but to be clear, this is a cosmological absolute.

Unlike here in the Real World™, on the Written World the evidence of the Power of the Written Word cannot be denied. It is visible and tangible, and even a non-priest character would have faith in the Written Word.

However, only ordained Priests have been taught how to use their Faith as a mystical force.

Priests of the Church of the Word have a stronger connection to both Faith and Doubt than ordinary people, and as such are heavily influenced by both. To be a Priest, you must have Faith: Faith in the Word, the Patrons, the Written Word, and the Truth that is the sum of it all. It is said that the First Patron believed what he Wrote, and his Belief in His Words gave Truth and Being to the Written Word. So, too, do Priests find their Faith.

Doubt

Doubt in the capital D sense is much more than niggling worries at the back of your head; it is either a lack of Faith in the truth of the Written Word, or the effects of Anathema upon an individual that causes a similar lack of faith. Priests who Doubt their Faith may find that they lose their abilities or may suffer event greater affects. While this does not mean you cannot play a Priest who questions, it means your questions should be about the nature of truth and what is truth, not that there is any truth to be had. (Note, this is not a Plot Hint to play a Priest who Doubts. You'd be spending a lot of CP on skills you cannot use, and while we certainly love stories about finding one's Faith or questioning faith in order to find what you believe in, we are aiming for a certain flavor when it comes to the Priests of the Word, and are not seeking to undermine that. There are numerous ways to play a Priest that confirm to our intent that do not require you to be “a religious fanatic” or someone who never questions. You can believe in the truth of the Word and still seek to find the meaning of that Truth.)

Truth

At the heart of the Priest's Faith is Truth, for the Written Word is Truth. For that reason, Priests care a great deal about what is True, and what is not. This does not mean that they never lie or mislead, though most try not, but it does mean when Witnessing and acting in Official Capacity, they are very careful to Witness what is True and enter that truth into the Written Records. Witnessing Untruths can affect and even harm the Written World, and certainly the demons of Anathema seek to corrupt, twist, and warp the Written Word to destroy the Truth of those Words. Thus, Priests take their duty to the sanctity of the Written Word very seriously.

For this reason, Priests are often called upon to be Judges in matters of Justice as they are expected to be objective and seek the Truth of the matter before them.

That is not to say all Priests believe that Truth is absolute; there are those who believe that understanding of Truth can change as one gains knowledge and experience. It is in fact quite common for Priests to debate and philosophize on what is Truth among themselves.

However, Priests always believe that there *is* a Truth, even if it might be unknowable in the moment; Priests do not believe that truth is always subjective, as that is both the path of Doubt and the madness of the Slumberlands.

Priests and Sandman

While Priests can certainly be Sandmen and Dreamers, Priests have a different relationship with the Slumberlands, acknowledging that it is a place that reflects truth but is not itself truth. It is a place of dreams and fanciful imaginations, and Priests – and even the Sandmen of Asylum - recognize that those who lose too much of themselves to dreams are, in the end, likely to go mad. Priests do not lose sight of Reality, even those who are Sandmen, recognizing that the Slumberlands “are not real” in the same way as the Written Word. Falling too far into Dreams is similar to losing Faith.

Priests and Magicians

While Priests can certainly be Magicians as well, some Priests consider Magic to be “cheating,” as Magic is like “ad-libbing” what is Written, and while Priests are very careful and meticulous about what they Witness, or how they use their Faith to heal and to aid, they often feel that Magicians are too quick to flick a wrist to use magic to solve their problems without thinking through the potential consequences of their actions first. Magic is taking “the easy path” and important life and moral lessons are sometimes lost when you take the “easy way.”

However, there are some Priests who see Magic as complimentary to their Faith – the wonder of the Word mixed with the truth of it.

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Priests Skills

Skill Points: Faith

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

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

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

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

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

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

Witness, or Writing the Word

Character Points:	
Paladin:	Free
Healer:	Free
Scholar:	Free
Reset:	Instant
Prerequisite:	Any priest header
Restriction:	None
Skill Points:	None

Notes: The Church of the Word has a saying: "If a thing is not written, it never happened." To that end, you are granted the authority to add facts and details into the record books of the church. You are a "legal witnesses" to the events of the world. Priest of the Word are called upon to record important events, such as births, marriages, deaths, important battles, contracts, and really anything worth remembering. The loss of any bit of information is considered a great shame.

Witness is not so much a skill as it is a duty, and it is one that every priest takes very seriously. To record a thing wrong, especially on purpose, is the worst offense a priest can make, so they are very careful to record names, places and events correctly. Some priests carry this belief into the things they say, being careful not to even speak a mistruth.

If Witness and Record something, you should say something outloud so all priest know who you are and that you are Witnessing what is or has occurred, and then in your written record, ensure you record your name and the fact that you have Witnessed this and are making a record of the Written Word. The exact wording can be unique to each Priest, but could be something such as:

"Let it be known that I, <NAME>, have Witnessed <event> and have Recorded it as a Written Word."

Priests who formally Witness and Record events, contracts, or other things of importance should include in their PELs what they have Witnessed and Written.

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Visions of the Word

Character Points:

Paladin:	10
Healer:	10
Scholar:	10

Reset: Between Event

Prerequisite: Any Priest Header

Restriction: None

Skill Points: None

Notes: You have visions, sometimes of the past, and sometimes they are of the future. Most priests of the Word are “blessed” with these visions, and often view it as skipping around in the book of the world. This is a passive skill and occurs between events.

Resist Doubt

Character Points:

Paladin:	5,5,5
Healer:	5,5,5
Scholar:	5,5,5

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: The strength of your Faith protects you. You may call “Resist by Faith” to any one attack “by Doubt.” This skill may be used while unconscious or dead, but not while Drained.

Repel Corrupt

Character Points

Paladin:	15
Healer:	15
Scholar:	15

Reset: Encounter

Prerequisite: Any priest header

Restriction: None

Skill Points: 1 Faith

Notes: You are imbued with the lawful power of the word, and as such, you may repel many of the creatures of Anathema. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long (“Evil Hence Begone!” or some such) and call, “By my gesture, Repel to Corrupt by Faith!” You may choose to substitute “Corrupt” with “Demon” or “Undead.” You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.

Desperate Repel Corrupt

Character Points

Paladin:	15
Healer:	15
Scholar:	15

Reset: Event

Prerequisite: Repel Corrupt

Restriction:

Season: 1 2 3

Max Purchase: 1 1 2

Skill Points: None

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Notes: Priests are so imbued with the lawful power of the word that in times of desperation, they are able to draw upon the power of their Faith even when exhausted. This works exactly as the “Repel Corrupt” skill except it does not cost Skill Points to use. It is an Event Skill, and can only be used per time bought. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long (“Evil Hence Begone!” or some such) and call, “By my gesture, Repel to Corrupt by Faith!” You may choose to substitute “Corrupt” with “Demon” or “Undead.” You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.

Faith in Truth

Character Points:

Paladin: 10

Healer: 10

Scholar: 10

Reset: Event

Prerequisite: Resist Doubt

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: The strength of your Faith grounds you in the Truth of the Written Word, enabling you to resist magicks that would seek to fool you. You may call “Resist by Faith” to any one attack “by Illusion,” by “Illusory {Trait}” or “by Imagination” once per event per time bought. This skill may be used while unconscious or dead, but not while Drained.

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Paladin Skills

Imbue/Forge Holy Weapon

Character Points:

Paladin: Free

Healer: ---

Scholar: ---

Reset: Event

Prerequisite: Paladin header

Restriction: None

Skill Points: 1 Faith

Notes: You may imbue a weapon with the holy power of the Word to make it a powerful weapon against demons and undead. Traditionally this weapon is a sword, but it may be any small, medium or large weapon (though not a bow, fist of claw).

To Imbue an existing weapon as holy, you must design a rite that includes the following elements:

* It must be a minimum of 5 minutes in length.

* The focal point of the Rite must be the weapon that is being infused with the Word.

* The rite must include speaking and gestures.

* The rite must include writing of some kind, even if this is only tracing out symbols, runes, letters, or words, although consider that this writing would eventually be turned in to the church to making the rite official.

* The weapon must be given a Word that becomes its Name.

* The rite cannot be interrupted. If you take harmful effects or stop the rite, or someone else interrupts or walks through the rite, then you must begin again.

As long as those requirements are met, you may perform the Rite as you wish. At the end of the rite, you may call out "Imbue Holy Weapon by Faith" and your weapon becomes Holy when in your hands.

Once this is done on a weapon, you do not need to perform this rite again. It is considered to remain in effect between events, and does not end unless you imbue a new Holy Weapon. You may only have one weapon that is so empowered. If it at any point you wish to imbue a new weapon, you may do so, following the guidelines above, but the previous weapon loses its holy imbue. This can be done during an Encounter, but please note that interruptions will reset the rite.

You may also choose to perform this rite while forging your own weapon. This requires you to have the Weaponsmithing skill and the necessary in-game components. A Holy Weapon personally created by the Paladin who wields it, weaving in it his Words as he does, is said to be more powerful and it is possible there are hidden skills that may be discovered related to this.

Once cast, in addition to becoming a focus for other abilities, the Paladin can cast Priest spells while holding and using their Holy Weapon in one hand. You must have the skill to use the weapon to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:

* This skill also works with any Priest packet-based skills that are not technically spells but that work like spells.

* If the weapon is destroyed, the Holy Sword Imbue is not lost, but you cannot use the Sword for any abilities relying on it until the Sword is repaired.

True Weapon

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: Twilight

Prerequisite: Imbue/Forge Holy Weapon, Weapon Smith skill

Restriction: None

Skill Points: None

Notes: While holding a HolyWeapon that you have built yourself, you may call "Resist by Faith" to any one Destroy or Disarm effect to that weapon. This skill may be used while unconscious or dead, but not while Drained, once per twilight per time bought.

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Detect Undead

Character Points:

Paladin: 10

Healer: ---

Scholar: 10

Reset: Encounter

Prerequisite: Paladin or Scholar header

Restriction: None

Skill Points: 1 Faith

Notes: You may sense the presence of the restless dead. Spend 1 Faith to Call out a forceful command backed by the power of your faith that is 6+ syllables long and call "By my voice, Expose Undead by Faith."

Detect Corrupt

Character Points:

Paladin: 10

Healer: ---

Scholar: 10

Reset: Twilight

Prerequisite: Detect Undead

Restriction: None

Skill Points: None

Notes: You may sense the presence of demons and the undead they create. Call out a forceful command backed by the power of your faith that is 10+ syllables long and call "By my voice, Expose Corruption by Faith" or "By My Voice, Expose Corrupt by Faith." You may also use this to Diagnose the effect trait, Corruption. Either use expends the skill, which may only be used once per twilight per time bought.

Weapon Damage by Faith

Character Points:

Paladin: 10

Healer: ---

Scholar: ---

Reset: Instant

Prerequisite: Paladin header, appropriate weapon skill

Restriction: None

Skill Points: None

Notes: While wielding your Holy Weapon, you may call any called damage as "by Faith."

Agony to Corrupt

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: Twilight

Prerequisite: Paladin header

Restriction: None

Skill Points: None

Notes: You may hold up your Holy Weapon, present it boldly before a target, and call "By my gesture, Agony to Corrupt by Faith." You may continue to hold the gesture for a **maximum** of 10 seconds. Paladins utilize this ability to cause discomfort to creatures of Anathema, but also as a tool to aid during Exorcisms. You may maintain the gesture for up to 10 seconds, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills, except for Holy Wrath, Harm Undead, and to call defenses. You may use this ability while also using a shield. You may use this once per Twilight per time bought.

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Holy Wrath

Character Points:

Paladin: 20

Healer: ---

Scholar: ---

Reset: Event

Prerequisite: Paladin header, Imbue/Forge Holy Weapon

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may (once per event per time bought) call upon the power of the Word to smite a demon of Anathema or one of its creations. Point your Holy Weapon towards your target, call a command that is just long enough to establish that you have the creature's attention (there is no minimum syllable requirement – this is just to establish that the NPC knows you are aiming the gesture at him). Call, "By my gesture, 5 damage to Corrupt by Faith!" You may choose to say "to Demon by Faith" or "to Undead by Faith." You may use this ability while also using a shield.

Harm Undead

Character Points:

Paladin: 20

Healer: ---

Scholar: ---

Reset: Event

Prerequisite: Paladin header, Imbue/Forge Holy Weapon

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may (once per event per time bought) call on the power of the Word to injure every undead in your vicinity. Lift your holy weapon into the air, make a commanding statement of 10+ syllables affirming your faith in the Word & call, "By my voice, 2 damage to undead." You may use this while using a shield.

Agony by Faith

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: encounter

Prerequisite: Paladin header, Imbue/Forge Holy Weapon

Skill Points: 1 Faith

Notes: While wielding your Holy Sword, you may call "Agony by Faith."

Disengage by Faith

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: encounter

Prerequisite: Paladin header, Imbue/Forge Holy Weapon

Skill Points: 1 Faith

Notes: While wielding your Holy Sword, you may call "Disengage."

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Holy Sword Parry

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: Twilight

Prerequisite: Paladin header, True Sword

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may parry one attack delivered by melee weapon, once per twilight per time bought. A parry can be performed with any readied Holy Sword created by you, and can only parry shots that land on a limb (arms, legs or feet). You may parry melee attempts to disarm or destroy your weapon. If struck, you call, "Parry." If the Holy Sword was personally forged by you, you may once per Twilight (regardless of the number of times bought), parry one melee attack by Madness or by Doubt.

Lesser Exorcism

Character Points:

Paladin: 20

Healer: ---

Scholar: 20

Reset: instant

Prerequisite: Paladin or Scholar header, Witness

Restriction: None

Skill Points: None

Notes: This skill allows you to perform an exorcism upon the field of battle. For minor demons of Anathema, this will exorcise the demon, sending it either back to Anathema or at least expelling it from the body of the one possessed. For greater demons, this will certainly not work as written, as such an exorcism may require additional items or other In-Game mechanisms, but this skill is required to perform that Greater Exorcism. Spend 60 seconds uninterrupted performing a rite of the Word on the possessed or upon a demon. You must be within physical reach of the target. If you are interrupted, you must begin again. At the end of the rite, call ""Inflict Banish to Anathema by Faith."

Relentless Pursuit

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: Twilight

Prerequisite: Paladin header

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: You may call "Purge by Faith" to any one Repel, Slow, Maim or Root effect delivered by a weapon, after making some kind of statement of 5+ syllables of how your foe had not stopped you as they thought. If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the Repel, Slow, Maim or Root was delivered by a packet.

This cannot be used against Special Traits, except for Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. This can be used while Silenced, but not while Drained.

Greater Relentless Pursuit

Character Points:

Paladin: 10

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Healer:	---
Scholar:	---
Reset:	Event
Prerequisite:	Paladin header, Relentless Pursuit
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Notes:	You may call "Purge by Faith" to any one effect delivered by a Demon or Undead using a weapon (melee, claws, fists, bow, thrown), including if delivered "by Doubt", after making some kind of statement of 5+ syllables of how your foe had not stopped you as they thought. If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the attack was delivered by a packet. This cannot be used against Special Traits, except for Doubt, Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. This can be used while Silenced, but not while Drained.

Courage from Faith

Character Points:	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	Encounter
Prerequisite:	Paladin header
Skill Points:	1 Faith
Notes:	You may call "Resist by Faith" to any one attack delivered "by Fear." You may also choose to call "Purge by Faith" three seconds after taking any one attack "by Fear."

Body and Extra Body (Paladin)

Character Points	
Paladin:	10,15,20,25,30,35
Healer:	15,20,25,30,35,40
Scholar:	15,20,25,30,35,40
Reset:	Instant
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Body:	2 3 4
Skill Points:	None
Notes:	Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Durability (Paladin)

Character Points	
Paladin:	10,15,20,25...
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	Paladin header
Restriction:	
Season:	1 2 3
Max Body:	3 4 5
Skill Points:	None
Notes:	Durability grants you an additional point of Body. This point stacks with existing body.

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Medium Weapon: Sword, Club or Axe

Character Points

Paladin: 5

Healer: ---

Scholar: ---

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Strong Blow

Character Points:

Paladin: 10

Healer: ---

Scholar: ---

Reset: Encounter

Prerequisite: Paladin header, Medium Weapon

Restriction: None

Skill Points: 1 Faith

Notes: You may call "3 Damage" with a medium weapon. If this is your Holy Weapon, OR if you have the skill, "Weapon Damage by Faith," you may choose to call this "3 Damage by Faith."

Medium Weapon: Great Blow by Faith

Character Points:

Paladin: 15

Healer: ---

Scholar: ---

Reset: Twilight

Prerequisite: Paladin header, Medium Weapon: Strong Blow by Faith

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Faith

Notes: You may call "5 Damage" with a medium weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."

Two Weapons

Character Points

Paladin: 20

Healer: ---

Scholar: ---

Reset: Instant

Prerequisite: Small or Medium Weapons

Restriction: None

Skill Points: None

Notes: You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. You may use a spear if the second weapon is smaller than 36" in length.

Shield

Character Points

Paladin: 20

Healer: ---

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Scholar:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

Large Weapon: Sword, Club or Axe

Character Points

Paladin:	20
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two handed sword, club or axe.

Large Weapon: Strong Blow by Faith

Character Points:

Paladin:	10
Healer:	---
Scholar:	---
Reset:	Encounter
Prerequisite:	Paladin header, Large Weapon skill
Restriction:	None
Skill Points:	1 Faith
Notes:	You may call "4 Damage" with a large weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."

Large Weapon: Great Blow by Faith

Character Points:

Paladin:	15
Healer:	---
Scholar:	---
Reset:	Twilight
Prerequisite:	Paladin header, Large Weapon: Strong Blow by Faith
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	1 Faith
Notes:	You may call "6 Damage" with a large weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."

Wear Armor: Light Armor

Character Points

Paladin:	10
Healer:	15
Scholar:	15
Reset:	Instant

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Prerequisite: None
Restriction: None
Skill Points: None

Notes: You gain benefit from wearing light armor. Light Armor grants 1 point of armor. Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Medium Armor

Character Points

Paladin: 15
Healer: ---
Scholar: ---
Reset: Instant
Prerequisite: Wear Armor: Light
Restriction: See below
Skill Points: None

Notes: You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor. Examples of medium armor include (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Heavy Armor

Character Points

Paladin: 20
Healer: ---
Scholar: ---
Reset: Instant
Prerequisite: Wear Armor: Medium
Restriction: See below
Skill Points: None

Notes: You gain benefit from wearing heavy armor. Heavy Armor grants an additional point of armor, for a total of 3 point of protection. Examples of heavy armor include (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs; or (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

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Scholar Skills

Research

Character Points:

Paladin: 10

Healer: 10

Scholar: 5

Reset: Between Event

Prerequisite: none

Restriction: none

Skill Points: none

Notes: You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.
* You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

Insight

Character Points:

Paladin: 10

Healer: 10

Scholar: 5

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

If a Patron is present, you may instead approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. *Example:* You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room..." The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. If only she could get through the grate, she might find the way out..."

Sometimes a fairy or even a spirit of the Word might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy or spirit. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you (in Out of Game terms, it may manifest through a Plot NPC or other NPC 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.

It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." 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.

You may use this once per Event per time bought.

Augury

Character Points:

Paladin: 15

Healer: 15

Scholar: 10

Reset: Between Event

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Prerequisite: None
Restriction: None
Skill Points: None

Notes: You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game where requests for augury readings may be placed, which plot will occasionally check. If staff are able to do so, we will send a response to you.

Read/Write (Demon)

Character Points:

Paladin: 20
Healer: 20
Scholar: 15

Reset: Instant

Prerequisite: Read/Write (Human) Print, Any priest header

Restriction: Brer cannot learn this skill. Requires Plot Approval.

Notes: You may make sense of the language of Anathema. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher. The demon writing of anathema is painful to read, and the reader should beware when trying.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicate that the body is written in that other language.

Read/Write (Elf)

Character Points:

Paladin: 15
Healer: 15
Scholar: 10

Reset: Instant

Prerequisite: None

Restriction: Brer cannot learn this skill.

Notes: You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicate that the body is written in that other language.

Read/Write (Goblin)

Character Points:

Paladin: 15
Healer: 15
Scholar: 10

Reset: Instant

Prerequisite: None

Restriction: Brer cannot learn this skill.

Notes: You may read and write the language of the UnderMarsh goblins. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language,

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you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicate that the body is written in that other language.

Read Language

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Twilight

Prerequisite: Scholar header

Restriction: None

Skill Points: 1 Faith

Notes: Instead of actually learning a different language, you can pray for understanding. This is generally considered to be a shortcut in the eyes of the church, but it certainly does take less time.

By spending a point of Faith and calling "Imbue to self by Faith", you may read any single document that is written in another language as if you possessed the normal skill to do so.

You may use this once per Twilight per time bought.

Scholar's Eye

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: The Scholar is studied such that he observes or understands details that might escape another. This skill allows Scholar's to read yellow "Scholar's Eyes" tags.

Messenger

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Event/Between event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: Scholars are able to ensure that messages sent through the network of the Church and the Grimm Brotherhood reach its destination. A message sent with the Messenger skill is guaranteed to reach its destination. Alternately, this skill may be used to ensure that information or a true story is reached by the Grimm Brotherhood for possible inclusion in the Codex. This is a between event skill, and the message to be delivered must be submitted with your PEL by the skill deadline. The use of this skill guarantees a response of some kind to a message sent, though it may not be the response the character is expecting. You may purchase this multiple times to send multiple messages.

Determine Veracity

Character Points:

Paladin: ---

Healer: ---

Scholar: 5

Reset: Event/Between Event

Prerequisite: Scholar's Eye

Restriction: None

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Notes: You may, between events, study a written work and pray on it to determine if the work is truthful, or you may use it during an event by praying to the Patrons for guidance (out of game: place a note to staff in the Staff Messages/Prayer box in the tavern). If a work is truthful, you will know it. The more divergent from the truth a work is, the easier it is to determine that the work is false, and how. A very cleverly worked piece of fiction might be proven false, but might not give an indication where it diverges from the truth. This prayer will reveal if a work is full of lies, but it gives no indication as to the motives of the author.

Divine Prayer

Character Points:

Paladin: ---
Healer: ---
Scholar: 15

Reset: Event

Prerequisite: Scholar header

Restriction: None

Skill Points: None

Notes: During an event, you may visit a church of the Word and pray on a topic or question. You will write down your question and leave it in a box provided for such prayers. The writing of the question is symbolic and important, and is entirely in game.

Plot will check the box several times during an event (though you may also "Speak Frankly" to a Plot member to let us know there is a letter there), and, provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Divine Prayer in-game and provide a response to you so that any Patron's Insight is given to you during the course of play. It is up to you to return to the church to check to see if there is a reply. You may use this once per Event per time bought.

Detect Undead

Character Points:

Paladin: 10
Healer: ---
Scholar: 10

Reset: Encounter

Prerequisite: Paladin or Scholar header

Restriction: None

Skill Points: 1 Faith

Notes: You may sense the presence of the restless dead. Call out a forceful command backed by the power of your faith that is at least six syllables long and call "By my voice, Expose Undead by Faith."

Detect Corrupt

Character Points:

Paladin: 10
Healer: ---
Scholar: 10

Reset: Twilight

Prerequisite: Paladin or Scholar header

Restriction: Detect Undead

Skill Points: None

Notes: You may sense the presence of demons and the undead they create. Call out a forceful command backed by the power of your faith that is at least ten syllables long and call "By my voice, Expose Corruption" or "By My Voice, Expose Corrupt by Faith." You may also use this to diagnose the effect trait, Corruption. Either use expends your use of Detect Corrupt, and You may use this once per Twilight per time bought.

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Resist vs. Confusion

Character Points:**Paladin:** ---**Healer:** ---**Scholar:** 10**Reset:** Encounter**Prerequisite:** Scholar header**Restriction:** none**Skill Points:** 1 Faith**Notes:** You may resist any attempt to confuse you. Spend 1 Faith to Call "Resist by Faith" to an effect by Confusion. This skill may be used while unconscious or dead, but not while Drained.

Focused Mind

Character Points:**Paladin:** ---**Healer:** ---**Scholar:** 15**Reset:** Encounter**Prerequisite:** None**Skill Points:** 1 Faith**Notes:** Your mind is so focused on the Word that while taking notes, transcribing, or working on a puzzle or code, you are protected by the Written Word from harm. Spend 1 Faith and call "Resist by Faith" against a packet or weapon-delivered attack, including if the attack is delivered "by Doubt."

Speak with Spirit/Speak with the Dead

Character Points:**Paladin:** ---**Healer:** ---**Scholar:** 10**Reset:** Twilight**Prerequisite:** Scholar header**Restriction:** None**Skill Points:** None**Notes:** You may speak with the spirits of those dead that linger in the living world. After a brief prayer of at least six syllables invoking the Word, you may touch a spirit or dead body with a packet and call "Speak to Spirit by Faith" or "Speak to Dead by Faith". If the target is then willing, you may speak freely with each other for the duration of the encounter. You may use this once per Twilight per time bought.

Séance

Character Points:**Paladin:** ---**Healer:** ---**Scholar:** 25**Reset:** Event**Prerequisite:** Scholar header, Speak with the Dead**Restriction:****Season:** 1 2 3**Max Purchase:** 3 4 5**Skill Points:** None**Notes:** This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. You may conduct a séance to speak to someone who has passed into the Deathlands. You can establish this Rite however you wish, though forming a circle of some kind and use of Illumination (candles, ink, paper) are required. You must have something of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to speak with. The ritual is more likely to succeed if

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the person casting the ritual has a tie to the person being summoned. The more Priests and people with a tie to the deceased participating, the better the chance of success, and it could be contested or have other results depending on the circumstances of how the person died, how long ago they died, and whether their spirit is in the Deathlands or passed to The End. This does not guarantee the spirit will be friendly. You may send the summoned spirit back at any time while it is in your circle by saying. "Begone! By Your Name, <Name> Inflict Banish to Dead by Dismissal."

You may use this once per Event per time bought.

Life Keeper

"Tell me Your Story"

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: Your desire to write the story of one who has passed on is so strong that they are able to hold their spirit from Departing in order to record their tale. Touch a packet to a target that has died but has not yet reached the end of their five-minute count and call, "Imbue to Dead by Life Keeping". Hand them the Imbue card to read if they do not understand how this skill works. This grants the dead the ability to speak to the Scholar and only the Scholar. Their five-minute count is then halted, so long as the Scholar asks questions about their life, the target continues to answer, and the Scholar writes the answers/stories down.

You may use this once per Twilight per time bought.

Hindsight

Character Points:

Paladin: ---

Healer: ---

Scholar: 5

Reset: Between Event

Prerequisite: Scholar header

Restriction: None

Skill Points: None

Notes: Between events, you may request clarification on the details of an encounter you experienced during the previous event. You must give as much detail as you can (to help us recall the event clearly, ourselves). Examples of how to use this could be to remember what an NPC actually said, or details of the encounter you may have forgotten. You can use this for clarity if multiple PCs remember the same event differently. Use of this skill does not count towards your limit of Between Event Info Skills.

Sharing the Written Word

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witnessed, or

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instructing or teaching others. At the end of those two minutes, you may call out one of the following: "By My Voice, Heal 2 by Faith", "By My Voice, Cure Will by Faith", or "By My Voice, Grant 1 Protection by Faith." When making the call, the volume of the call must be at the same volume level as the conversation itself. You may use this once per Twilight per time bought.

Blessing of the Witness

Character Points:

Paladin: ---

Healer: ---

Scholar: 5

Reset: Twilight

Prerequisite: Witness, Sharing the Written Word

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: This skill may be used if a Priest Witnesses and Records (writes down) a significant event, moment, contract, oath, or other such event to bless the participants of that moment. (This is most often used when a Priest is explicitly asked to bear witness, but it is not required that a Priest be asked to do so). The events could range from a Wedding, to the swearing of oaths, to the defeat of a great enemy. Take a moment to state that you have formally witnessed this moment -- such as "My name is <Your Name> and I have Witnessed these Words as Truth" or "Let it be known that <this> is been Witnessed and the Words Written by the hand of <Your Name>." You may then call a packet to each participant (such as two individuals who exchanged a vow) and say one of the following: "Heal by Faith" or "Grant Extra 1 Protection by Faith" or "Grant Weapon Defense by Faith, Shield by Faith." If the event included all visible individuals (such as a decisive battle in a war), you may instead call out "By My Voice" rather than touch a packet. However, to do so, those present all must have participated in the event, act, etc, being Witnessed. If they were just bystanders or witnesses, they cannot be so imbued.

When making the call, the volume of the call must be at the same volume level as the conversation itself.

You may use this once per Twilight per time bought.

Protection from the Witnessed

Character Points:

Paladin: ---

Healer: ---

Scholar: 10

Reset: Twilight

Prerequisite: Witness, Sharing the Written Word

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: You must personally witness an Attack Trait being used in an encounter or battle. You cannot be told of it, but rather must have been struck by it or personally seen (and heard) it used, even if the attack was negated by a defense or missed the target. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, Witness that it has happened by word (as per the Witness skill), record it in your book, and then you may grant a "Grant Defense, Shield <Trait> by Faith." For example, if you encounter a Fire Elemental casting Fire, you may Witness it, write it down in your book, and then cast "Grant Defense, Shield Fire by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a ball of fire, you may call out "I Witness that this creature uses fire to harm others," write it down in your book, and then cast a shield fire on yourself or someone else. If you have a second use of this skill, you may cast a second one without writing down a new witnessing. If instead you see the creature through an ice bolt and want to cast a shield ice, you would then need to do a second witness, write it down, and then cast the spell.

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You may use this once per Twilight per time bought. Once the creature(s) are defeated, you leave the encounter, or are Well-Rested (either by spending the 15 minutes to well-rest or being granted the ability), you will need to Witness the ability again to reuse this skill.

Empowered by the Written Word

Character Points:

Paladin: ---

Healer: ---

Scholar: 15

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: Scholars gain great understanding of the Word from knowledge. Write down something you don't already know, such as taking notes during important conversations. Share it with someone who does not already know it. Touch a packet to that person or to yourself and call your choice of:

"Refresh 1 Twilight Skill by Faith"

"Cure Doubt/Madness/Insanity/Corruption/Nightmare/Horror/Glamour/Craft/Magic by Faith"

"**Encounter** Grant 1 Skill Point by Faith"

"Grant 1 Vitality by Faith"

This must be new information shared, and should obey the spirit of this skill, which is to share in-game knowledge. The Patrons do not take kindly to those Scholars who seek power from the Word but do not uphold the true meanings behind it.

You may use this once per Event per time bought.

Restoration of Faith by the Written Word

Character Points:

Paladin: ---

Healer: ---

Scholar: 15

Reset: Event

Prerequisite: Sharing the Written Word

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: Scholars gain great understanding of the Word from knowledge, and that Written Knowledge can restore their Faith in difficult times. Spend uninterrupted 20 seconds reading from your Book to call either "Refresh 2 Faith to Self" or "Refresh 1 Twilight Skill to Self."

You may also use this to restore Faith to another. You both must be together, and you must read aloud to them some truth or knowledge from your book for at least 1 minute, with both of you being uninterrupted during that time. You may then call "Refresh 2 Faith by Faith." If they are not a Priest or do not have Faith Skill Points, spend 2 uninterrupted minutes and call "Refresh 1 Skill Point by Faith."

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Healer Skills

Diagnose Physical

Character Points:

Paladin:	10
Healer:	5
Scholar:	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, Metal, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points:

Paladin:	15
Healer:	10
Scholar:	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, Presence, Trance, Will), as well as the special traits, Fascination and Madness.

First Aid

Character Points:

Paladin:	5
Healer:	5
Scholar:	5

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

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

Cure Maim

Character Points:

Paladin:	10
Healer:	5
Scholar:	10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This cannot be used against the Permanent Trait.

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Cure Doubt

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: None

Restriction: None

Skill Points: 1 Faith

Notes: You may restore a person's faith in the Word, such that you can remove effects inflicted by Doubt. After a rousing affirmation of your own faith lasting at least fifteen seconds, you may touch a packet to your target and call "Cure Doubt by Faith." You may use this once per Twilight per time bought.

You also gain the ability to "Diagnose Doubt." You may touch a packet to a person, spend three seconds analyzing the individual, and call "Diagnose Doubt." Diagnosing Doubt does not expend your use of Cure Doubt.

Stabilize

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: 1 Faith

Notes: At dawn and dusk you may utter a prayer of at least ten syllables, spend 1 Faith, and call "Imbue to Self by Faith". Until the next twilight, you may then touch any unstable character with a packet and state, "I do not witness your dying. Stabilize by Faith."

Remove Lesser Injury

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Encounter

Prerequisite: Diagnose Physical, Healer header

Restriction: None

Skill Points: 1 Faith

Notes: By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 1 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 3 by Faith."

For example, if you and your companions are fighting a pack of wolves and Joe is struck down by one behind you, you may turn around and cast "Heal 3 by Faith" upon him, because you know the general tale of how he fell, even if you didn't directly witness it.

For example, however, if you were sitting in the tavern and Joe was brought to you unconscious, you could only cast "Heal 1 by Faith" unless the person who brought him in knew how he had been struck unconscious and told you. You can, however, cast "Heal 1 by Faith" upon Joe, ask him what happened and listen to his tale, and then cast "Heal 3 by Faith" upon him once you know the story.

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Remove Greater Injury

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: Remove Lesser Injury

Restriction: none

Skill Points: none

Notes: You have better control with which to alter the outcome of an encounter. By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 3 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 6 by Faith."

(See examples under Remove Lesser Injury.) You may use this once per Twilight per time bought.

Remove Comatose

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: Stabilize, Remove Greater Injury

Restriction: None

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Notes: You are able to tell the tale of how one in a coma awakens again. Spend 10 uninterrupted seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it. Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it. You may use this once per Twilight per time bought.

Remove Maim

Character Points:

Paladin:	---
Healer:	15
Scholar:	---

Reset: Encounter

Prerequisite: Remove Lesser Injury

Restriction: None

Skill Points: 1 Faith

Notes: You may alter the outcome of an encounter, targeting a victim's maimed limbs. If you know how an encounter occurred, you may speak a prayer of at least 6 syllables and spend 1 Faith to cure all of the target's maimed limbs, touching each limb in turn and call "Cure Maim <<limb>> by Faith. If you did not see the encounter, or you were not present or were not told what occurred, you may target only a single limb.

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Remove Disease

Character Points:

Paladin:	---
Healer:	15
Scholar:	---

Reset: Encounter

Prerequisite: Remove Greater Injury

Restriction: None

Skill Points: 1 Faith

Notes: You may use your Faith in the Word to remove a common disease from a target. Speak a prayer of at least 8 syllables, touch the target with a packet and call, "Cure Disease by Faith." This spell does not remove any damage that may have resulted from the disease, but it will stop further damage.

Remove (Specific) Disease

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: encounter

Prerequisite: Remove Common Disease

Restriction: none

Skill Points: 1 Faith

Notes: Most known diseases can be cured by the Remove Disease spell above. New or rare diseases, however, must be studied before a cure can be given, and in that case, each would have a separate spell to cure it. This prayer must be learned in game, and only with the proper teacher. A new disease would have its own trait, and the call to cure it you would speak a prayer of at least twelve syllables and call "Cure <<name of disease>> by Faith.

For example, if the green tongue plague began to spread, the healer must research or be taught the prayer to cure it. This would cost 10 character points. If the blue tongue plague began to spread, the healer would have to research or be taught the prayer to cure that disease, costing another 10 character points.

Remove Impediment

Character Points:

Paladin:	---
Healer:	15
Scholar:	---

Reset: twilight

Prerequisite: Remove Maim

Restriction: none

Skill Points: none

Notes: Spend 30 uninterrupted seconds in prayer explaining how the target of the prayer will be freed from that which binds or stops them, and then touch or throw a packet for Cure Paralyze/Repel/Root/Slow by Faith" as long as the attack was an Elemental, Physical, or Metabolic trait (ie, cannot be used on Mental and Special Traits). This may only be used once per Twilight per time bought.

Foresight: Imbue Avoidance

Character Points:

Paladin:	---
Healer:	25,50,75
Scholar:	---

Reset: Event

Prerequisite: Healer header, Witness

Restriction:

Season:	1	2	3
Max Purchase:	2	3	4

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Skill Points: None

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to avoid any one attack delivered by packet or weapon. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call, "Grant Defense, Avoid by Faith."

Inform the target that they may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Glamour Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Imbue Shield

Character Points:

Paladin: ---

Healer: 10

Scholar: ---

Reset: Twilight

Prerequisite: Healer header, Witness

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: none

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to resist an effect by Doubt, or any Mental or Physical effect, by the power of your Faith. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call either "Imbue by Faith: Shield Mental by Faith", "Imbue by Faith: Shield Doubt by Faith" or "Imbue by Faith: Shield Physical by Faith".

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Imbue Protection

Character Points:

Paladin: ---

Healer: 5

Scholar: ---

Reset: Twilight

Prerequisite: Healer header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: none

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to sustain more damage. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Imbue by Faith, Grant 2 Protection."

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

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Foresight: Reduced to Short

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: Foresight: Imbue Shield

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: none

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to reduce the duration of an effect. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Grant Next Defense by Faith, Reduced to Short by Faith." The next Status Effect that hits the individual, they call "Reduced to Short by Faith" and only take a Short Effect (10 seconds). This can be used even on attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Wounds Do Not Bleed

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: Healer header, Witness, Stabilize

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: none

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to ensure that they or you do not bleed out. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and then call "Imbue by Faith." Hand card that reads:

Foresight: Wounds Do Not Bleed:

The next time you are bleeding out, when you reach your 60 second count, you become Stable instead of Comatose or Dead.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Cure of the Witness

Character Points:

Paladin:	---
Healer:	10
Scholar:	10

Reset: Twilight

Prerequisite: Protection from the Witnessed, Foresight: Imbue Shield

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Restriction:

Season:	1	2	3
Max Purchase:	2	4	6

Skill Points: None

Notes: A Priest who is both Healer and Scholar who is skilled in both Foresight and Witnessing may cure those they cannot normally heal. You must personally witness an Attack Trait being used against the Person in question, or you must obtain the story from someone who did personally witness it. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, or been told of it by one who did Witness the target being attacked with that trait, Witness that it has happened by Word (as per the Witness skill), record it in your book, and then you may cast a "Cure<Trait> by Faith."

For example, if you witness an Earth Elemental encasing someone in Stone ("Paralyze by Earth"), you may Witness it, write it down in your book, and then cast "Cure Earth by Faith." If you did not see this happening, you must have someone who saw the recipient receive the Paralyze by Stone and then Witness it, write it down in your book, and then you may cast, "Cure Earth by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a "Drain by Water" at Yorick, you may call out "I Witness that this creature drained Yorick by drowning him briefly in water," write it down in your book, and then cast "Cure Water by Faith" to Yorick. If you have a second use of this skill, you may cast a second "Cure Water by Faith" without writing down a new witnessing. If instead you see the creature throw a "Paralyze by Ice" at Cyril and wish to Cure him, you would then need to do a second witness, write it down, and then cast "Cure Ice by Faith."

Diagnose Departed

Character Points:

Paladin:	---
Healer:	Free
Scholar:	---

Reset: Event

Prerequisite: Remove Death or Blessing the Departed

Restriction: None

Skill Points: None

Notes: You may determine if a spirit has departed the body. Call "Diagnose Departed." This is a free skill, learned automatically when a priest learns the prayer to Remove Death or Blessing the Departed.

Blessing the Departed

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight

Prerequisite: Witness (Writing the Word)

Restriction: None

Skill Points: None

Notes: You may protect one who has died from the effects of harmful enchantments. Say an incant assuring the target that his spirit is safely in your hands (they don't have to understand you – you do not have to speak with spirit), touch or throw a packet to them, and call "Imbue to Dead by Faith." The target may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once they go Spirit), including "Inflict to Dead/Spirit" and Special Traits, unless that call is made by Corruption, Insanity, Horror, Nightmare, or Fairy Magic. This effect ends if the target loses the Dead trait.

If you possess this skill, you may choose to create and print your own Imbue tags with the following:

Imbue to Dead by Faith

You may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once you go to Spirit), including "Inflict to Dead/Spirit" or by Special Traits, unless that call is made by Corruption, Insanity, Horror Nightmare or Fairy Magic. This effect ends if you lose the Dead trait.

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Rewrite Death

“This is not the end of your story.”

Character Points:

Paladin: ---
Healer: 30
Scholar: ---

Reset: Event

Prerequisite: Remove Greater Injury

Restriction:

Season: **1 2 3**
Max Purchase: **3 4 5**

Skill Points: none

Notes: You may alter the outcome of an event, rewriting the fate of a target that has recently died, returning that target to life. If the target has not completed his five minute death count, touch a packet to the target and say "Begin Remove Death." The target stops their death count while you are using the ability. You then utter a prayer, or tell a short tale of how the target has not truly died or how he must return, of no less than twenty syllables, and then call "Cure Death and Drain by Faith." This will Cure Death even if the death effect was delivered by a Special Trait.

If you are interrupted while telling the tale or prayer, you must begin again, but you do not lose the skill points or the skill use. If you are interrupted, the target restarts their death count from where they left off until or unless you begin the ability again.

You do not need hands free to use this ability, and may in fact write the tale while delivering this effect.

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11.6 Magicians

“Do not take me for some conjuror of cheap tricks!”

--*Gandalf*

“... I would not want to live in a world without magic, for that is a world without mystery...”

— *R.A. Salvatore, Streams of Silver*

Outlook

A magician is a magician, not a mage, or a sorcerer or a wizard. These terms bring forth the wrong image.

Unlike Men of Science, Magicians don't much try to make sense out of why things work, so long as they do. They do live by a set of rules, but even the least wise magician knows that those rules don't make much sense. Again, that's okay. As long as a twist of the wrist and an uttered nonsensical word projects fire from their hands, it's really all good.

If faith is the Written Word, then magic is reading between the lines. It's finding what there isn't a word for, and making it possible. Some Priests may call it cheating, but a Magician knows it is part of the wonder that the First Patron brought into the Written World, much as the Fairy Mists and the Fair Folk are a wonder to mortal people.

Magic is the bridge between the Word and Dreams, the wonder and belief and hope that any and everything is possible... with a little effort and knowledge. Because it had its first grounding in Science, Magic has its own Rules, and there is a Price one must pay to make magic possible. Wishes, as they say, come true, not free; the same is true of Magic. This Price is often the Magician's own Magic channeled through their Wand (which with rest will be restored), and perhaps some components, trinkets, or items imbued with some kind of power. But greater magic may exact a greater price.

Learning to cast spells is therefore difficult. There is no set formal training to become a magician, though there are many ways to learn the way of magic. Most young magicians apprentice from a master or series of masters, and some never become masters themselves. It is rare that one teaches themselves; usually those with a talent for "reading between the lines" will seek a mentor or be found by one.

Magic does require one to be able to Read & Write, because while one does not *require* a Spellbook, one must understand the Written Word in order to be able to “read between the lines,” and Magicians must be able to master Reading Magic in order to read from the tomes and spellbooks required to first learn the incants and spells that are the foundation of all magic. Thus, Brer cannot be Magicians.

Lake Tower, the center of learning for Magicians across the Houselands, is located far out in the lake across from Faraway City. Few Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually come here to study. PCs may not start having learned in Lake Tower, but may strive to do so in the course of game play.

On Magic and Science:

While one *can* be both a Magician and Man of Science, the two of them are, in many ways, opposed to one another, and spending too much time studying Science might make it difficult to cast spells if they think too much about the impossibility of what they are doing or trying to figure out the science behind it; and vice versa, too versed in Magic, Science might not make “sense.” This is a roleplaying effect for the most part, but one with both headers should understand that to be good at both, one must also be good at not thinking too hard about what they are doing.

A Note on Incants:

Many magician spells require an incantation. Because magicians do not draw on the word for power, their incants do not have to make sense to anyone but the magician. They are a verbal focus only. They still must have the required number of syllables, but they can otherwise be totally nonsensical.

If you are interrupted while speaking your incant, including taking damage or any effect, your spell is interrupted. You do not lose the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

A Note on Gestures:

Many magician spells require gestures. Some gestures are defined in the skill description, and the gesture must be performed before the spell may cast. If the gesture is not defined, the magician may make any kind of gesture he desires, per the spell requirement. Unless specified otherwise in the skill description, the gesture may be performed while the incant is being said.

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Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so.

If you are interrupted while performing your gestures, including taking damage or any effect, your spell is interrupted. You do not lose the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

If one or both of your arms are Maimed, you are unable to cast a spell that requires both hands to be free. If only one arm is maimed, and the spell only requires one hand free, you may still cast it with the non-Maimed arm.

A Note on Silence:

If you are Silenced, you are unable to cast a spell, regardless if it does not require Incants, unless the skill description explicitly says otherwise. Throw Magic (uncalled packets) can always be cast while Silenced.

Magician Skills

Skill Points: Magic

Character Points: 5,10,15, 20, 25

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

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

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

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

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

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

Magic

Magician's Sight

Cost: Free

Reset: Event

Prerequisite: Magician Header

Restriction: None

Skill Points: None

Physical Focus: Magic

Gesture/Incant: None

Notes: Every magician knows this skill. You can see magic, sensing wards when they are present and sometimes understanding certain properties and effects. This skill allows the magician to read Magician Sight tags when they are present. You may use this even while Silenced or Drained.

You gain the ability to "Diagnose Magic."

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Read/Write Magic

Cost:	5
Reset:	Instant
Prerequisite:	Magician Header, Read/Write
Restriction:	None
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None
Notes:	You may read and write magical writing.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should place a tag indicating that the body is written in that other language and requires the skill "Read/Write Magic" to read. You may use this even while Silenced or Drained.

Throw Magic (Cantrip)

Cost:	10
Reset:	Twilight
Prerequisite:	Magician's Sight, Read/Write Magic
Restriction:	None
Skill Points:	None
Physical Focus:	Magic

Gesture/Incant: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: This is the basic damage learned first by all magicians. You are imbued with the ability to throw magic by throwing a packet at a target for uncalled damage. Uncalled spell damage may be blocked by a shield. One packet may be thrown every ten uninterrupted seconds. Thus, if you cast another spell, fight or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

You may Throw Magic even while Silenced.

Improved Throw Magic (Improved Cantrip)

Cost:	10
Reset:	Twilight
Prerequisite:	Throw Magic
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Magic

Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of magic (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Magic." You cannot throw this while Silenced, though you of course can continue to throw the uncalled Throw Magic effect.

Magic Missile

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Magic

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Gesture/Incant: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 6 syllables or more.

Notes: You may throw a packet and call "2 Damage by Magic".

Cure Magic

Cost: 15

Reset: Encounter

Prerequisite: Magician's Sight

Restriction: None

Skill Points: 1 Magic

Physical Focus: Magic

Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.

Notes: You may touch the target with a packet and call, "Cure Magic by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Magic by Magic."

Protection from Magic

Cost: 10

Reset: Twilight

Prerequisite: Cure Magic, Read/Write Magic

Restriction: None

Skill Points: None

Physical Focus: Magic

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: The Magician grant a defense twice per use of this spell, but must speak the incant and perform a full gesture for each use (grant given).

This spell protects the target from magical effects. Touch a packet to the target:

- If the Magician casts the spell on himself, the call is "Grant Defense: Resist Magic by Magic."
- If the magician casts the spell on another, the call is "Grant Defense: Shield Magic by Magic."

Though the protection lasts until it is used, any unused castings are lost when you Well Rest after an encounter.

Magic Armor

Cost: 10

Reset: Twilight

Prerequisite: Protection from Magic

Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

Physical Focus: Magic

Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.

Notes: This spell protects you (caster only) from physical harm, creating magical armor that protects from 2 point of damage. The call is "Grant 2 Protection to Self by Magic."

Magical Light

Cost: Free

Reset: Instant

Prerequisite: Magician's Sight

Restriction: None

Skill Points: None

Physical Focus: Magic

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Gesture/Incant: Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."

Notes: You can create a magical light. In-game, this allows you to activate Christmas Lights in a cabin, or use glow-sticks, or other light-up devices. Note that flashlights must be diffused with a cloth or a filter. Please try to keep the spirit of in-game atmosphere and not use LED or other lights that are excessively bright. You do not need to keep the light on you, and may create lights for others.

You may cast this spell even while Silenced.

Detect Magic

Cost: 15

Reset: Twilight

Prerequisite: Magician's Sight, Read/Write Magic

Skill Points: None

Restriction: None

Physical Rep/Focus: Magic or Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You may perform this either as a Magical Focus (Wave your hands before over the object, person, or area, then draw your hands up to wave over your eyes, speaking an incant of 12+ syllables as you do) or as a Hedge Magic Focus (spend 10 seconds putting together magical ingredients or drawing/gesturing ritual symbols over the item, person, or in the air to indicate the area)

Notes: Perform the actions above and then call "By My Voice, Expose Magic by Magic." You may also choose to make this more targeted, and call "By Your Name" or "By My Gesture."

Research

Character Points: 10

Reset: Between Event

Prerequisite: Read/Write

Restriction: none

Skill Points: none

Notes: You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. For *Cottington Woods*, you may only use this skill passively. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

* In Cottington, you may only use this skill passively. You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

All Magicians may also purchase "**Ritual: Enchant Focus**" (required to learn new magic) and "**Ritual: Enchant Wand**" (required to create a wand and learn the Path of Ritualist). See **Ritual Magic** below.

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Elemental Magic

Many Magicians with Elemental Magic, which some say is the easiest kind of magic to learn: after all, it's all around you and can easily be observed in order to find the magic to manipulate it. Elemental Magic is the study of the magic of the elements of nature, of manipulating Fire, Water, Air, Earth. And even combining those elements to greater effects, such as Lightning magic and the more recently discovered, Metal Magic.

A Note on Focus: While it is said that Magicians who have studied long require no actual objects as the source of their Focus - having learned to mentally conjure the focus in their minds in order to form the spell they are weaving - many Magicians continue to use physical focuses to aid their casting, and certainly many younger or just learning Magicians still need the physical aid to help direct the flow of magic. Magicians must have something about their person that is representative of the element of their Focus. It can be of the element itself (such as a vial of water hung round the neck for Water, or a lit candle in a lantern hung on the belt for fire) or representative of the element (such as bracers engraved with flames, or feathers to represent air, or blue gems in a circlet to represent water).

Magicians can always choose to have a Wand specific to that Element.

Magic of Fire

Magical Focus: Fire

Cost: 10
Reset: Instant
Prerequisite: Magician's Sight, Read/Write Magic
Restriction: None
Skill Points: None
Physical Focus: Fire
Gesture/Incant: None
Notes: You may manipulate fire and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other fire based spells and effects.

Throw Fire

Cost: 10
Reset: Instant
Prerequisite: Throw Magic and Magical Focus: Fire
Restriction: None
Skill Points: None
Physical Focus: Fire
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of fire (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Fire."

Agony by Fire

"Pain"

Cost: 10
Reset: Encounter
Prerequisite: Throw Fire
Restriction: None
Skill Points: 1 Magic
Physical Focus: Fire
Gesture/Incant: Raise your off hand like a claw towards your target, and throw a packet.
Notes: Throw a packet and call, "Agony by Fire". You may cast this even while Silenced.

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Disarm by Fire

“Trembling Hands”

Cost:	15
Reset:	Twilight
Prerequisite:	Throw Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Grasp the air in front of you, say incant of 6+ syllables, then gesture to throw air aside.
Notes:	Throw a packet at your target and call “Disarm by Fire”.

Fire Missile

Cost:	5
Reset:	Encounter
Prerequisite:	Throw Fire and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call “3 Damage by Fire”.

Fire Bolt

Cost:	10
Reset:	Twilight
Prerequisite:	Fire Missile
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call “5 Damage by Fire”.

Cure Fire

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Fire
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Fire
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call “Cure Fire by Magic”. You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Fire by Magic."

Protection from Fire

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

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Notes: You may give two Grants for every use of this spell, but you must speak the incant and perform the full gesture for each casting (Grant given). This spell protects the target from effects by fire. Touch a packet to the target.

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Fire by Magic."

If the magician casts the spell on another, the call is "Grant Defense: Shield Fire by Magic."

Damage Shield: Fire

Cost: 10

Reset: Twilight

Prerequisite: Protection from Fire

Restriction: None

Skill Points: None

Physical Focus: Fire

Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.

Notes: You may only cast this spell on yourself. After saying the incant, add: "Imbue to self by Fire." The next time you are struck by a melee attack, point at your attacker and say "By my gesture, 4 damage by fire."

Magic of Air

Magical Focus: Air

Cost: 10

Reset: Instant

Prerequisite: Magician's Sight, Read/Write Magic

Restriction: None

Skill Points: None

Physical Focus: Air

Gesture/Incant: None

Notes: You may manipulate air and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other air based spells and effects.

Throw Air

Cost: 10

Reset: instant

Prerequisite: Throw Magic and Magical Focus: Air

Restriction: None

Skill Points: None

Physical Focus: Air

Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of air (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Air."

Disengage by Air

"Back Away"

Cost: 15

Reset: Encounter

Prerequisite: Throw Air and Magical Focus: Air

Restriction: None

Skill Points: 1 Magic

Physical Focus: Air

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Gesture/Incant: Raise your hand palm forward before you.
Notes: With a wave of your hand, call "Disengage by Air." You may cast this even while Silenced.

Repel by Air

Cost: 15
Reset: Encounter
Prerequisite: Disengage by Air
Restriction: None
Skill Points: 1 Magic
Physical Focus: Air
Gesture/Incant: Raise your hand palm forward before you. Speak an incant of eight or more syllables.
Notes: Call "Repel by Air" and throw a packet at your target.

Silence by Air

Cost: 15
Reset: Twilight
Prerequisite: Throw Air and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: Pinch your fingers and thumb together in the direction of your target, and say an incant of ten syllables or more.
Notes: Call "Silence by Air" and throw a packet at your target.

Stun by Air

Cost: 20
Reset: Event
Prerequisite: Silence by Air
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Physical Focus: Air
Gesture/Incant: Reach forward and tighten your grip, as if you are choking your target. Say an incant of at least 12 syllables.
Notes: You draw the air from your target's lungs, causing brief agony and then unconsciousness. Throw a packet and call "Stun by Air."

Cure Air

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Air
Skill Points: 1 Magic
Restriction: None
Physical Focus: Air
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Air by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Air by Magic."

Protection from Air

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Air

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Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes: You may give two grants of this spell for every use, but you must speak the incant and perform the gesture for each casting (grant given). This spell protects the target from effects by air. Touch a packet to the target, and call:
If the Magician casts the spell on himself, the call is "Grant Defense: Resist Air by Magic."
If the magician casts the spell on another, the call is "Grant Defense: Shield Air by Magic."

Message by Air

Cost: 15
Reset: Event
Prerequisite: Magical Focus: Air
Restriction: None
Skill Points: 1 Magic
Physical Focus: Air
Gesture/Incant: Cup your hands as if holding a delicate bird, whisper your message, then thrust your hands forward and up as if letting that bird fly.
Notes: This spell allows the caster to whisper a message and have the wind carry that message unerringly to its intended recipient. Write your message on a piece of paper and deposit the paper in the out-of-game "messages to Plot Staff" receptacle found in game.

Magic of Lightning

Magical Focus: Lightning

Cost: 10
Reset: Instant
Prerequisite: Magical Focus: Fire and Magical Focus: Air, Read/Write Magic
Restriction: None
Skill Points: None
Physical Focus: Lightning
Gesture/Incant: None
Notes: You may manipulate lightning and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other lightning based spells and effects.

Throw Lightning

Cost: 10
Reset: Instant
Prerequisite: Throw Fire, Throw Air, and Magical Focus: Lightning
Restriction: None
Skill Points: None
Physical Focus: Lightning
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of lightning (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Lightning."

Agony by Lightning

"Pain"

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Cost:	10
Reset:	Encounter
Prerequisite:	Throw Lightning
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.
Notes:	Throw a packet and call, "Agony by Lightning". You may cast this even while Silenced.

Lightning Missile

Cost:	5
Reset:	Encounter
Prerequisite:	Throw Lightning, Fire Missile and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "4 Damage by Lightning".

Lightning Bolt

Cost:	15
Reset:	Twilight
Prerequisite:	Lightning Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "6 Damage by Lightning".

Damage Aura: Lightning

Cost:	10,20,30
Reset:	Event
Prerequisite:	Lightning Bolt, Damage Shield: Fire
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Form claws from your hands and face them at each other. Thrust your hands outward from your body.
Notes:	You shed lightning from your body, causing harm to everyone around you. Call "By my voice, 2 Damage by Lightning." You do not take this effect.

Cure Lightning

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Lightning
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Lightning
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call "Cure Lightning by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Lightning by Magic."

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Protection from Lightning

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Lightning
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give this grant twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by lightning. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Lightning by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Lightning by Magic."

Magic of Water

Magical Focus: Water

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight, Read/Write Magic
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	None
Notes:	You may manipulate water and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other water based spells and effects.

Throw Water

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Water
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of water (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Water."

Agony by Water

"Choke!"

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Water
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Water
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.

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Notes: You cause water to enter the target's lungs, making most actions difficult. Throw a packet and call, "Agony by Water". You may cast this even while Silenced.

Slow by Water

Cost: 10
Reset: Encounter
Prerequisite: Magic Missile and Magical Focus: Water
Restriction: None
Skill Points: 1 Magic
Physical Focus: Water
Gesture/Incant: Say an incant of at least ten seconds. Raise your off hand towards your target, make a gesture like slow moving water, and throw a packet.
Notes: You cause your target to move as if underwater. Throw a packet and call "Slow by Water." You may cast this even while Silenced.

Slam by Water

Cost: 10
Reset: Twilight
Prerequisite: Slow by Water
Restriction: None
Skill Points: None
Physical Focus: Water
Gesture/Incant: Say an incant of at least six seconds and thrust your hands quickly toward your target.
Notes: You create a wall of enchanted water to drive your target back. Call "Slam by Water" and throw a packet.

Drain by Water

Cost: 15
Reset: Event
Prerequisite: Slow by Water and Slam by Water
Restriction: None
Skill Points: None
Physical Focus: Water
Gesture/Incant: Say an incant of at least ten syllables, thrust your hands upwards and down in your target's direction, as if pressing him to the ground.
Notes: You cause water to enter the target's lungs, making all action pretty much impossible. Call "Drain by Water" and throw a packet at your target.

Cure Water

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Water
Skill Points: 1 Magic
Restriction: None
Physical Focus: Water
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Water by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Water by Magic."

Protection from Water

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Water
Restriction: None

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Skill Points: None
Physical Focus: Water
Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes: You may Grant this protection twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by water. Touch a packet to the target, and call:
If the Magician casts the spell on himself, the call is "Grant Defense: Resist Water by Magic."
If the magician casts the spell on another, the call is "Grant Defense: Shield Water by Magic."

Swim

Cost: 10
Reset: Encounter
Prerequisite: Magical Focus: Water
Restriction: None
Skill Points: 1 Magic
Physical Focus: Water
Gesture/Incant: Place your palms together before you and say an incant of 6 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes: You may move in or under water at a normal walking pace for one encounter.

Cold Light

Cost: Free
Reset: Instant
Prerequisite: Magical Focus: Water, Fire Light
Restriction: None
Skill Points: None
Physical Focus: Water and Fire
Gesture/Incant: Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."
Notes: You may use a black light in place of a normal light. You may cast this even while Silenced.

Air from Water

Cost: 5
Reset: Instant
Prerequisite: Magical Focus: Water and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Water and Air
Gesture/Incant: Place your palms together before you and say an incant of 6 or more syllables. Face your palms over your mouth and take a deep breath.
Notes: This spell allows you to breathe underwater as if it was air. The spell does not remove impurities from the water - so if the water is poisoned, you still take the effect.

Magic of Earth

Magical Focus: Earth

Cost: 10
Reset: Instant
Prerequisite: Magician's Sight, Read/Write Magic
Restriction: None
Skill Points: None

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Physical Focus: Earth
Gesture/Incant: None
Notes: You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Earth

Cost: 10
Reset: Instant
Prerequisite: Throw Magic and Magical Focus: Earth
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Earth."

Root by Earth

Cost: 15
Reset: Encounter
Prerequisite: Throw Earth
Restriction: None
Skill Points: 1 Magic
Physical Focus: Earth
Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high. Say an incant of no less than eight syllables.
Notes: You cause the earth to grasp the target's foot. Call "Root by Earth" and throw a packet at your target.

Paralyze by Earth

Cost: 15
Reset: Event
Prerequisite: Magic Missile and Root by Earth
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high, then slam it down again. Say an incant of no less than ten syllables.
Notes: you turn your target's body as rigid as stone. Call "Paralyze by Earth" and throw a packet at your target.

Cure Earth

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Earth
Skill Points: 1 Magic
Restriction: None
Physical Focus: Earth
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Earth by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

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Protection from Earth

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Earth by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Earth by Magic."

Destroy

Cost:	15
Reset:	Twilight
Prerequisite:	Magic Missile and Throw Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Make a fist and thrust it in the direction of your target while saying an incant of at least 10 syllables.
Notes:	You cause harm to an item or person. Call "Destroy [Name of Item] by Earth" or "Maim [limb of choice] by Earth."

Reassemble

Cost:	10
Reset:	Twilight
Prerequisite:	Destroy Item
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Make as if to put the broken item back together. In the case of an injury or maimed limb, hover your hands over the injury. Say an incant of at least ten syllables.
Notes:	This spell is used to put broken things back together. There is no grace to the bonding, and if used to heal an injury it causes a great deal of pain. Touch a packet to the target and call "Repair Item/Armor by Earth", "Agony and Cure Maim by Earth", or "Agony and Heal 1 by Earth." This spell may also repair golem armor to full. The call for such is: "Agony and Refresh All Golem Armor by Earth." It cannot be used to refresh regular, non-golem armor.

Shatterproof

Cost:	10
Reset:	Twilight
Prerequisite:	Reassemble
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 10 or more syllables. Then face your palms over your target. Say an incant of at least ten syllables.

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Notes: Touch a packet to the target and say "Grant Defense by Earth, Resist Destroy." This may Resist even attacks by Special Traits, unless by Corruption, Fairy Magic, Insanity, Horror, Madness or Nightmare.

Earth Armor

Cost: 10
Reset: Twilight
Prerequisite: Reassemble, Magic Armor
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low
Notes: After performing the incant/gesture, call "Grant 4 Protection by Earth." This Protection does not stack with Protection granted from the spell, Magic Armor.

Magic of Metal

Magical Focus: Metal

Cost: 10
Reset: Instant
Prerequisite: Magician's Sight, Magical Focus: Earth, Magical Focus: Fire, Read/Write Magic
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: None
Notes: You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Metal

Cost: 10
Reset: Instant
Prerequisite: Throw Earth, Throw Fire, Magical Focus: Metal
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Metal."

Metal Weaving

Cost: 10
Reset: Twilight
Prerequisite: Magic Armor, Magical Focus: Metal
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None
Physical Focus: Metal
Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.

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Notes: This spell protects the target from physical harm, weaving the metal of a metal magic component (which is then consumed) into the fabric of the target's clothing. (The target MUST be wearing at least one layer of clothing - fur does not count). Call "Grant 1 Twilight Armor by Metal."

This Armor lasts until the end of the current Twilight period, at which point it fades away. You must explain to the target that this ends, or hand them a tag (you can print your own) that says:

"Grant 1 Twilight Armor by Metal."

This grants you 1 Point of Armor (that may be repaired via normal repair rules) that lasts until the end of the current Twilight period.

Portable Forge

Cost: 5

Reset: Event

Prerequisite: Metal Weaving

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Physical Focus: Metal

Gesture/Incant: A special liminality (see rituals) must be created, and a small ritual of 5 minutes must be performed, using gestures and incants. A metal component and a forge rep is required.

Notes: This spell is actually a small ritual that creates a Portable Forge that can be carried onto a field of battle to allow for armor repair. Unless used by a Metal Magician, armor and weapon repairs take double the normal time.

This tag must be placed on the portable forge:

"Portable Forge"

This is a Portable Forge and may be carried into the field of battle to allow for repairs of weapons and armor. If used by a Magician with the "Throw Metal" skill, repairs take the normal time for Weaponsmithing and Armorsmithing. If you do not have the skill, field repairs take double the normal time.

Cure Metal

Cost: 5

Reset: Encounter

Prerequisite: Cure Magic and Magical Focus: Metal

Skill Points: 1 Magic

Restriction: None

Physical Focus: Earth

Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.

Notes: Touch the target with a packet and call "Cure Metal by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

Protection from Metal

Cost: 5

Reset: Twilight

Prerequisite: Protection from Magic and Magical Focus: Metal

Restriction: None

Skill Points: None

Physical Focus: Earth

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call:

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If the Magician casts the spell on himself, the call is “Grant Defense: Resist Metal by Magic.”
If the magician casts the spell on another, the call is “Grant Defense: Shield Metal by Magic.”

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Hedge Magic

Hedge Magicians are Magicians most often depicted in folktales and legends: the magician who uses magical accrements, components, items, and ingredients to create spells and curses to great effect. They are the great adventurers seeking out the rare and mystical items that can allow for new and greater spells, or the magician far away in their tower experimenting in the hopes of discovering new spells, pouring over books and symbols, incants and components, rare magical items and rarer components. A dash of sand from the Dustlands with the hair of a unicorn, waived over the Wand of Wonders... that is the kind of thing the Hedge Magician does.

A Note on Arcane Alchemy: All Hedge Magicians require props that represent their Magical Alchemy, though what kind of magical alchemy your Hedge Magician uses is up to you. Your pockets should be full of various and sundry components and items that will allow you to cast your magicks. Whether you have pockets of ingredients and components ranging from Eyes of Newts to Tears of Love Lost, Quartz Crystals to Magical Components, or various magical items - scrolls, wands, rings, knick knacks and more - is up to you, but you should have props that you actively use for your casting.

Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for their 15 minutes of Well-Resting to restore their skills, but it is not required.

If your Arcane Alchemy is destroyed, or you do not have it upon you, then you cannot use your spells. These components are considered to have the trait "Arcane Alchemy," and as such if you are hit with a "Drain Arcane Alchemy" effect, your components lose their effectiveness till you can rest to reimburse them with magic. A "Destroy Arcane Alchemy" effect will render your Arcane Alchemy useless until repaired.

A Note on Gestures: Hedge Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets or your magical props in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Hedge Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says.

Attune Arcane Alchemy

Cost: 10
Reset: Instant
Prerequisite: Detect Magic, Hedge Magician
Skill Points: None
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: N/A
Notes: Hedge Magicians use a variety of magical components, trinkets, potions, etc as their "Arcane Alchemy." These are the foci of their magic. This ability allows the Hedge Magician to attune to appropriate items to use as their foci for their magical spells with five minutes of concentration and allows for the following:

If the Magician is struck with a "Drain Arcane Alchemy" effect, five minutes of uninterrupted rest will allow the Magician to be re-attuned to their Arcane Alchemy components and can thus use their spells again.

If the Magician is struck with a "Destroy Arcane Alchemy" effect, they may spend five minutes of uninterrupted concentration/activity to restore/repair their Arcane Alchemy. At the end of those five minutes, spend 1 Magic Point and call "Repair Arcane Alchemy by Magic." If the Magician has no Magic remaining, they may repair their Arcane Alchemy during their 15 minutes of Well-Rest.

Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for this purpose, but it is not required.

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Hide Magic

Cost: 15
Reset: Twilight
Prerequisite: Detect Magic
Skill Points: None
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: N/A
Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "Expose by Magic" or "Expose Magic" effect, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. This works even against "By Your Name, Expose by Magic." . You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposures coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hidden by Magic

Cost: 15
Reset: Twilight
Prerequisite: Hide Magic
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: N/A
Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "By Your Name, Expose by <Trait>", even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You may also resist an Identification Ritual with this skill. This does not work on Exposures that have no trait called. You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposures coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hide Other by Magic

Cost: 15
Reset: Twilight
Prerequisite: Hidden by Magic
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: Perform a rite involving gestures and incants over an item, then hand an obvious focus to the target of the casting.
Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell that you can give another in casting of this. They must keep the item upon themselves. Spend 1 minute casting a magical rite, give them the item, and call "Imbue by Magic." Hand them a card (or explain to them) that reads:

Hidden by Magic

"You may resist any one Expose by Magic, By Your Name Expose by <Trait> or Expose Magic by <Trait>, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You are considered to have the Magic trait while this is active"

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upon you, so an Expose Magic by one of the traits this does not protect from will expose you. This will not protect you from an Expose call that has no trait. Once you resist an Expose, you may resist the Expose again from the same source for the next five minutes. This enchantment ends when you have used it, or at the end of the next Twilight, whichever comes first. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Magic Bolt

Cost: 15
Reset: Twilight
Prerequisite: Magic Missile, Attune Arcane Alchemy
Skill Points: None
Restriction: None
Physical Rep/Focus: Wand or Staff
Gesture/Incant: Incant of 8+ syllables and gestures
Notes: Perform the actions above, then throw a packet and call "4 Damage by Magic." You must have a wand or staff in your off-hand.

Magic Missile Flurry

Cost: 10
Reset: Event
Prerequisite: Magic Missile, Attune Arcane Alchemy
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Wand or Staff
Gesture/Incant: Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
Notes: Perform the actions above, then gain three castings of "2 Damage by Magic." If you cast another spell before using all three missiles, any remaining castings are lost. You may use defenses without losing any castings. Once the initial spell is cast, you may throw the remaining missiles, even if you become silenced.

Magical Agony

Cost: 15
Reset: Encounter
Prerequisite: Throw Magic, Attune Arcane Alchemy
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
Notes: Perform the actions above, then throw a packet and call "Agony by Magic." You may use this even while Silenced.

Reflect Magic

Cost: 15
Reset: Twilight
Prerequisite: Protection from Magic, Detect Magic, Attune Arcane Alchemy
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

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Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious. Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Magic." You may then call "Reflect" to the next effect "By Magic" that strikes you.

Reflect Elemental Magic

Cost: 15
Reset: Twilight
Prerequisite: Reflect Magic, Throw <Element>
Skill Points: None
Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious and incorporates the elements in some fashion (by design, color, etc). Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Imbue to Self by <Element>." You must have the "Throw <Element>" skill of the Element you wish to be able to reflect. You may then call "Reflect" to the next effect "By <Element>" that strikes you.

Harm Elemental

Cost: 10
Reset: Twilight
Prerequisite: Reflect Elemental Magic, Throw <Element>
Skill Points: None
Restriction: None

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 10 seconds doing a short rite with gestures and/or incants of some kind

Notes: Perform the actions above, then all "By My Gesture, 5 Damage to Elemental."

Banish Elemental

Cost: 25
Reset: Event
Prerequisite: Harm Elemental, Magical Focus <Type>
Skill Points: None
Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 1 uninterrupted minute doing a short rite with gestures and incants of some kind

Notes: You may attempt to send an elemental back from whence it came. Spend 1 uninterrupted minute performing a small ritual, including gestures and incants, then call "By My Gesture, Inflict Banish to Elemental."

Magical Healing

Cost: 10
Reset: Twilight
Prerequisite: Magical Protection, Throw Magic, Attune Arcane Alchemy
Skill Points: None
Restriction:

Season: 1 2 3

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Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: You read between the Word to bend time ever so slightly to cheat on healing a wound. Perform the action above, and then you may touch a packet and call "Heal by Magic and Short Agony by Aging."

Magical Spot Defense

Cost: 20
Reset: Twilight
Prerequisite: Protection from Magic, Detect Magic, Attune Arcane Alchemy
Skill Points: None
Restriction:
Season: 1 2 3
Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or headpiece of some kind. After you have seen a trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece, then put it on
Notes: You may read between the lines to find the magic to protect yourself, though you must first see the dangers facing you (you must see the trait used). Perform the actions above, and after putting it on, you may cast "Grant Defense by Magic, Resist <Trait> by Magic". This cannot be used to grant a Resist against the following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Protection

Cost: 20
Reset: Twilight
Prerequisite: Magical Spot Defense
Skill Points: None
Restriction:
Season: 1 2 3
Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/trinket and putting it on another
Notes: You may read between the lines to find the magic to protect yourself or another, though you must first see the dangers facing you (you must see the trait used). After performing the above actions, you may cast "Grant Defense by Magic, Shield <Trait> by Magic". If you've already given one to an individual in the fight, you may renew the protection without having to remove the trinket for the remainder of that encounter. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Cure

Cost: 25
Reset: Encounter
Prerequisite: Magical Spot Protection
Skill Points: 1 Magic
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 60 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece and putting it on
Notes: You may read between the lines to find the magic to cure another, though you must first see what has been done to them (you must see the trait used, or you must Diagnose it). After performing the above

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actions, you may cast "Cure <Effect> by Magic" at the cost of 1 Magic Point. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Curse of Weakness

Cost: 15
Reset: Twilight
Prerequisite: Magic Bolt
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Weakness by Magic."

Magical Curse of Rage

Cost: 15
Reset: Twilight
Prerequisite: Magic Bolt
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Frenzy by Magic."

Magical Confusion

Cost: 15
Reset: Event
Prerequisite: Magic Bolt, Magical Curse of Weakness
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 4
Physical Rep/Focus: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you.
Gesture/Incant: You need the Phys Rep upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of how you are twisting the words around your target
Notes: Perform the actions above, then throw a packet for "Short Drain by Magic."

Magical Lifekeeping

Cost: 15
Reset: Twilight
Prerequisite: Magicians Sight, Attune Arcane Alchemy
Skill Points: None
Restriction: None
Physical Rep/Focus: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that you can place upon the dead person.
Gesture/Incant: You need the phys rep upon you to give to the dead. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

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Notes: Call "Imbue lifekeeping by Magic" when you place the item upon the dead person. As long as you keep performing a magical rite upon the person, their death count is suspended. You may do this for up to 1 hour, at which point the magic dissipates and their death count resumes (or until they are brought back to life). The person affected may choose to die at any time, however.

Agony to Spirit

Cost: 25
Reset: Encounter
Prerequisite: Magical Lifekeeping
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: Perform the actions above, spend 1 magic, throw a packet and call "Agony to Spirit."

Magical Message

Cost: 15
Reset: Event
Prerequisite: Attune Arcane Alchemy, Read/Write Magic
Restriction: None
Skill Points: 1 Magic
Physical Focus: Wand
Gesture/Incant: You must have the written message to send, and then need to draw a small circle, place the letter within, and using components/trinkets/etc with gestures and incants, perform a small rite for 30 seconds.
Notes: This spell allows the caster to send a message magically to its intended recipient, by slipping the message between the Words. Write your message on a piece of paper and deposit the paper in a receptacle found in game.

Imbue Magical Adventuring Skills

Cost: 15
Reset: Encounter
Prerequisite: Throw Magic, Attune Arcane Alchemy
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 30 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: Give the item, then touch the target with a packet, spend 1 magic, and call "Grant Encounter Skill by Magic, <Adventure Skill>" where the Skill can be Climb, Jump, Swim, or Balance. The recipient gains the skill for the encounter, and loses it when they depart the encounter or Well Rest to regain encounter skills. Please explain the skill to the recipient. If casting on another, you must give them the fetish and they must keep it upon them to retain the skill for the encounter.

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11.6 Magician Ritual Magic

Once you are an established magician, you may choose to study and become a Ritualist, weaving enchantment into ordinary devices to make them extraordinary. You must have Elemental or Hedge Magic to gain this path.

A Note on Ritual Magic: Most magicians understand how to use small amounts of magical energy to create powerful effects. In addition, the ritual magician learns how to use great amounts of magic to create wondrous effects. The use of both lesser and greater ritual magic requires skill and time greater than the normal use of magic. A character cannot learn to be a ritual magician without first becoming a normal magician, either studying Elemental or Hedge Magic.

A Note on Gestures, Incants, and Silence: Ritual Magical ALWAYS requires that the Magician have "hands free" in terms of weapons so that they may gesture, move, and manipulate whatever is needed in the ritual. The Magician must have their Wand upon them. They also must perform incants as part of the Ritual. Thus, a ritual cannot be performed while Silenced, Drained, or with any Maimed Limbs.

Ritual: Enchant Focus

Cost:	2
Reset:	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite:	Magician's Sight, Read/Write Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Liminality
Gesture/Incant:	You must complete a lesser ritual to enchant a focus. In the case of the Enchant Focus spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the target of the ritual must be placed in the center of the liminality.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done the item is made into a focus. Once an item has been made into a focus it may be used to cast spells of that path.

Notes: You may infuse a normal item with magic, thereby turning it into a focus for the casting of other spells. Each type of Physical Focus requires a different item. Foci must be carried at all times, and should be large enough to be seen. A large ring or a charm hung from a belt would be appropriate. Foci should be appropriate to the type of magic they aid in casting. A fire focus, for instance, might be a bit of coal or a red gem, while a small bottle of water would be more appropriate for casting water spells.

All players who begin game with the Magician header may begin with a focus for each type of magic they know. Foci for any new types of magic should be created during the course of game.

Ritual: Enchant Magic Wand

Cost:	2
Reset:	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite:	Ritual: Enchant Focus/Component
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Liminality, Ritual Focus
Gesture/Incant:	You must complete a lesser ritual to cast this spell. In the case of the Enchant Magic Wand spell, the ritual will entail the tracing of a simple pattern across the liminality. The Magician is free to design the enchantment that makes a wand into a magic wand, but it must include these elements:

- * the ritual must be at least five minutes in length.
- * the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the entire wand, although a base can be used so that the wand can be standing up.
- * the enchantment must include some form of gesture/movement and incant.

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* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the wand. These components are consumed when the ritual is begun (whether it succeeds or not).

* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once this is done the wand is enchanted. You do not have to cast this ritual again. The wand is considered to remain enchanted between events. A magician may have any number of magical wands. There is no skill required to use a magic wand. A magician may cast spells while holding a magic wand. A wand is typically about a foot in length, and cannot in any way be used as a melee weapon.

Notes: A magician is not required to enchant his own wand.

Wands are essential tools used by magicians. They act as ritual foci in the casting of many rituals, and are used to unbind magical wards. As a ritual focus, a wand forms a point of contact and also a barrier between the caster and the ritual. While in some cases they are replaced by other ritual foci, the wand still remains a very useful tool, and almost every magician carries one.

Out of Game: Wands are represented using pens or pencils that have been decorated to the player's taste. Wards are represented using mazes of varying complexity, and the wand is used to complete the maze.

Path of the Ritualist

Path of the Ritualist

Cost:	10
Reset:	Instant
Prerequisite:	Elemental Magic or Hedge Magician Header, Ritual: Enchant Magic Wand, Read/Write Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Ritual
Gesture/Incant:	Special
Notes:	You may participate in the casting of greater ritual magic under plot approved conditions. You must attune yourself to a circle to begin any greater ritual casting and draw the magic to you. To do so, spend a point of magic, touch a ritual focus (such as a wand or token) to the circle and call: Imbue by Magic.

Learning this Path gives you the first level of Ritual Skill for free.

Ritual Skill Levels

Cost:	0,10,20,30,40
Reset:	Event
Prerequisite:	Path of the Ritualist
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None
Notes:	Ritual magic beyond those rituals considered very simple requires intense concentration, far beyond that of which many magicians are capable. This level of concentration is exhausting, and a magician is typically only capable of bending his will thus a few times every few days. These Great Rituals are rituals done in-game with Plot Staff, and either the result of Ritual Research, or Rituals proposed and done with the aid of NPCs.

Ritual Skill Levels also represent the magician's ability to bend his will toward the casting of ritual magic. Certain Rituals will require a specific level of Ritual Magic Skill Levels. Rituals purchased as skills do not require an expenditure of Ritual Magic skill to perform; only that you have the appropriate level (as well as focus, components, etc, necessary for the ritual).

Ritual skill levels recover only at the end of an event, or under plot approved conditions.

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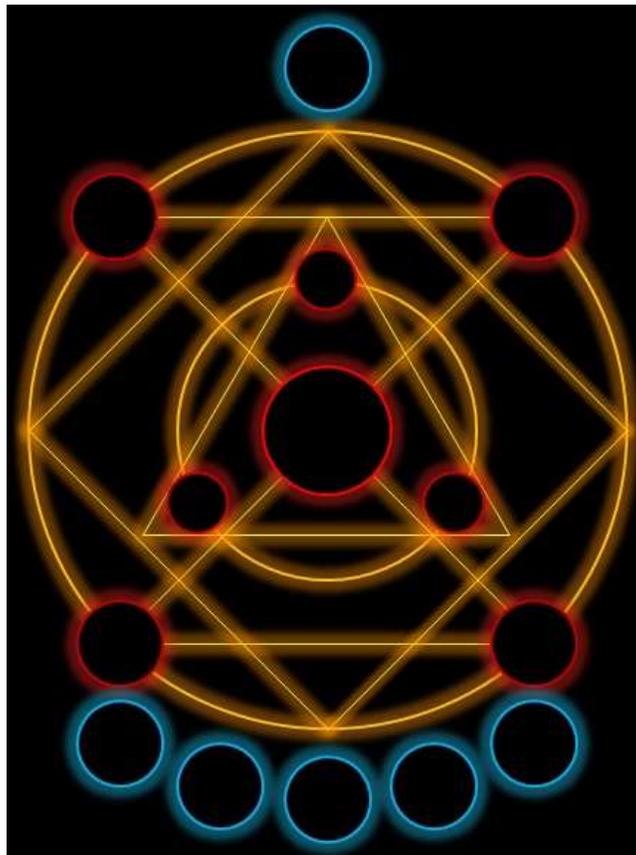
Ritual Research

Cost:	10
Reset:	Between Events
Prerequisite:	Path of the Ritualist, Read Magic
Restriction:	None
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None

Notes: Between events, you may attempt to research and create a new ritual, or to study a ritual you have seen performed to understand more about it, or even research new spells. Some rituals may be too difficult for a ritualist to learn at early stages of their study, but pending plot approval, you may then purchase the ritual and perform it at the next event, provided you have the proper components. More difficult proposals are likely to require multiple uses of this skill and may require additional accomplishments in game.

Multiple magicians may combine their efforts to research a particular ritual. This may sometimes (not always) reduce research time.

You **MUST** submit your question by the PEL deadline of two weeks after the event in order to receive an answer. If for any reason staff fails to give you a reply to your question at the next event, we will do our best to get you your answer at the following event. In the meantime, you can ask another question after the new event without “replacing” your old one; we will get you answers on both, so long as you ask no more than one question per event using this skill. However, if you are informed that you must spend multiple uses of the skill upon the same topic, you cannot research an additional ritual while performing that ongoing research.



Liminality Ritual Circle - the ritual circle pattern required to perform Ritual Magic

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Rituals: Liminality

These are true Rituals, and require a Liminality circle, preparation, and proper components to perform. Rituals bought as skills do not require a Staff member present to perform.

Ritual: Enchant Component

Cost: 5
Reset: Encounter
Prerequisite: Path of the Ritualist
Restriction: None
Ritual Skill Level: 1
Skill Points: 1 Magic
Physical Focus: Liminality, Wand
Gesture/Incant: You must complete a lesser ritual to enchant a component. In the case of the Enchant Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done a new component is created. The component may be used as a component in a ritual.

Notes: This ability allows you to create Magic components. You must have the corresponding Magical Focus to create components of other types. For example, you must have the ability "Magical Focus: Fire" in order to create Fire components.

This allows you to create *normal* components, but does not allow you to use a ritual to enchant a normal item to become a greater component. For example, if a ritual calls for a "the horn of a unicorn," you must in fact obtain a unicorn's horn. However, if the ritual just calls for a "component of water" you may enchant an appropriate item to become that type of component, provided you have the appropriate Magic Focus skill.

Ritual: Transform Component

Cost: 5
Reset: Twilight
Prerequisite: Detect Magic, Ritual: Enchant Component
Skill Points: None
Restriction: None
Ritual Skill Level: 1
Skill Points: 1 Magic
Physical Rep/Focus: Liminality, Wand
Gesture/Incant: You must complete a lesser ritual to enchant a component to become another component. In the case of the Transform Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Notes: Once per twilight, you may perform a 1 minute rite to transform a ritual component into another element. This can only be done for components to/from Elements, Illusion, Dream and Magic.

You must *either* have the skill "Magical Focus: <Type>" or possess a Focus of the type (to use in the casting of the ritual) you are transforming the component into.

Ritual: Enchant Magician's Staff

Cost: 15
Reset: Instant
Prerequisite: Path of the Ritualist

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Restriction: None
Skill Points: 1 Magic
Ritual Skill Level: 1
Component: 1 Magic Component + Additional Elements (see below)
Physical Focus: Liminality Ritual, Wand
Gesture/Incant: You must complete a ritual to enchant a magician's staff. In the case of the Enchant Magician's Staff spell the ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment that makes a normal staff a Magician's Staff, but it must include these elements:
 * it must be a minimum of 5 minutes in length.
 * the enchantment must include some form of gestures/movement and incants.
 * the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the staff. These components are consumed when the ritual is begun (whether it succeeds or not).
 * this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: A magician must enchant his own magician's staff.
 Once the staff is enchanted, you do not need to perform this ritual again. It is considered to remain in effect between events. You may only have one Staff that is so enchanted. If it at any point you wish to enchant a new staff, you may do so, following the guidelines above. This can be done during an Encounter, but please note that interruptions will reset the enchantment.

Once cast, in addition to becoming a focus for other spells, the Magician can cast spells while holding and using a staff. You must have the skill to use the staff to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:
 * Since a staff is a two-handed weapon, you cannot block with one hand with only one hand holding the staff, even with this skill. However, you could begin your incant while blocking, or use a spell that does not require you to throw a packet, etc.
 * This skill also works with any packet-based skills that are not technically spells but state in their description that they work like spells.
 * If your Staff is destroyed, the Enchantment is not lost, but you cannot use the Staff for any magic relying on it until the Staff is repaired.

Strength of the Staff

Cost: 10
Reset: Twilight
Prerequisite: Enchant Magician's Staff
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Physical Focus: Staff
Gesture/Incant: None
Notes: So long as you are holding your Magician's Staff, you may call "Resist" to any one "Destroy Staff" or "Disarm Staff" effect, even if the attack is delivered by a Special Trait, unless the attack is called by Doubt, Corruption, Insanity, Horror, Nightmare, or by Fairy Magic.

Ritual: Bind Liminality Circle

Cost: 5
Reset: Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite: Detect Magic, Ritual: Enchant Component
Skill Points: None
Restriction: None
Ritual Skill Level: 1

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Skill Points: 1 Magic
Components: 2 Magic Component, 1 of each Element
Physical Rep/Focus: Liminality, Wand

Gesture/Incant: You must complete a lesser ritual to bind your focus to a Liminality Circle. The ritual must entail the tracing of a very simple pattern across the liminality, and requires a Magical Focus of some kind (can be something already enchanted or used, like your Wand or other Focus). The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 2 Magic components and 1 component of each Element. These components are consumed when the ritual is begun (whether it succeeds or not).
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Notes: Once per twilight, you may perform a 1 minute rite bind your focus to a Liminality, such that you may trace its pattern in your mind for the use of Circle Rituals (Field Rituals). This will not replace the need for a Liminality for any ritual that requires it. Instead, this allows a Ritualist to perform Circle Rituals (that have the Focus: Circle) without requiring a Liminality. See Circle Rituals below.

Ritual of Identification

Cost: 10
Reset: Twilight
Prerequisite: Magician's Sight, Detect Magic, Path of the Ritualist
Restriction: None
Skill Points: 1 Magic
Ritual Skill Level: 2
Components: 1 Magic
Physical Focus: Liminality Ritual, Wand
Gesture/Incant: You must complete a lesser ritual to gain insight into an item or person. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The Magician is free to design the enchantment, but it must include these elements:

- * the item or person you wish to identify must be at the center of the ritual
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual grants you some knowledge about the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. At the end of the ritual, touch the target and call "Inflict by Magic." Sometimes the Magician will immediately know more information (if a tag is already on the item, you may open it; if the target is an NPC with the info, they may give it; or if a Plot Staff member is present), and sometimes the information may come in time (if there is no tag or Plot Staff member, place a letter in the Plot box and information will come to you later).

This ritual will not reveal Hidden knowledge.

Ritual: Scrying

Cost: 20
Reset: Event
Prerequisite: Ritual of Identification
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: 1 Magic
Ritual Skill Level: 3
Components: 4 Magic + something that is a focus of the scrying, such as:
* something of the place you are trying to see

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- * if a person: of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to scry on
- * or something related to the events you wish to see (such as a knife used in a murder)

Physical Focus: Liminality Ritual, Wand, Focus

Gesture/Incant: You must complete a lesser ritual in an attempt to Scry a place, person or events. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that is the focus of the scrying. The Magician is free to design the enchantment, but it must include these elements:

- * the item or person you wish to identify must be at the center of the ritual
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: You may attempt to scry something that is happening somewhere else, or to see someone who is not with you. Casting of this ritual does not guarantee you may see what you wish, as it is possible for it to be obfuscated by magical means, the Fairy Mists, or other such things.

Scrying upon very powerful Fairy or other beings, or those normally magically hidden such as the King's Jacks, may draw their attention or outright fail.

This requires plot coordination, and it is sometimes possible that the vision will appear some time after the ritual is cast. (If a Plot Staff member is not present during the attempt, write a letter and drop it in the plot box and send it to monster camp. It is recommended to speak with a member of plot staff before casting this ritual, but not required).

Lay down a luminality circle. You must have components of earth, air, wind, fire, magic, and dream. Any items of a personal or direct connection to the person or place you are scrying increases the chances of success. A Priest participating in this ritual will increase the chances of success, as will any person directly tied to the person, event, or place you are seeking to Scry.

This can sometimes have unintended backlash or flaws, depending on where and what you are trying to see.

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Rituals of Bind Familiars

These rituals allow for the binding of a familiar which grants special powers to the Magician.

Ritual: Bind Familiar (lesser)

Cost: 3
Reset: Instant
Prerequisite: Path of the Ritualist
Restriction: Special Instruction Needed
Skill Points: 1 Magic
Ritual Skill Level: 1
Components: 2 Magic + Component Needed for Familiar Type (see below)
Physical Focus: Liminality, Wand
Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- * the ritual must be at least five minutes in length.
- * the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 2 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- * the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is contact with you, you benefit from its presence.

See the section on magician familiars for more information on the benefits of having a familiar.

Ritual: Bind Familiar (greater)

Cost: 0
Reset: Instant
Prerequisite: Ritual: Bind Familiar (lesser)
Restriction: Special Instruction Needed
Skill Points: 1 Magic
Ritual Skill Level: 2
Components: 4 Magic + Additional Component based on Familiar Type below
Physical Focus: Liminality, Wand
Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- * the ritual must be at least ten minutes in length.
- * the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 4 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- * the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

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Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is within you, you benefit from its presence.

Find out in game the benefits of having a familiar.

Familiar Enchantment Types

Before beginning a familiar ritual, you must decide which type of familiar you wish to bind. A familiar may be bound as only one type. There are three types of familiars as follows:

Enchanted Protector

Additional Component: Water

The Protector familiar is able to provide some small amount of healing and is also able to cure various maladies when needed.

Enchanted Supporter

Additional Component: Fire

The Supporter familiar is able to amplify the magician's ability to cast offensive spells.

Enchanted Guardian

Additional Component: Earth

The Guardian familiar is able to offer protection and shielding from harm.

Familiar Abilities

When using the familiar abilities, you must be within 10 feet of your familiar.

All abilities are **per Event** and may be bought more than once. **Each level costs 10 CP and you may purchase a maximum of 3 levels of each skill.** You may only use one Familiar ability per Encounter, and you may only purchase one Familiar Header.

For Greater Familiars, the familiar must spend CP to gain benefit from the two way link. The Enchanted Protector and Enchanted Guardian abilities are available to the Greater Familiar to purchase only.

Enchanted Protector

- **Shared Voice:** After you have been Silenced, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Silence by Familiar".
- **Friendly Mender:** After you have been Maimed, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Maim by Familiar"
- **Companion Healer:** "Heal 2 by Familiar". You may only use this ability on yourself.
- **Borrowed Strength:** When you are about to "bleed out" from Unstable to Comatose/Dead (after you reach your 60 second count), you can use this ability to call "Stabilize to Self" and become Stable instead.

Enchanted Supporter

- **Transformation:** "Imbue by Familiar". The next spell you cast is called by one of the following traits instead of its usual trait: Earth, Fire, Air, Water, and Lightning.
- **Spell Retention:** "Imbue by Familiar". You may cast any one Encounter or Twilight Offensive spell to store in the familiar to be used at a later time. The familiar can only store one spell at a time. The most recently stored spelled takes precedence. This cannot be used on Event Spells.
- **Amplify Magic:** When casting any one damage spell, you may call it as "Double".
- **Familiar Accuracy:** If you do not hit any target with a single spell, you can choose to call "Imbue by Familiar" and take back that effect, though you may not use it again for at least five minutes. For example, you cast a spell for "3 damage by Fire" and miss. You may call "Imbue by Familiar." You regain the spell to use again after five minutes, without spending additional Magic Skill Points or another use of the skill.

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Enchanted Guardian

- **Companion Armor:** “Imbue by Familiar”. “Grant 2 Protection to Self”. You may only use this ability on yourself.
- **MagicShield:** “Imbue by Familiar”. Call “Shield” against the next packet effect “by Magic” that you receive. You may only use this ability on yourself.
- **MissileShield:** “Imbue by Familiar”. Call “Shield” against the next packet arrow or dart that strikes you. You may only use this ability on yourself.
- **BladeShield:** “Imbue by Familiar”. Call “Shield” against the next melee attack that strikes you. You may only use this ability on yourself.

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Rituals of Enchantment

These rituals allow for the creation of enchanted items, or to enchant others with special abilities.

Ritual: Enchant Soak Stone

Cost: 10
Reset: Twilight
Prerequisite: Path of the Ritualist, Ritual: Enchant Focus, Ritual: Enchant Component
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Magic

Ritual Skill Level: 1

Components: One of each focus (Magic, Earth, Air, Fire, Water)

Physical Focus: Liminality, Wand, Stone

Gesture/Incant: You must complete a lesser ritual to enchant a Soak Stone. In the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The stone should be in the center of the liminality - the target of the ritual. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

* the ritual must be at least five minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Note: Once this is done the target stone becomes a soak stone. The soak stone may be used as a ritual focus to collect an ability to use in yet another ritual (see below). The soak stone remains until used, or if a Destroy Magic effect is used on it.

Ritual: Utilize Soak Stone

Cost: 10
Reset: Event
Prerequisite: Ritual: Enchant Soak Stone
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: Special (see below)

Ritual Skill Level: 1

Components: 4 Magic, Person with skill to be stored

Physical Focus: Liminality, Wand, Stone

Gesture/Incant: You must complete a lesser ritual to utilize a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality, and again, the stone should be in the center of the liminality as the focus of the spell being cast. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

* the person with the ability to be collected must be included in the ritual, standing at one of the positions beside the caster.

* the ritual must be at least five minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

* at the end of the ritual, the person with the ability to be collected uses the ability, with the corresponding skill point use. There does not have to be a target for this use - the ritual is the target, which is channeled down the lines of the liminality and into the stone by the power of the ritual.

Note: The user of the skill loses only the one use of that skill. The skill is not "forgotten" or "stolen".

Notes: The soak stone holds the skill, but it does not confer the ability for anyone else to use it. The soak stone only holds the skill so that it can then be used as a focus to create a magic item. It is a tool, not a weapon.

For instance: The soak stone could store a healing prayer or a dream ability so that the magician could then fashion an item that could cast the healing prayer or the dream ability.

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Ritual: Enchant With Soak Stone

Cost: 10
Reset: Event
Prerequisite: Ritual: Utilize Soak Stone
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: Special (see below)

Ritual Skill Level: 1

Components: 4 Magic, Soak Stone

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Enchant something with a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The soak stone must also be in the ritual focus. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

- * the item to which or the person to whom the ability is to be stored must be at the center of the ritual
- * the soak stone must be included in the ritual, placed at one of the positions beside the caster.
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
- * once the ritual is cast, the Soak Stone becomes inert. To use again, you must cast both Enchant Soak Stone and Utilize Soak Stone.

Note: The item or person so enchanted in this ritual gains the use of the skill that had been stored in the Soak Stone. You should create a yellow tag to give to the person or place on the item that contains the following (you should create blank tags to have on hand to make this quicker in-game):

Enchanted Item (or Imbued Enchantment, if placed on a person)

While so enchanted or while in the possession of the item so enchanted, you have the "Magic" trait and will call "yes" to Diagnose and Exposes, unless you have a defense.

You gain the following ability that you may use once, without expending a skill point:

<Put the Skill Here>

This enchantment ends when you use the skill, or if you accept a Cure Magic, or if you/the item receives a Remove or Destroy Magic effect and cannot negate it with a defense.

Ritual: Wand of Channel Magic

Cost: 10
Reset: Twilight
Prerequisite: Enchant Wand
Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Ritual Skill Level: 1

Component: 1 Magic Component + Component for each type of Focus Magician has

Physical Focus: Liminality, Wand

Gesture/Incant: You must complete a ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted Wand within the center circle. The Magician is free to design the enchantment, but it must include these elements:

- * it must be a minimum of 5 minutes in length.
- * the enchantment must include some form of gestures/movement and incants.
- * the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).
- * this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

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Notes: You may perform ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Wand for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Wand. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter), provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Wand, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Ritual: Wand of Transfer Channel Magic

Cost: 10
Reset: Instant
Prerequisite: Ritual Wand of Channel Magic
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: None
Physical Focus: Wand
Gesture/Incant: Touch Staff to recipient. No incants required, but cannot do this if Silenced.
Notes: The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the Wand to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it.

Ritual: Wand of Spell Storing

Cost: 10
Reset: Event
Prerequisite: Magician's Staff, Ritual: Wand of Channel Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None
Ritual Skill Level: 1
Component: 1 Magic + Focus type of spell being stored
Physical Focus: Liminality and Wand
Gesture/Incant: The Magician may perform a ritual to store a single Encounter spell into his already enchanted Wand. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:
* it must be a minimum of 5 minutes in length
* a circle must be laid out around the Wand, and the Wand must be in the center of the ritual
* the enchantment must include some form of gestures/movement and incants
* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Wand
* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count
Notes: Once the enchantment is completed, the Spell is stored in the Wand. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Wand is destroyed, the Stored Spell is lost.

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Ritual: Enchant Warded Door

Cost: 10
Reset: Event
Prerequisite: Ritual: Utilize Soak Stone
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: Special (see below)

Ritual Skill Level: 2

Components: 4 Magic, Soak Stone

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Utilize a Soak Stone, and enchant it with an ability or a skill. This ritual will entail the tracing of a complex pattern across a liminality, but the liminality must be laid before the Door you wish to place a Ward upon. The center of the ritual should be the thing to be the soak stone, but the door should be at one end of the liminality. The Magician is free to design the enchantment that creates the Ward stone, but it must include these elements:

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* if the door is part of a Hearth, then the Hearth Witch must be willing and must participate in the casting. This cannot be placed on a Universal Hearth, such as the Cotting House.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual allows the magician to use a spell or skill stored in a soak stone to create a Magically Warded Door. The ward will do "Double" the effect store in the soak stone.

The creator can imbue an individual with the ability to bypass the ward, and it can be bypassed with an Enchanted Wand if the Magician has this Ritual and can solve the ward maze.

To imbue an individual with the ability to walk through the Door, touch a packet to the target and then place a hand on the Ward. Concentrate for 10 seconds and say "Imbue by Magic." Inform the recipient that they may pass through the Ward by touching it and concentrating for 3 seconds. The Imbue will go away if they receive a Remove or Destroy Magic effect, or if they die.

Once the ritual is complete, touch the Door and call "Imbue by Magic." You must hang a large yellow octagon with the following, and it must sit on top the Ward Tag:

On the Front:

MAGICIAN'S SIGHT / SEARCH AN AREA

If you have either of these skills, you may turn over this tag.

On the Back:

You can sense that there is Magic on this Door, and that there is a Ward here.

If you are a Magician with an Enchanted Wand and you have the skill, Ritual: Enchant Warded Door, you may attempt to solve the Maze to disarm the Ward. If you are successful, call "Imbue by Magic" and you may walk through the Door without taking the effect.

Warded tag, on the front:

WARDED DOOR

<place a small maze underneath this>

Warded tag, on the back:

Take the effect "DOUBLE <ATTACK> by <EFFECT">" when you walk through this Ward, unless you were Imbued by the Magician who enchanted the Door to cross through it, or you are a Magician who solved the Maze.

You may negate the effects of this door with a defense, but you need two defenses to negate both effects.

This Ward may be removed with a Destroy Magic effect (remove the tags if you use a Destroy Magic).

If you trigger this Ward effect, remove the tag as the Ward has been expended.

The Magician who created this Ward may remove it at any time with 10 seconds of concentration.

The effect on the Ward will be double the effect placed in the soak stone. Thus, a "4 Damage by Fire" becomes a "Double 4 Damage by Fire." If the skill placed in the Soak Stone is a weapon skill with no trait/by weapon, its call becomes "by Force" in the Ward.

The Magician who created the Ward may remove it at any time with 10 seconds of Concentration.

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Staff Rituals

These ritual require an enchanted Magician's Staff to use.

Staff: Channel Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic Component + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff
Gesture/Incant:	You must complete a ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment, but it must include these elements:

- * it must be a minimum of 5 minutes in length.
- * the enchantment must include some form of gestures/movement and incants.
- * the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).
- * this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: You may perform ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Staff for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Staff. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter), provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Staff: Greater Channel Magic

Cost:	15
Reset:	Instant
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	None
Ritual Skill Level:	2
Component:	2 Magic Components + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff
Gesture/Incant:	Performed as Staff: Channel Magic, but the ritual now takes 10 minutes.
Notes:	This enhances the use of Staff: Channel Magic to allow the Magician to store 2 Magic Points into his Staff for later use. Though the ritual takes longer to perform (10 minutes), an additional Magic Component, and Ritual Skill Level 2, the effect remains for an encounter: the Magician is -2 next encounter, and

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may call "Imbue 2 Magic Skill Points by Magic" at any time for the remainder of the event. You may only have 1 Channel Magic, Greater or not, at one time. You may still cast Channel Magic as 1 Magic Point if you choose.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter.

Only the Magician who stored the Magic Point may use it.

Staff: Improved Channel Magic

Cost: 20
Reset: Event
Prerequisite: Staff: Channel Magic
Restriction:
Season: 1 2 3
Max Purchase: 1 1 1
Skill Points: None
Ritual Skill Level: 2
Component: 4 Magic Components + Component for each type of Focus Magician has
Physical Focus: Liminality, Staff
Gesture/Incant: Performed as Staff: Channel Magic, but the ritual now takes 10 minutes. It is 10 minutes even if you use this in conjunction with Greater Channel Magic.

Notes: This enhances the use of Staff: Channel Magic to allow the Magic Point stored in a Magician's Staff to remain for the Twilight period in which it was invoked. It may be Well Rested back as per normal Magic Points. Only 1 Magic Point may last for the Twilight Period, even if you have 2 Magic Points Stored.

For example: A Magician has 4 Magic Points and casts this ritual with Greater Channel Magic. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter. He chooses to use it in a fight against Werewolves that night, around 9pm. Because he also cast Improved Channel Magic, when the encounter is over, his total Magic Points is now 5, and he may Well Rest back 5 Magic Points. He has five until dawn/he goes to sleep. When he awakens in the morning, he is back to 4 Magic Points.

You may only cast Improved Channel Magic once per event. Only the Magician who stored the Magic Points may use it.

Staff: Transfer Channel Magic

Cost: 10
Reset: Instant
Prerequisite: Staff: Channel Magic
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: None
Physical Focus: Staff
Gesture/Incant: Touch Staff to recipient. No incants required, but cannot do this if Silenced.
Notes: The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the staff to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it. If the Magician has channeled 2 Magic Points, he may choose to transfer 2 points.

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Staff: Strike by Magic

Cost:	15
Reset:	Encounter
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	1 Magic
Ritual Skill Level:	1
Component:	None
Physical Focus:	Staff
Gesture/Incant:	Wave hands over staff, and say an incant of 6+ syllables
Notes:	Perform the action above, spend 1 Magic Point, and call "Imbue to Staff by Magic." You may call your next swing, "2 Damage by Magic," or you may call one "Deathstrike one, Deathstrike two, Deathstrike three by Magic."

Ritual: Staff of Spell Storing

Cost:	10
Reset:	Event
Prerequisite:	Magician's Staff, Staff: Channel Magic
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic + Focus type of spell being stored
Physical Focus:	Ritual and Staff
Gesture/Incant:	The Magician may perform a ritual to store a single Encounter spell into his Staff. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:

* it must be a minimum of 5 minutes in length

* a circle must be laid out around the staff, and the staff must be in the center of the ritual

* the enchantment must include some form of gestures/movement and incants

* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Staff

* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count

Notes: Once the enchantment is completed, the Spell is stored in the Staff. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Staff is destroyed, the Stored Spell is lost.

Staff: Spell Strike

Cost:	5
Reset:	Instant
Prerequisite:	Ritual: Staff of Spell Storing
Skill Points:	None
Physical Focus:	Staff
Gesture/Incant:	None
Notes:	You may cast a Stored Spell (stored through the Staff of Spell Storing ritual) through your staff instead of throwing a packet. Call the spell effect and strike your target with the staff.

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Staff: Channeled Spell

Cost: 10

Reset: Twilight

Prerequisite: Spell Strike, the spell to be channeled

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None (although the spell so channeled still has the normal cost.)

Physical Focus: Staff

Gesture/Incant:

Notes: The Magician may deliver a spell that has an Agony, Damage, or Maim Effect through the Staff, rather than deliver it by throwing a spell packet. The Magician must complete the normal requirements for the spell, but then must add an additional incant of at least 5 syllables, then call the delivered effect and strike with the weapon.

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Circle Rituals (Field Rituals)

These are rituals that may be performed upon a field of battle with a hastily constructed circle. A Magician must first use the Ritual: Bind Liminality upon themselves to use these rituals.

Circle of Forbiddance	“You Shall Not Pass!”
Cost:	20
Reset:	Event
Prerequisite:	Enchant Magician's Staff, Ritual: Bind Liminality
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	2
Component:	1 Magic Component or 2 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a quick enchantment to force others away from an area.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* You must touch your staff in the four directions around you (front, back, left and right).

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc).

* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "By My Voice, Short Repel by Magic."

* Every 60 seconds (or whenever someone approaches you with the obvious intent to cross the circle) you may make the call again.

* This effect ends when you step out of your circle, let go of your staff, fall unconscious, or die; after which you may not make the call again.

* A Remove or Destroy Magic will also end the effect.

Greater Circle of Forbiddance	“You Shall Not Pass!”
Cost:	20
Reset:	Instant
Prerequisite:	Circle of Forbiddance
Restriction:	None
Skill Points:	None
Ritual Skill Level:	3
Component:	2 Magic Component or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	The Magician must have already performed the Circle of Forbiddance, but his initial call may be "By My Voice, Repel by Magic."As long as magician remains with hands on staff concentrating within the Circle of Forbiddance, they may continue to call "By My Voice, Short Repel by Magic" every minute (60 seconds).
	* With this use, you may also draw the circle large enough that others may step inside it with you and NOT be affected by your repel. To do this, keep one hand on the staff, touch them with a packet and call "Imbue by Magic." If they do not understand the effect, explain it, or hand them a tag.
	* You may only protect 4 other people in this fashion. They may Resist by Magic any of your "By My Voice, (Short) Repel by Magic" while they remain within the circle. If they step outside the circle, they may no longer call resist.

Protection of the Circle of Forbiddance (Imbue by Magic)

So long as you remain within the Circle, you may call "Resist by Magic" to the "By My Voice, (Short) Repel by Magic" that the Magician of the Circle is calling. If you step outside the circle, you may no longer call

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resist, even if you then step back within, unless you receive another imbue. This also ends if the Magician drops the circle.

Circle of Protection

Cost:	15
Reset:	Event
Prerequisite:	Circle of Forbiddance
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	1 Magic Component or 2 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to protect yourself from harm.

To cast this spell:

- * You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
- * Trace four symbols at four points of the circle (you can draw them in the dirt or with chalk, lay out stones with the symbols on them, or just trace them invisibly with your finger).
- * Other details of the ritual are up to you, but it must take at least 30 seconds and must include an incant (or incants) of at least 20 syllables.
- * Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
- * You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "Imbue Spirit Trait by Magic."
- * You have the "Spirit" trait and may call "Spirit" to any attacks as long as you remain in that position. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.
- * Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect.
- * This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die.

Greater Circle of Protection

Cost:	20
Reset:	Instant
Prerequisite:	Circle of Protection, Greater Circle of Forbiddance
Restriction:	None
Skill Points:	None
Ritual Skill Level:	4
Component:	2 Magic Component or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual ("circle ritual") to protect yourself and others from harm.

This allows you to expand your casting of Circle from Protection, if you desire, to include others.

To cast this spell:

- * You should ensure that those you are protecting understand how the circle works before you protect them.
- * You must perform circle of protection as above, but the length of time is now increased to 2 minutes
- * The circle must be large enough that everyone you seek to protect may fit within it. The circle can be no larger than 5' in diameter, and no more than 6 people (including the Magician) may stand in it
- * Once you have imbued yourself, you may Imbue others. This is the only time you may move. Speak 10+ syllable incant, touch a packet to them, and call "Imbue Spirit Trait by Magic."
- * You and they have the "Spirit" trait and may call "Spirit" to any attacks as long as you remain in that position within the circle. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.

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* Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect on the person struck, but not on the others. They are no longer protected and cannot be re-imbued.

* This effect also ends if you or they move, step out of your circle, fall unconscious, or die.

* Those you are protecting may choose at any point to move and end the effect. They should call "Cure Spirit Trait" when they do so.

Circle of Power

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff, Detect Magic
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None
Ritual Skill Level:	2
Component:	1 Magic Component
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with Magic.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Grant 1 Magic Point by Magic." You gain one additional Magic Point that you can use, but only while standing in the Circle

* This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

Greater Circle of Power

Cost:	15
Reset:	Event
Prerequisite:	Circle of Power
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	2 Magic Components or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with greater Magic

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Grant 3 Magic Points by Magic." You gain 3 additional Magic Points that you can use, but only while standing in the Circle.

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* You may spend an additional 30 seconds to make this circle last for the duration of the encounter, even if you leave it. This would allow you to cast it, then come back later to use the remaining Magic Points. To do this, you must prepare a yellow octagon tag to leave with the circle that reads the following on the front and has "Removed" printed on the back:

Circle of Power

This is a Magician's Circle of Power. You may move through it. It has no effect upon you, though you can sense the magic within. This Circle can be dispersed with a Remove or Destroy Magic effect. Flip this card over if you have Removed/Destroyed the Magic.

* This effect also ends if you step out of your circle (unless you spend the extra time to maintain it), fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect. This magic disperses at the end of an encounter regardless, and any unused Magic Points are lost.

Circle of Meditation

Cost: 15
Reset: Encounter
Prerequisite: Circle of Power, Strength of the Staff
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: 1 Magic Component or 2 of any other kind
Physical Focus: Circle
Gesture/Incant: Both

Notes: You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 2 minutes of uninterrupted concentration to regain 1 Magic Point from a non-damage ENCOUNTER spell that you threw and missed your target (such as Agony). You must rest 2 minute per magic point recovered, so if you missed three spells, it would take 6 minutes to recover all 3 Magic Points.

* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

* Though this is an encounter usable ritual, it does not require 1 Magic Point to use, only 1 Magic Component.

Greater Circle of Meditation

Cost: 15
Reset: Event
Prerequisite: Circle of Meditation, Staff: Transfer Channel Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 0 1 2
Skill Points: None
Ritual Skill Level: 4
Component: 4 Magic Components or 8 of any other kind
Physical Focus: Circle
Gesture/Incant: Both

Notes: You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

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* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 5 minutes of uninterrupted concentration to regain 1 Twilight Spell that you have expended, or 10 minutes to regain 1 Event Spell. When regaining Event Spells, you may only use this once per spell, even if you have multiple uses of the target spell. For example, if you had 2 uses of this skill, you could use it to regain 2 castings of "Slam by Water" but could only regain "Drain by Water" once even if you could cast Drain by Water twice an event.

* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

Ritual of Destroy Magic

Cost: 5
Reset: Twilight
Prerequisite: Detect Magic, Circle of Power
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: 1 Magic
Ritual Skill Level: 2
Components: 1 Magic
Physical Focus: Ritual, Circle
Gesture/Incant: You must complete a lesser ritual to Destroy Magic on a person or item. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon, or the circle should touch it if it cannot encompass it. The Magician is free to design the enchantment, but it must include these elements:

* the item or person upon which you wish to destroy magic must be at the center of the ritual

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual grants you the ability to destroy or remove magic on the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. This will allow the Magician to cast "Remove Magic" on an item or person, removing any effects caused by the Magic attack trait, including Imbues or Inflicts (unless the Imbue or Inflict description states otherwise). This will not remove greater magical enchantments, nor will it remove Fairy Magic. This can also be used to cast a Destroy by Magic on an item, which will often destroy minor magical items. At the end of the ritual, touch the target and call "Destroy by Magic" or "Remove Magic by Magic." Some enchantments may be too powerful to remove with this simple enchantment.

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Summoning Rituals

These rituals allow a Magician to attempt to summon a creature, such as an Elemental or Fairy.

Ritual: Summoning: Elemental

Cost:	20
Reset:	Event
Prerequisite:	Path of the Ritualist, Circle of Protection
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	1 Magic + 4 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual
Gesture/Incant:	You must complete a lesser ritual in an attempt to summon Elemental. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements: <ul style="list-style-type: none">* the item or person you wish to identify must be at the center of the ritual* the ritual must be at least 5 minutes in length.* the enchantment must include some form of gesture/movement and incant.* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes:	This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate elemental components, and the primary magician in the ritual must have the Elemental Focus of the element you are trying to summon. The more Ritualists participating, the better the chance of success. This spell does not guarantee that the elemental you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit. You may summon an elemental to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger elemental to be summoned. You may send the Elemental back at any time while it is in your circle by saying. "Begone! Inflict Banish to Elemental by Dismissal."

Ritual: Summoning: Elemental Command

Cost:	10
Reset:	Instant
Prerequisite:	Summoning: Elemental
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	2 Magic + 6 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual
Gesture/Incant:	see Summoning: Elemental
Notes:	Double the length of the elemental summoning ritual, and this will give you the ability to command the elemental summoned for the duration of the twilight period. The Summoned Elemental will not attack you, but there is no guarantee he will be friendly to those with you, depending on which elemental you summoned, the circumstances, and what others do to it. (Generally speaking, Elementals are likely to be friendly unless there are mitigating circumstances). You may give it Commands, and it will seek to obey the spirit of those Commands. Be careful, however, as abusing the trust of an elemental can have consequences outside of the summoning.

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Ritual: Summoning: Fairy

Cost:	25
Reset:	Event
Prerequisite:	Summoning: Elemental
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	4
Components:	4 Magic + 4 Illusion/Glamour/Fairy/Dream Components or appropriate Fairy items (4 Fairy-Touched may substitute; someone who bears the Trait of a Fairy, such as Jeweled, may count as 2 components in this ritual). 4 of any kind of component may substitute for the Magic components.

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual in an attempt to summon a Fairy. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements:

- * the item or person you wish to identify must be at the center of the ritual
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate components for the type of fairy you wish to summon, and it is recommended to have someone who is fairy-touched in the ritual (though not required). The more Ritualists participating, the better the chance of success.

Note that the Fairies themselves may contest this, or in the case of a Fairy under the control of a more powerful Fairy, contested by them, and thus have other unintended results (such as drawing the attention of the more powerful Fairy). This spell does not guarantee that the Fairy you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit, though if by chance you draw a sufficiently powerful fairy, they may be able to break through the circle.

You may summon a lesser Fairy creature, monster, or being to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger fairy to be summoned. Multiple Magicians with this Ritual may attempt to pool their efforts together, either to help ensure success or to attempt to summon a more powerful fairy. Some fairies may be impossible to summon (or even just unwise if you could summon them).

Note that fairies are capricious, and some Fairies are Monstrous and/or Extremely Powerful. Be careful what you try and summon, and how they are treated: Fairies are Immortal and Never Forget.

You may send the Fairy into the Fairy Mists back at any time while it is in your circle by saying. "Begone! Inflict Banish to Fairy by Dismissal."

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Door Magic (Goblin Threshold Magic)

Door Magicians - called "Tricksters" among the Goblins - are skilled in using the Magic of Thresholds - of doorways and "the Ways" that lead between all things. Most Goblins have some sense of the Threshold, often able to step within it, even if they themselves are not skilled in Magic. But a Goblin who devotes themselves to the study of the Magic of Thresholds learns to find the Ways and can travel great distances. They are often sought out for just this reason.

A Note on Gestures: Threshold Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Threshold Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says otherwise

A Note on Anchors and Doors: Unless a skill explicitly states otherwise, Goblin Doors can only be opened to places within the (mortal) Written World. You may not create Anchors to other/outside Places, nor can you open doors to and from those other Places. This means you cannot use Fire Escape from another Realm, either. These other Realms include: the Deathlands, The Fairy Mists (and places within, such as Neverland, Candyland, etc), the Cloudlands, the Slumberlands, Anathema, the Under Dark, etc.

There are, of course, certain legends and stories that Goblin Doors can, and have, been opened to the Fairylands, to the Under Dark, and even to the Deathlands, but if such skills still exist, they are beyond the average Trickster...

Magical Focus: Threshold (Door Magic)

Cost:	10
Reset:	Instant
Prerequisite:	Goblin, Door Magic, Magicians Sight, Read/Write Magic
Restriction:	None
Skill Points:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may manipulate Thresholds and weave the Ways to create magical effects and open Doors (sometimes called "the Ways"). Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other Threshold/Door Magic based spells and effects.

Create Personal Anchor

Cost:	10
Reset:	Event
Prerequisite:	Magical Focus: Threshold (Door Magic)
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	5 minute rite involving gestures and incants
Notes:	To travel Home to and from the Ways, a Goblin Trickster must first create a Personal Anchor, a threshold within their Home that is their personal anchor. This allows them to travel the Ways and return home. To use this, create an anchor that you can easily return to within your cabin. This is a rite lasting 5 minutes, including incants and gestures, that will enchant the Anchor. The Anchor must be obvious and not hidden with the cabin, with a tag placed upon it to state: "MAGICIANS SIGHT: If you have the skill, Magicians Sight, you are able to sense that this is a Threshold Anchor. "

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If you are staying within a hearth, you must have the Hearth Trait of that Hearth in order to be able to open a Door within it. The Hearth Witch must also "Attune" the anchor to the hearth by spending 30 seconds attuning it to the hearth.

This must be placed in the cabin where you are sleeping.

Determine Destination

Cost:	10
Reset:	Instant
Prerequisite:	Create Personal Anchor
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may can read gate/door tags to determine what kind of gate and where it might lead.

Open A Door

Cost:	10
Reset:	Event
Prerequisite:	Create Personal Anchor
Skill Points:	1 Magic
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You can open gates/doors that require this skill to open. You may perform a ritual to use a Goblin Door per the tag on the Goblin Door, manipulate a Gate (if you are able per the tag on the Gate), or (with Plot assistance and permission) attempt to create a Door to lead to a place where you have an anchor or soil of the place allowing you to go there. This can be used for roleplaying purposes in some situations (for example, if you somehow had obtained soil from the Undermarsh, you could use this to take players into the "Threshold" of Undermarsh in a designated building or outside location that is set aside for such use to have a private conversation. However, if you wish to journey further within (beyond the Threshold), whether in search or pursuit of something, this would require Plot Assistance. If no plot member is nearby, please send word to monster camp with what you would like to do and where you plan on going.

Close A Door

Cost:	5
Reset:	Instant
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	Gesture to close door
Notes:	Allows you to close a Door that you have opened. Spend 10 seconds to do a small rite to close the Door, or follow the instructions on a tag if it is a gate or doorway that has such a tag.

Door to Personal Anchor

Cost:	15
Reset:	Event
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Physical Focus:	Door

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Gesture/Incant: 30 second rite, involving Gestures & Incants

Notes: You can open a Door to return back to your Personal Anchor, provided you are within the Written World. Perform a 30 second rite, involving Gestures and Incants, then call, "Imbue Spirit Trait by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." Clasp your hands before you and bow your head. Walk directly back to your cabin, as quickly as possible. You may cross barriers and other means in order to return to your cabin.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and call "Imbue by Threshold." The spirit trail is removed, and you appear in your cabin.

This will not work if you are located outside the mortal Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

Fire Escape

Cost: 25

Reset: Event

Prerequisite: Door to Personal Anchor

Skill Points: 1 Magic

Restriction:

Season: 1 2 3

Max Purchase: 1 1 2

Physical Focus: Door

Gesture/Incant: 60 second rite involving Gestures & Incants

Notes: You can open a door to return back to your Personal Anchor and bring others with you, provided you are within the mortal Written World. Perform a 60 second rite, involving Gestures and Incants, then call, "Imbue Door by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." You must keep your hand on the Door. You may then touch a packet to another, and call "Imbue Spirit Trait by Threshold" and instruct them to pass through - the must clasp their hands before them, bow their head, and walk through, going immediately to your Personal Anchor in your Cabin. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

You may do this for as many individuals as come up to you, but you may only hold a Threshold door open for 5 minutes. Once everyone you wish to pass through has gone, you may call "Imbue Spirit Trait by Threshold" and step through. You may choose to close the door behind you; if so, perform the Close A Door rite as above. If you do not have this skill, please inform Plot as soon as you can (or an NPC on the encounter) that the Doorway was left open.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and then touch each individual who you sent back and call "Imbue by Threshold." The spirit trail is removed, and they appear in your cabin. Once the last person is restored, you may call "Imbue by Threshold" and appear yourself.

This will not work if you are located outside the Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

You may also create a card to give those you send through your Personal Door as follows:

Crossing The Threshold Into The Ways

You gain the Spirit Trait. Walk with arms clasped before you and head bowed. Go directly back to the cabin of the Goblin who sent you through the Door. You will remain there as a Spirit until the Goblin arrives. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity. This will remain until you receive a Cure Spirit Trait effect, or a "Imbue by Threshold" from the Goblin who opened the door.

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If after 15 minutes the Goblin who sent you does not return, collapse to the floor. You take an "Inflict by Threshold" effect, and are Stunned for 10 seconds. You will awake dizzy and ill, with a feeling that something happened in the intervening time that you cannot recall. Please inform Staff in your PEL that this occurred.

Hide: Conceal Item

Cost: 20
Reset: Encounter
Prerequisite: Magical Focus: Threshold (Door Magic)
Restriction: None
Skill Points: 1 Endurance
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.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from). You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. . 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.

Standing Out

Character Points: 15
Reset: Event
Prerequisite: Magical Focus: Threshold (Door Magic)
Restriction:
Season: 1 2 3
Max Purchase: 2 2 2
Skill Points: None

Notes: Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Stepping Out

Character Points: 15
Reset: Event
Prerequisite: Magical Focus: Threshold (Door Magic), Standing Out
Restriction:
Season: 1 2 3
Max Purchase: 2 2 2
Skill Points: None

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect.

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If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

Door Magic: Pick a Lock

Cost: 20
Reset: Event
Prerequisite: Magical Focus: Threshold (Door Magic)
Restriction:
 Season: 1 2 3
 Max Purchase: 2 2 3
Skill Points: 1 Magic
Notes: You may open a single lock, using a Magic Skill Point. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Magic Skill Point and using this skill. Then call "Short Inflict by Threshold" when you do. The lock is only unlocked for 10 seconds per use of the skill; after which the lock seals again.

Destroy Wards

Cost: 10
Reset: Twilight
Prerequisite: Open A Door
Skill Points: 1 Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Focus: Door
Gesture/Incant: 10 second rite, involving Gestures & Incants
Notes: You can destroy a Ward placed on a Door or other gateway. Touch a packet to the Ward, do a short 10 second rite, and then call, "Destroy Ward by Threshold." You may then remove the Ward tag, unless the Tag otherwise indicates that a Destroy Ward or effects by Threshold will not affect it.

Sidestep

Cost: 10
Reset: Twilight
Prerequisite: Open A Door
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Focus: Door
Gesture/Incant: None
Notes: You may temporarily step into a threshold to avoid harm. Call "Elude by Threshold" to any one weapon or packet attack that strikes you, including Special Traits, unless it is delivered by Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness or Nightmare.

Slip Out The Door

Cost: 5
Reset: Event
Prerequisite: Sidestep
Skill Points: None
Restriction: None
Physical Focus: Door
Gesture/Incant: None
Notes: You may call "Resist" to any one effect "by Threshold."

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Turned Around

Cost:	10
Reset:	Twilight
Prerequisite:	Sidestep
Skill Points:	None
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may confound an enemy by turning them around in the threshold so that they find themselves moving away from you. Say an incant of 8+ syllables, and throw a packet for "Repel by Threshold."

Portal Trip

Cost:	15
Reset:	Encounter
Prerequisite:	Turned Around
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may trip up an enemy by opening a door briefly at their feet. Spend 1 Magic, Say an incant of 8+ syllables and throw a packet for "Slam by Threshold."

Stuck In The Threshold

Cost:	15
Reset:	Encounter
Prerequisite:	Portal Trip
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may trap an enemy temporarily in a threshold. Say an incant of 8+ syllables and throw a packet for "Root by Threshold."

Confounding Threshold

Cost:	15
Reset:	Twilight
Prerequisite:	Stuck in the Threshold
Skill Points:	None
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 4
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may confound an enemy by quickly moving them in and out of a threshold. Say an incant of 8+ syllables and throw a packet for "Short Drain by Confusion."

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12.7 Sandman

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

~Rolling Stones, "Ruby Tuesday"

"Imagination is more important than knowledge."

~Einstein

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

~Neil Gaiman

Outlook

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

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

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

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

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

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

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

Everything in the Slumberlands has the Dream trait.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sandman Skills

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

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

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

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

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

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

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

Skill Points: Imagination

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

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

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

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

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

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

Resist Madness*

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

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

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Draw from the Dream

Cost:	
Adept:	5,10,15
Empath:	5,10,15
Architect:	5,10,15
Reset:	Encounter
Prerequisite:	Any Sandman Header
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None

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

Dreamsight*

Cost:	
Adept:	5
Empath:	5
Architect:	5
Reset:	Instant
Prerequisite:	Any Sandman header
Restriction:	None
Skill Points:	None

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

Dream Visions

Cost:	
Adept:	Free
Empath:	Free
Architect:	Free
Reset:	Between Events
Prerequisite:	Dreams and Nightmares and any Sandman Header
Restriction:	None
Skill Points:	None

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

Enter the Dream

Cost:	
Adept:	free
Empath:	free
Architect:	free
Reset:	Instant
Prerequisite:	Any Sandman Header
Restriction:	None

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Skill Points: None

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

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

Sense Dream*

Cost:

Adept: 5

Empath: 5

Architect: 5

Reset: Encounter

Prerequisite: Dreamsight

Restriction: None

Skill Points: 1 Imagination

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

Resist Illusions*

Cost:

Adept: 5

Empath: 5

Architect: 5

Reset: Event

Prerequisite: Sense Dream

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

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

Awakened Dreamer*

Cost:

Adept: 25

Empath: 25

Architect: 25

Reset: Instant

Prerequisite: Sandman Header, Enter the Dream, Dreamsight

Restriction: None

Skill Points: None

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

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

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

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

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Diagnose Physical*

Character Points:

Adept: 10

Empath: 5

Architect: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

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

Diagnose Mental*

Character Points:

Adept: 10

Empath: 5

Architect: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

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

Nightmare and Dream cannot be diagnosed with this skill.

First Aid*

Character Points:

Adept: 5

Empath: 5

Architect: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

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

Cure Maim*

Character Points:

Adept: 10

Empath: 5

Architect: 10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

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

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Sandman Adept Skills

Extra Body (Adept)*

Cost:

Adept: 10,15,20,25

Empath: ---

Architect: ---

Reset: Event

Prerequisite: Sandman Adept, Awakened Dreamer

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

Imagined Body

Cost:

Adept: 5,10,15

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

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

The Body is As I Imagine (Imagined Durability)*

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Sandman Adept, Awakened Dreamer

Skill Points: None

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

Imagined Reflex

Cost:

Adept: 10,15,20

Empath: ---

Architect: ---

Reset: Instant

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Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

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

Imagined Armor*

Cost:

Adept: 20

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Sandman Adept

Restriction: None

Skill Points: 1 Imagination

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

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

Imagined Missile

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Sandman Adept

Restriction: None

Skill Points: None

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

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

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

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

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Imagined Strike*

Cost:

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

Reset: Instant

Prerequisite: Imagined Missile

Restriction: None

Skill Points: None

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

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

Greater Imagined Missile

Cost:

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

Reset: Instant

Prerequisite: Imagined Missile, Imagined Strike

Restriction: None

Skill Points: None

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

Imagined Attack*

Cost:

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

Reset: Encounter

Prerequisite: Imagined Missile

Restriction: None

Skill Points: 1 Imagination

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

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

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

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

Accurate Imagined Attack

Cost:

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

Reset: Instant

Restriction: None

Prerequisite: Imagined Attack

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

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

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

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

Greater Imagined Attack

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

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

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

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

Accurate Greater Imagined Attack

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Greater Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

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

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

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

Imagined Two Weapons*

Character Points

Adept: 20

Empath: ---

Architect: ---

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

Imagined Shield*

Character Points

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

I Do Not Dream of Dying*

Cost:

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

Imagined Self Healing*

Cost:

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

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Imagined Mobility*

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

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

Self Awakening*

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

Imagined Avoid

Cost:

Adept: 20

Empath: ---

Architect: ---

Reset: Event

Prerequisite: Imagined Mobility

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

Fearless*

Cost:

Adept: 10

Empath: ---

Architect: ---

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

Calm Mind*

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

Strength of the Mind*

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

Dream Warrior*

"You have no power over me."

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

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

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Sandman Architect Skills

Attuned to the Dreamscape

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Instant

Prerequisite: Sandman Architect, Dreamsight

Restriction: None

Skill Points: None

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

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

Imagined Distance

"Farther than you thought."

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Encounter

Prerequisite: Sandman Architect

Restriction: None

Skill Points: 1 Imagination

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

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

Greater Imagined Distance

"I said, farther than you thought!"

Cost:

Adept: ---

Empath: ---

Architect: 10

Reset: Twilight

Prerequisite: Imagined Distance

Restriction:

Season: 1 2 3

Max Purchase: 2 3 5

Skill Points: None

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

Imagined Quagmire

Cost:

Adept: ---

Empath: ---

Architect: 10

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

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

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

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

Dream Snare

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

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

Imagined Disarm

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

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

Imagined Pain

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

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

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

Storm of Dreams

Cost:

Adept: ---

Empath: ---

Architect: 5

Reset: Twilight

Prerequisite: Imagined Pain

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

Clearing the Slumberland

Cost:

Adept: ---

Empath: ---

Architect: 10

Reset: Twilight

Prerequisite: Attuned to the Dreamscape, Imagined Distance

Restriction:

Season: 1 2 3

Max Purchase: 4 5 6

Skill Points: None

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

The Sound of Silence*

Cost:

Adept: ---

Empath: ---

Architect: 15

Reset: Event

Prerequisite: Clearing the Slumberland, Storm of Dreams

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: none

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

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

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

It's Really Not That Scary*

Cost:

Adept: ---
Empath: 10
Architect: 10

Reset: Twilight

Prerequisite: Clearing the Slumberland, Cure Mind

Restriction: None

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: none

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

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

It's Better Now

Cost:

Adept: ---
Empath: 10
Architect: 10

Reset: Twilight

Prerequisite: It's Really Not That Scary

Restriction: None

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: none

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

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

Cost:

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

Reset: Encounter

Prerequisite: Attuned to the Dreamscape

Restriction: None

Skill Points: 1 Imagination

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

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

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Illusionary (Dream) Shield*

"These are not the Dreamers you are looking for"

Cost:

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

Reset: Twilight

Prerequisite: Attuned to the Dreamscape

Restriction: None

Skill Points: None

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

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

Grounded to the Dreamscape

Cost:

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

Reset: Twilight

Prerequisite: Attuned to the Dreamscape

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

Figment of the Dream*

Cost:

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

Reset: Event

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

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

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

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

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Dreamweaving

Cost:

Adept: ---

Empath: ---

Architect: 25

Reset: Event

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

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

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

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

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

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

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

You are encouraged to be creative with this skill.

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

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

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

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

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Sandman Empath Skills

Soothing the Dreamer*

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Sandman Empath

Restriction: None

Skill Points: 1 Imagination

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

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

Understanding the Dream

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Instant

Prerequisite: Empath, Dreamsight

Restriction: None

Skill Points: None

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

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

Finding the Dreamer

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Understanding the Dream

Restriction: None

Skill Points: 1 Imagination

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

Dreamspeaker*

Cost:

Adept: ---

Empath: 5

Architect: ---

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

Granting Daydreams*

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

Granting Daydreams

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

Stabilize*

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

Heal Dream*

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

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

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

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

Accurate Heal Dream

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Instant

Prerequisite: Heal Dream

Restriction: None

Skill Points: 1 Imagination

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

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

This is only usable in the Slumberland's.

Heal the Dreamer's Dreams*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Accurate Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

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

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

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Heal All the Dreams*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Event

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

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

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

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

Healing the Unawakened*

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Heal Dream, Awakened Dreamer

Skill Points: 1 Imagination

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

Cure Mind*

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Encounter

Prerequisite: Soothing the Dreamer

Restriction: None

Skill Points: 1 Imagination

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

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

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

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

This skill is usable outside of the Slumberland.

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Shield the Imagination*

Cost:

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

Reset: Twilight

Prerequisite: Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

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

Mind Over Matter*

Cost:

Adept: ---
Empath: 15
Architect: 15

Reset: Twilight

Prerequisite: Attuned to the Dreamscape, Cure Mind

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

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

Mind Over Mater

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

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

Imagined Repel* *"I'm getting angry!"*

Cost:

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

Reset: Encounter

Prerequisite: Empath

Restriction: None

Skill Points: 1 Imagination

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

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

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

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Desperate Imagined Repel*

Cost:

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

Reset: Event

Prerequisite: Imagined Repel

Restriction:

Season: 1 2 3

Max Purchase: 2 3 5

Skill Points: None

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

Imagined Agony*

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

Cost:

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

Reset: Encounter

Prerequisite: Imagined Repel

Restriction: None

Skill Points: 1 Imagination

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

Wounding Headache

Cost:

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

Reset: Instant

Prerequisite: Imagined Agony, Finding the Dreamer

Restriction: None

Skill Points: None

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

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

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

Migraine*

Cost:

Adept: ---
Empath: 10

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

Empathic Link*

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

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

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

Dreamkeeping*

“Dream of life, not death”

Cost:

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

Reset: Twilight

Prerequisite: Empathic Link

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

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

This skill does not require your hands to be free.

Frightened Awake*

“Wake up!”

Cost:

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

Reset: Twilight

Prerequisite: Imagined Agony

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

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

Bags of Sand*

Cost:

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

Reset: Event

Prerequisite: Frightened Awake

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

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

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

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Dreamgiver

Cost:

Adept: ---

Empath: 15

Architect: ---

Reset: Event

Prerequisite: Finding the Dreamer, Dreamspeaker

Restriction:

Season: 1 2 3

Max Purchase: 2 2 2

Skill Points: 1 Imagination

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

You may use this skill one of the following ways:

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

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

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

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

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

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

Empathic Dreamer

Cost:

Adept: ---

Empath: 25

Architect: ---

Reset: Event

Prerequisite: Awakened Dreamer, Empathic Link, Finding the Dreamer

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

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

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

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

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

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

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

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

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

If the Dreamer dies, you die as well.

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

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

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

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

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

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

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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 Og, 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

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

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, Wind.

Diagnose Mental

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

Character Points

Hearth Witch: 5

Wood Witch: 5

Reset: Instant

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Prerequisite: None
Restriction: None
Skill Points: None
Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points

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".

Smelling Salts

Character Points

Hearth Witch: 5
Wood Witch: 10

Reset: Twilight
Prerequisite: Diagnose Physical
Restriction: None
Skill Points: 1 Craft
Notes: Spend 10 seconds role playing using smell salts to awaken one who is Unconscious or Stunned. Touch a packet to them, spend 1 Craft, and call, "Heal 1 and Short Drain to Unconscious by Craft" or spend 20 seconds and call "Cure Stun and Short Drain by Craft." Your hands must be free, and you must be uninterrupted for the 10 seconds of roleplaying.

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.

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

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"

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

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

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

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/herbs cards for treasure later.

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

Master Herbalist

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

Prerequisite: Herbalist

Restriction: Wood Witch header

Skill Points: 1 Craft

Notes: You have truly mastered how to create potions, salves, and poisons by weaving your Craft into the art of herbalism. 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

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

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)

Character Points

Hearth Witch: ---

Wood Witch: 10

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Reset: Encounter
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)

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"

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, and often is represented out-of-game by a puppet played by an NPC). 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"

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.

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.

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.

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

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

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

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

Character Points

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

Strengthened by Nature

Character Points

Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight
Prerequisite:	Cure Poison
Restriction:	None
Skill Points:	None
Notes:	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

Character Points

Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter
Prerequisite:	Strengthened by Nature
Restriction:	None
Skill Points:	1 Craft
Notes:	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

Character Points

Hearth Witch:	---
Wood Witch:	10
Reset:	Twilight
Prerequisite:	Strengthened by Nature
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None
Notes:	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

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

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

Prerequisite: Herbalist, Thrown Weapon, Recipe: Acid Splash, Weak

Restriction: None

Skill Points: 1 Craft

Notes: Roleplay using herbalism for 10 uninterrupted seconds, spend 1 Craft, 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 10 second role play.

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

As this skill requires you to have bought the recipe for Acid Splash, finding the appropriate herbs means you may create additional Acid Splashes per the rules of the recipe.

Acid Splashes with this skill may *only* be used by the Witch. Acid Splashes created by the Recipe utilizing Herbs found in-game, may be used by anyone with the Thrown Weapon skill, though Master Uses are only usable by the Witch to enchants it.

Herbalist: Agility Potion

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Twilight

Prerequisite: Herbalist, Recipe: Agility Potion

Restriction: None

Skill Points: None

Notes: You must have a bottle or other phys rep to represent the potion. Role play using herbalism for 30 uninterrupted seconds, then give the bottle the target to have them roleplay drinking it, then touch a packet and 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, without expending a craft point.

As this skill requires you to have bought the recipe for Agility Potion, finding the appropriate herbs means you may create additional Agility Potion per the rules of the recipe.

Note that Agility Potions can be addicting. Please note in your PEL anyone to whom you gave Agility Potions (and how many), and please ask the target to note it in their PEL as well.

Herbalist: Blade Poison

Character Points

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Hearth Witch: ---
Wood Witch: 15
Reset: Twilight
Prerequisite: Herbalist, Recipe: Blade Poison
Restriction: None
Skill Points: None
Notes: Role play using herbalism to create and then apply 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.
As this skill requires you to have bought the recipe for Blade Poison, finding the appropriate herbs means you may create additional Blade Poison per the rules of the recipe.

Herbalist: Healing Salve

Character Points

Hearth Witch: ---
Wood Witch: 10
Reset: Twilight
Prerequisite: Herbalist, Recipe: Healing Salve
Restriction: None
Skill Points: None
Notes: Role play using herbalism for 10 uninterrupted seconds, then touch a packet and call, "Heal 2 by Poison." If you have the Master Herbalist skill, you may instead call, "Heal 4 by Poison" once per twilight, with no craft skill cost. Both hands must be free, and you must be uninterrupted for the length of the role play.
As this skill requires you to have bought the recipe for Healing Salve, finding the appropriate herbs means you may create additional Healing Salves per the rules of the recipe.

Herbalist: Paralyze Splash

Character Points

Hearth Witch: ---
Wood Witch: 15,20,25
Reset: Event
Prerequisite: Master Herbalist, Thrown Weapon, Recipe: Paralyze Splash
Restriction:
Season: 1 2 3
Max Purchase: 2 4 6
Skill Points: 1 Craft
Notes: Role play using herbalism for 10 uninterrupted seconds, spend 1 Craft, 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.
As this skill requires you to have bought the recipe for Paralyze Splash, finding the appropriate herbs means you may create additional Paralyze Splash per the rules of the recipe.

Herbalist: Weakness Poison

Character Points

Hearth Witch: ---
Wood Witch: 15
Reset: Twilight
Prerequisite: Herbalist, Recipe: Weakness Poison
Restriction: None
Skill Points: None
Notes: Role play using herbalism and coating a weapon with poison for 10 uninterrupted seconds, then touch a packet and call, "Grant Next Melee Attack, Short Weakness by Poison." If you have the Master Herbalist skill, you may spend 1 craft, and 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.

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As this skill requires you to have bought the recipe for Weakness Poison, finding the appropriate herbs means you may create additional Weakness Poison per the rules of the recipe.

Herbalist: Weakness Splash

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Twilight

Prerequisite: Master Herbalist, Thrown Weapon, Recipe: Weakness Poison

Restriction: None

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 spend 1 craft and call, "Weakness by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

As this skill requires you to have bought the recipe for Weakness Splash, finding the appropriate herbs means you may create additional Weakness Splash per the rules of the recipe..

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."

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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

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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.

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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."

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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>>."

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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

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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.

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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."

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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 wasted vitality, 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.

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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

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Prerequisite: Skin Changer

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."

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Animal Types

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)*

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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.

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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.

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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."

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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).

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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.

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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.

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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.

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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.

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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.

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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

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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.

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12.08a Herbalism and Master Herbalism

How to Create Potions, Poisons, Salves, etc.

Once cut, an herb doesn't last long - typically only a few days at the very most. To that end, it is to the best interest of an herbalist to create potions as soon as the required ingredients have been collected. PCs will now be given potion cards for potions they 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.

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 herb expires after about three days, as do potions, poisons, etc made from them. 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.

Using and Sharing Potions, Poisons, etc.

Once a Witch spends five minutes to create the regular potion, poison, salve, etc., they may hand that item off to another, who may administer/use it then or later. However, they still expire at the end of the event if not used. Only Witches with Master Herbalism can invoke the Master Use of the skill, and those may not be handed off to be used. For example, a Witch could create an Acid Splash and give it to another to throw, but only the Witch can use the Master Use of it.

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, poison or salve. 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. Thus, only a Witch can use the master use of a potion.

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

Cost:	Free
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings

Notes: 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.

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Recipe: Glamboo Stick

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

Recipe: Herbal Hand Warmers

Cost:	Free
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings
Notes:	None
Prepared Use:	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
Master Use:	None

Recipe: Acid Splash, Weak

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

Recipe: Acid Splash, Strong

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

Recipe: Agility Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft

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Ingredients: Rare Clippings, Joe Bean
Notes: Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use: 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 well rest."
Master Use: 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 well rest."

Recipe: Blade Poison

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Venom Sap
Notes: You can distill the sap of some trees to create a blade poison.
Prepared Use: 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."
Master use: 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."

Recipe: Cure Disease Potion

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

Recipe: Cure (Specific) Disease Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Rare Clippings, Sickle Vine, (Varies)
Notes: 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".
Prepared Use: None.
Master Use: Varies.

Recipe: Cure Poison Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None
Ingredients: Common Clippings, White Fir
Notes: You can create a potion that will cure most other common poison effects.

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Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."
Master Use: None.

Recipe: Cure (Specific) Poison Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: None
Ingredients: Uncommon Clippings, White Fir, (Varies)
Notes: 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".
Prepared Use: None.
Master Use: Varies.

Recipe: Dream Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Purple Lotus
Notes: You can create a potion that will allow the target to experience clear and vivid dreams.
Prepared Use: 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."
Master Use: 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

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Uncommon Clippings, Black Lotus
Notes: You can create a potion that will limit the target's ability to dream.
Prepared Use: None.
Master Use: 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 imbibed 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

Cost: 3
Reset: Instant
Prerequisite: Herbalist

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Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Silvermint Leaf
Notes: You can mix a Healing Salve.
Prepared Use: 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.
Master Use: 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

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Silvermint Leaf, Tufnut
Notes: You can brew a Potion of Health.
Prepared Use: 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."
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 addicting. 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 well rest. In your PEL you must admit to taking this potion."

Recipe: Paralyze Splash

Cost: 3
Reset: Instant

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Prerequisite:	Herbalist
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 if you have the Thrown Weapon skill. 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.

Recipe: Resist Disease Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Sickle Vine
Notes:	You can create a potion that will protect against disease.
Prepared Use:	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."
Master Use:	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

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Firelick
Notes:	You can create a potion that will protect against the effects of extreme heat.
Prepared Use:	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."
Master Use:	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

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Springvart, White Fir

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Notes: You can create a potion that will protect against poison.
Prepared Use: 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."
Master Use: 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

Cost: 2
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Springvart, Joe Bean
Notes: You can create a potion that will protect against slow effects.
Prepared Use: 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."
Master Use: 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

Cost: 1
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Common Clippings, Bittersnap
Notes: 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.
Prepared Use: None
Master Use: The call is "Heal 1 and Short Drain to Unconscious."

Recipe: Strength Potion

Cost: 1
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Common Clippings, Tufnut, Vigor Root
Notes: Potions of Strength are somewhat addicting. 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, 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."

Recipe: Underwater Breathing Potion

Cost: 3
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: None
Ingredients: Common Clippings, Gilly Weed
Notes: You can create a potion of underwater breathing.
Prepared Use: None.

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Master Use: 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."

Recipe: Weakness Poison

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Pokeweed
Notes: You can distill the sap of some trees to create a blade poison.
Prepared Use: 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."
Master use: 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."

Recipe: Weakness Splash

Cost: 3
Reset: Instant
Prerequisite: Herbalist
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 if you have the Thrown Weapon skill. The call is: "Short Weakness by Poison."
Master Use: You can throw the Weakness Splash at a target if you have the Thrown Weapon skill. 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."

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11.9 Man of Science Skills

"The point is, with the right amount of genius and a touch of perceived insanity, science can conquer anything."
~Brainiac 5

"Science and magic are opposite sides of the same coin, my friend."
~Socks

*"Science is both sides of the coin.
Magic is the idiot pretending to pull the coin out of my ear."*
--Scratch Fury

Outlook

Science is out of fashion on the Written World. There is no denying it exists, and is real, but it and its applications are slowly being replaced by the more modern ways of magic. Men of Science know that they are studying a dying art. At the same time, the art is dying, not dead. The applications of Science can be found everywhere. Weapons fueled by bottled lightning are items to be feared. The streets of Faraway and parts of Collamoor are lit by powered networks. The tracks of the Red Castle Railway cross the land and only now has the last locomotive been decommissioned.

Those who love Science are passionate, and will not let it go without a fight. They are frantic in their expression, often surrounded by the smell of ozone, burnt hair, or the reek of some explosive aftermath. They are a wild-eyed, crazy, and often misunderstood bunch. Their numbers are few, and growing fewer with each explosion or passing year, but no culture would be complete without them.

They often believe there has to be an explanation for everything, and their curiosity as to *why* and *how* often lead them down the proverbial rabbit hole. If there isn't an invention or gadget to do something, you can believe that a Man of Science will figure out a way to make one. The mistakes, mishaps, and occasional explosions along the way are part of the learning process. Men of Science embrace their mistakes, because they know there can be no true learning without it. If you want to play it safe, be a Magician. If you want to understand what human ingenuity can do, that's where Science! has its calling.

Man of Science Garb

Men of Science are heavily influenced by the steampunk genre (excepting of course that gadgets are typically powered by bottled lightning, and not steam), and anything that looks appropriately steampunk should be considered appropriate for Cottington Woods as well. Costuming for Men of Science can, if desired, be Victorian era clothing, though you should take care not to make it look too modern.

On the Appearance of Gadgets

Gadgets should be repainted in hues of silver, copper or wood. Other, more specific notes are included under each gadget.

A Note on Men of Science vs. Rogues



While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill.

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the Phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

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A Note on Zap (“Bottled Lightning”)

Zap is crystallized lightning, often colloquially called “Bottled Lightning.” Men of Science gather zap using Lightning Rods (see skills below), or by collecting it from natural sources such as elemental spirits of lightning. We removed the need to collect zap during the Tales from the Cotting House game, but we are bringing that need back for Cottington Woods: The Final Tale.

A Note on Magic and Science:

While one *can* be both a Magician and Man of Science, the two of them are, in many ways, opposed to one another, and spending too much time studying Science might make it difficult to cast spells if they think too much about the impossibility of what they are doing or trying to figure out the science behind it; and vice versa, too versed in Magic, Science might not make “sense.” This is a roleplaying effect for the most part, but one with both headers should understand that to be good at both, one must also be good at not thinking too hard about what they are doing.

Note: Schematics Skills versus Gadget Skills

Gadget skills allow the Man of Science to use an existing gadget, while Schematics skills allow the Man of Science to actually build the item. It is not required that a Man of Science have both skills. A Man of Science who does not know how to build his own tools is often referred to as a "gadgeteer", which is typically a derogatory term.

A Brer could be a “Gadgeteer” but could never be a “full” Man of Science, as you must be able to Read & Write to be able to Read and Create Schematics.

Man of Science Skills

Skill: Brain Waves

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

Notes: Skill points represent the number of special actions a character can take during each encounter. There are different types of Skill, 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.

Read Schematic

Cost:	Free
Reset:	Instant
Prerequisite:	Man of Science header, Read and Write

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Restriction: None
Skill Points: None
Notes: This free skill is known by all Men of Science. You may read schematics that you find during the event, and learn to build the item it describes. You must spend fifteen minutes studying the schematic and, if the proper phys rep is present, may build the gadget. After the event, character points will be deducted from the character to reflect the purchase.

Create Schematic/Reverse Engineer

Cost: 10
Reset: Between Event
Prerequisite: Schematic: Read Schematic
Restriction: None
Skill Points: None
Notes: Between events, you may attempt to invent a new schematic. Pending plot approval, you may then purchase the schematic, and build it for the next event. Invented gadgets are “owned” by the inventor, and cannot be duplicated by another player for two events after they are first designed. After the second event, the gadget may be reverse engineered and learned by any Man of Science with this skill.

Alternately, between events, you may study or reflect on the design of a gadget you have seen, and then attempt to build it. There is no guarantee the attempt will succeed, and some gadgets are simply too complicated (game balance and the ability to rep a gadget may get in the way).

Note that a gadget, when first invented, might not work entirely as the Man of Science might wish, and that several uses of this skill might be required to work out the bugs. Of course, the Man of Science might be satisfied with the results of his invention long before a non-Man of Science would deem it safe.

Use of this skill does not count against your 1 Active Use Between Events/Info skill use.

Gadgets: Manipulate Gadget

Cost: 10
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: This skill is to Men of Science what Pick Locks and Disarm Traps are to Rogues. When you come across a gadget, you may attempt to manipulate it, repairing it or otherwise utilizing the gadget's function. It also allows the PCs to read any tags that may be present on an existing gadget.

Locks: Pick Locks

Character Points: 15
Reset: Instant
Prerequisite: Roguery Header or Man of Science Header
Restriction: None
Skill Points: None
Notes: You may attempt to pick a lock. You may also read any tags that may be present on a lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

Traps: Disarm Traps

Cost: 10
Reset: Instant
Prerequisite: Rogue of Man of Science header
Restriction: None
Skill Points: None
Notes: You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

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Doctor of Science

Cost:	10
Reset:	Encounter
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	1 Science
Notes:	You may diagnose the trait, "Science." You may also use this skill to cure science, but you need an appropriate prop or props (for example, a stethoscope and a reflex hammer, or syringe prop, or some kind of hand-held medical device that perhaps zaps an individual. Feel free to be creative). You may spend 30 seconds roleplaying curing the patient, and then call, "Cure Science by Science."

Experimental Resistance

Cost:	5
Reset:	Event
Prerequisite:	Man of Science header
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You are well-used to your experiments going awry and have prepared for them. You may call "Resist by Science" to any one "by Science" effect, per event per time bought.

Focused on Science

Cost:	15
Reset:	Event
Prerequisite:	Man of Science header
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You become so focused on your science experiments, that you can tune out anything that would seek to distract your mind from the experiments at hand. While manipulating a Gadget, you may call "Resist" to any one Mental effect (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, and Will).

Held Together by Du.C. T.A.P.E.

Cost:	15
Reset:	Twilight
Prerequisite:	Gadget: T.A.P.E.
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Prop Required:	Duct Tape
Notes:	Men of Science are skilled at getting their gadgets to work in adverse situations. If a gadget being used by a Man of Science suffers from a "Destroy" effect, the Man of Science can spend 3 seconds roleplaying wrapping their device with Duct Tape and call "Repair by Science." The item will remain repaired for the duration of the Encounter, but will require a full repair after the Encounter ends to keep it working. This cannot be used to Repair Protective or Powered Clothing, unless those received a "Destroy" effect.

Give it a Good Kick

Cost:	20
Reset:	Event
Prerequisite:	Manipulate Gadget
Restriction:	
Season:	1 2 3

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Max Purchase: 1 2 3
Skill Points: None

Notes: Every Man of Science knows that sometimes their gadgets have a will of their own, and that in desperation situations when a device won't work, sometimes the proper amount of pleading or a good kick will get the Gadget to work as desired. Once per event, you may plead, shake, kick, or otherwise roleplay trying to get a Gadget to work, and then may use that Gadget once even if you are out of Brain Waves and Zap. If used on an event skill, this only replaces the needed Brain Waves or Zap but does not give you an extra use of the skill.

Schematics

Schematics: Simple Tools

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct simple tools. These tools represent almost every tool a Man of Science needs to build gadgets. There are four advanced tools utilized by Men of Science (see below). This schematic does not cover the construction of those tools.

Phys Rep: These items vary, and players are welcome to use their imagination. Most likely these tools will only ever be used off screen.

Schematics: Crosshaired Torque Shank

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct a crosshaired torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A crosshaired torque shank may look like a normal phillips head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small phillips head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Tapered Torque Shank

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct a tapered torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A tapered torque shank may look like a normal flathead head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A flat head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

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Schematics: Long Handled Force Driver

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a long handled force driver. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A long handled force driver may look like a normal hammer, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small hammer. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Variable Capacity Grip Crank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a variable capacity grip crank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A variable capacity grip crank may look like a normal adjustable wrench, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small adjustable wrench. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Lightning Bottle

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a bottle to hold units of zap. A lightning bottle is used to collect or hold units of zap, where zap is represented using marbles (that we will provide).

There are two types of bottles, and this schematic details the construction of both. The first larger bottle is connected to a lightning rod, and is used to collect zap, or units of bottled lightning. The second, smaller type of bottle carries a character's collection of bottled lightning.

Phys Rep: The smaller lightning bottles should be large enough to hold two marbles and a tag (just in case). The bottle should be sealable, so that the marbles do not fall out if the container is jostled. The second bottle can be as large or as small as he likes. Obviously the larger the bottle the more zap the bottle can hold, so a bottle able to contain about a dozen of the electrified beads is fine.

Schematics: Lightning Rod

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a lightning rod.

Phys Rep: A basic lightning rod may be fashioned from a stick around three feet tall, with a basket or bottle at the top that can hold the captured lightning and any associated tags.

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Schematics: Magnetic Attractor

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a device to attract lightning elementals.

Phys Rep: This device can be anything, but should be expendable, in that it is typically tossed away for the elemental to chase and collect. The device will be returned (out of game) at the end of the event (or earlier, if it can be arranged).

Schematic: Chemical Bow

Cost:	5
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a chemical bow.

Phys Rep: Chemical Bows are represented by NERF guns that have been painted to remove all trace of the neon yellow, green, or other modern colors and designs. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled. Additional schematics and skills might modify the weapon in other ways.

Schematic: Overcharger (Overcharge Bottle)

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct an overcharger to be added to a chemical bow.

Phys Rep: Overchargers are added to chemical bows so that the weapon may fire larger amounts of damage in a single shot. The item is represented by using a "bottle" large enough to hold two marbles instead of the normal one. Normal shots can be fired from the overcharge bottle -- the weapon does not need to have two bottles.

Schematic: Freezer Coil

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct a freezer coil, which can be added to different types of items to convert lightning into ice.

Phys Rep: A freezer coil is represented by a large spring which is attached to the side of the item being modified.

Schematic: Protective Clothing

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a suit of protective clothing, a heavy sort of garb worn by Men of Science to protect them when their tinkering goes awry.

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Phys Rep: Protective Clothing is the equivalent of light armor. With that in mind, it can be anything, so long as it is decorated in such a way to distinguish it from normal armor.

Schematic: Powered Clothing

Cost: 2
Reset: Instant
Prerequisite: Schematic: Powered Clothing
Restriction: None
Skill Points: None
Notes: You may construct a suit of powered clothing, a heavier sort of garb worn by Men of Science to protect them when their tinkering goes really awry.

Phys Rep: Protective Clothing is the equivalent of medium armor, although due to the Man of Science's way of building things, it typically looks a lot more bulky. It must be distinguishable from normal armor.

Schematic: Grounding Boots

Cost: 2
Reset: Instant
Prerequisite: Schematic: Protective Clothing
Restriction: None
Skill Points: None
Notes: You may construct a pair of Grounding Boots, which can protect a character from attacks by lightning.

Phys Rep: Grounding Boots may be any kind of decorated footwear.

Schematic: Glow Torch

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a glow torch.

Phys Rep: A glow torch can be represented using a diffused flashlight.

Note: Glow torches do not require any skill to use, and can be used by any character.

Schematic: Chemical Bandage

Cost: 3
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a Chemical bandage, which can be prepared and later used to heal an injured character

Phys Rep: A chemical bandage can be represented using any non-dangerous plastic syringe.

Schematic: ReLifer Box

Cost: 5
Reset: Instant
Prerequisite: Schematic: Chemical Bandage
Restriction: None
Skill Points: None
Notes: You may construct a ReLifer Box, which can be used on a target who has bled out, but has yet to depart, in an attempt to shock that person back to life.

Phys Rep: Second to the Chemical Bow, the ReLifer box is the most complex of the gadgets utilized by the Men of Science. It must weigh at least five pounds, with holes in the surface to fit three Chemical Bandages. There

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must be a bottle to hold a single zap. Cables or cords must extend from it, and these should have some way to connect to the dead target.

Schematic: Wave Lock

Cost: 4
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a Wave Lock - that is, a lock that can only be opened by the Man of Science who built it, by utilizing the pattern of his own brain waves.

Phys Rep: At the heart of the design should be a combination lock (though it should be disguised at least by putting the lock inside a box of some sort). The only way through the lock is to know (or discover) the combination. A tag will be attached to the front of the Wave Lock stating that those using a Brain Wave Attunement Box may open the tag. Opening the tag should reveal the first two digits of the three digit combination. Remember that no lock should ever really be used to seal shut a container or door, but should be beside the real opening mechanism.

Schematic: Brain Wave Attunement Box

Cost: 10
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a Brain Wave Attunement Box - that is, box that allows a Man of Science to attune his Brain Waves to the Brain Waves of a Wave lock, thereby allowing him to attempt to open it.

Phys Rep: This should be a box, container, or hand-held device that has attachments that can be put onto a Wave Lock, and attachments that attach to the Man of Science's head.

Schematic: Crystal Power Grid

Cost: 10
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may design and build a Crystal Power Grid, which in turn is used to provide lightning powered lighting and functions to a town or portion of a city.

Phys Rep: Outdoor electrical lighting such as Christmas lights, and diffused indoor lights could be used to represent a Crystal Power Grid.

Schematic: Adler's Chemical Stabilizer

Cost: 2
Reset: Instant
Prerequisite: Schematic: Chemical Bandage
Restriction: None
Skill Points: None
Notes: You may construct a Adler Chemical Stabilizer, which can be prepared and later used to stabilize up to three unstable targets.

Schematic: The Burgess Phenological Investigator

Cost: 2
Reset: Instant
Prerequisite: Create Schematic, Diagnose Mental
Restriction: None
Skill Points: None

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Notes: This is a Gadget designed by a Doctor of the Asylum, and requires both Man of Science and the ability to determine ailments of the mind (Diagnose Mental). You may construct a gadget to diagnose the attack traits "Imagination", "Dreaming" or "Nightmare".

Phys Rep: This device works best when created in the shape of a helmet or headband. It must be in contact with the target's head in order to function.

Schematic: The Burgess Phantasm Disruptenator

Cost: 5

Reset: Instant

Prerequisite: Schematic: The Burgess Phenological Investinator, Diagnose Mental

Restriction: None

Skill Points: None

Notes: You may construct a gadget that allows one who is wearing it when sleeping to not experience bad dreams. This won't stop Nightmares caused by Terrors, though it may lessen the effect of them. When placed upon the head of a dreamer into whose dream you are going, it may help to deal with nightmares that are intruding into their dreamspace.

Phys Rep: This device must be an obvious attachment to the The Burgess Phenological Investigator. It must be in contact with the target's head in order to function.

Schematic: The Burgess Phantasm Disruptenator Enhancer

Cost: 5

Reset: Instant

Prerequisite: Create Schematic, Schematic: The Burgess Phantasm Disruptenator, Diagnose Mental

Restriction: None

Skill Points: None

Notes: You may construct an enhancement onto The Burgess Phantasm Disruptenator to specifically disrupt nightmares that match the pattern of the Harrow. This can still be used to disrupt other nightmares as per the original schematic, but this enhancement causes greater effects against nightmares that match this attachment.

Phys Rep: This device must be an obvious attachment to the The Burgess Phantasm Disruptenator. It must be in contact with the target's head in order to function.

Schematic: P.E.T.T.I.N.G. Device

Cost: 5

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: None

Notes: You may construct a Pulse Energy Transference Tactical Initiating Glove..

Phys Rep: This gadget should resemble a fancified glove. It should have a receptacle to contain a unit of zap. A typical P.E.T.T.I.N.G. Device will be able to switch between delivering an agony effect and a 3 damage, and should have a knob that can turn to indicate the desired effect.

Schematic: Carce's Zap DeChaosificator Mk2

Cost: 2

Reset: Instant

Prerequisite: Schematics: Lightning Rod

Restriction: None

Skill Points: None

Notes: You may construct a belt worn DeChaosificator.

Phys Rep: A DeChaosificator is a device that is worn on the belt. It should look like a confusing piece of steampunk-like technology, complete with silver or copper wires and maybe a few vacuum tube looking crystal bits. It should be at least 5 inches wide by 7 inches long.

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Schematic: Chemical B.U.L.L.E.T.(Chemical Bow Under Lethalizing Lateral Ejection Turret)

Cost:	3
Reset:	Instant
Prerequisite:	Schematics: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct a chemical B.U.L.L.E.T., which can be added to a chemical bow and used to fire less damaging shots "by weapon"
Phys Rep:	A Chemical B.U.L.L.E.T. is a tube, or barrel, that is attached to the side of an existing chemical bow.

Schematic: Chickadee's Lightning Coil

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may construct a lightning coil, which when struck against objects can damage them "by lightning".
Phys Rep:	Chickadee's Lightning Coil is a copper/blue coil that is attached to the physical weapon in question. If it is on the striking surface, it must be boffer safe. If it is in the pommel or handle, it may be illuminated or otherwise fancy.

Schematic: Chickadee's Lightning Coil Zapper

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chickadee's Lightning Coil, Schematic: P.E.T.T.I.N.G. Device
Restriction:	None
Skill Points:	None
Notes:	You may construct a lightning coil, which when struck against objects can damage them "by lightning".
Phys Rep:	Chickadee's Lightning Coil is a copper/blue coil that is attached to the armor (Protective or Power Clothing) it may be illuminated or otherwise fancy.

Schematic: Gottfried's Repellinator (Skunk Spray)

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	Allows you to construct a device that uses skunk scent to create a noxious cloud that repels people..
Phys Rep:	Gottfried's Repellinator must be a box, large container or other type of large hand-held device with a nozzle that makes it clear that you are spraying something. It could also be worn on the belt but with a long tube and nozzle.

Schematic: Featherstone's Splintinator Boots

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may construct a pair of Splintinator Boots

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Phys Rep: Splintinator Boots typically have visible parts that extend up the leg to the thigh, but these parts can be run under the top layer of clothing and therefore remain invisible. The boot itself should have some sort of gadget attachment - it should be clear it represents some sort of gadget.

Schematic: Igor's Little Zap Stone

Cost: 2
Reset: Instant
Prerequisite: Man of Science Header
Restriction: None
Skill Points: None
Notes: You infuse a small glass bubble or other type of device with a bit of zap, which when thrown will explode to cause a brief zap of pain to the person it strikes.
Phys Rep: Throwing weapons that are designed to look like glowing glass balls/bubbles, or packets explicitly designed to look as if they are glowing.

Schematic: Kline's Lilac Mechanism type-1

Cost: 0
Reset: Instant
Prerequisite: Kline's Zap Restrictor Assembly
Restriction: None
Skill Points: None
Notes: You may construct a zap charged warming coil. This device slowly releases the energy of a single zap to create heat in a small area, like a pocket, pair of cupped hands or wings.
Phys Rep: a chemical, electric, or reusable hand warmer

Schematic: Kline's Zap Restrictor Assembly MK2 (Undercharger)

Cost: 2
Reset: Instant
Prerequisite: Schematic: Overcharger (Overcharge Bottle)
Restriction: None
Skill Points: None
Notes: You may construct an Under Charger to be added to a chemical bow.
Phys Rep: Underchargers are added to chemical bows so that the weapon may fire many smaller bolts instead of a single larger shot. The item is represented by attaching a wire assembly to the side of an existing chemical bow.

Normal shots may be fired from the undercharge bottle -- the weapon does not need to have two bottles. However, once an undercharger is used, all shots from those zap must be used or lost. In other words, you cannot fire a shot for "2 damage by Lightning", and then fire a shot for "3 Damage by Lightning" unless you first roleplay emptying the bottle and then filling it with a new zap.

Schematics: Quinn's Smoker Box

Cost: 0
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a box that produces a great deal of smoke. This is useful for the subdual of bees, the obfuscation of pathways or the sending of smoke signals, but not much else.
Phys Rep: This needs to be a box or large container with a nozzle, ideally designed to look as if you are burning something in the container with a nozzle from which smoke comes out.

Schematics: T.A.P.E.

Cost: 0
Reset: Instant
Prerequisite: Man of Science header

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Restriction: None
Skill Points: None
Notes: You may use the extract from a Sticky Goo mushroom to create T.A.P.E. (Temporary Adhesive Plant Extract), which can be used as a tool when building or modifying other gadgets. With two Sticky Goo mushrooms, you may create Du.C.T.A.P.E. (Durable Cohesion Temporary Adhesive Plant Extract).
Phys Rep: T.A.P.E. is usually represented using a roll of black electrician's tape. Du.C.T.A.P.E. is usually represented by a roll of Duct Tape.

Gadgets

Gadget: Lightning Rod

Cost: 10
Reset: Instant
Prerequisite: Man of Science header, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 0
Notes: You know how to use a Lightning Rod to collect units of zap. This device is placed outdoors, a safe distance from any buildings. The more open the area, the more luck the rod will have in collecting lightning. Collecting lightning is a hazardous chore, since while lightning rods typically attract lightning, they also attract unstable charges, and have a nasty habit of attracting lightning elementals. A single lightning collector will typically collect a single unit of zap, but occasionally an overcharge (two zap) is collected.
Lightning Rods will always be filled at game opening, and will continue to collect zap throughout the event. You should check the lightning rod every few hours. Any tags should be read before the lightning is collected.

Gadget: Magnetic Attractor

Cost: 10
Reset: Instant
Prerequisite: Man of Science header, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 0
Notes: You know how to use a Magnetic Attractor to attract lightning elementals. You strike the elemental with a packet and states, "Inflict to elemental by magnetic attractor." This does not work if the elemental is engaged in combat or otherwise distracted. The elemental should be drawn to the gadget, and the Man of Science would do best to toss the gadget aside before the elemental reaches him and attempts to take it away. In most cases, the elemental will take the attractor, devour it, and wander off, sated. If the elemental is not attracted to the gadget, then no Brain Waves are spent

Gadget: Chemical Bow

Cost: 15
Reset: Instant
Prerequisite: Man of Science header, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1
Notes: You know how to use a chemical bow. You may call "3 damage by lightning" and fire the weapon, expending 1 zap and 1 Brain Wave. The target takes the damage if the bolt hits. Regardless of how long the NERF gun takes to reload out of game, IN game it must take at least ten seconds, during which the character must unload the spent zap, reload the new zap, and reload a new bolt. Take your time with this – it's a flavor thing. Also, even if the NERF weapon is capable of carrying many shots out of game, a chemical bow cannot carry more than one shot at a time in game. You may keep the weapon loaded full of darts, but you must at least role play reloading between each shot.

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Gadget: Overcharger

Cost:	15
Reset:	Twilight
Prerequisite:	Gadget: Chemical Bow, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	+1 (Total of 2)
Notes:	You know how to fire a great shot from a chemical bow. You may call “5 damage by lightning” and fire the NERF gun. The target takes the damage if the bolt hits. This shot takes only 1 Brain Wave, but it requires the use of two bottled lightning. An overcharge takes no more time to reload than a regular shot, except that two marbles must be deposited into the bottle instead of one.

Gadget: Freezer Coil

Cost:	10
Reset:	Twilight
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	no additional
Notes:	The skill used is determined by what you attach the Freezer Coil to. Typically the item is a chemical bow, in which case the damage is called “by ice” instead of “by lightning”. Freezer coils are used to make cold boxes, which have no in game effect, and so cost no Brain Waves when used. When attached to armor (Protective or Powered Clothing), a Freezer Coil grants a Resist vs. Fire as a twilight ability.

Gadget: Protective Clothing

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	no additional
Notes:	You may wear Protective Clothing, which grants the equivalent of 1 point of armor. Protective clothing, when damaged, requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of role play each – and master forges do not affect the Man of Sciences time to repair).

Gadget: Powered Clothing

Cost:	15
Reset:	Instant
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	1 at the beginning of the event / first use
Notes:	You may wear Powered Clothing, which grants the equivalent of 2 points of armor. Powered clothing also requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of role play each – and master forges do not affect the Man of Sciences time to repair.)

Gadget: Grounding Boots

Cost:	10
Reset:	Encounter
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	0

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Notes: You may wear Grounding Boots, which grant the Man of Science a Resist vs. Lightning with the expenditure of one Brain Wave.

Gadget: Chemical Bandage

Cost: 10
Reset: Twilight
Prerequisite: Man of Science header, Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 0

Notes: With a chemical bandage, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to heal another target. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Bandage. You may use that Chemical Bandage on a second target, stating, "Agony and Heal 1 by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the bandage to heal the second target does not.

A Man of Science may only carry five Chemical bandages at a time.

Gadget: ReLifer Box

Cost: 30,60,90
Reset: Event
Prerequisite: Gadget: Chemical Bandage, Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 1

Notes: ReLifer Boxes are too heavy to carry around, and usually will be left in a cabin or central location in case they are needed. If a target falls and has bled out, you may attempt to revive him using the gadget. You must slide a Chemical bandage into each of the three holes in the box made for that purpose. Loads a charge of zap into the bottle. Finally you must run the cords from the box to the target. Shout (in your best Mad Scientist voice, if you wish!), "Cure Death and Drain by Lightning. By My Voice, Agony by Lightning."

Gadget: Wave Lock

Cost: 25
Reset: Instant
Prerequisite: Man of Science header, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave to seal, none to open
Zap Required: 0

Notes: You may seals shut a Wave Lock by focusing your will and spending a Brain Wave. The lock is attuned to the pattern of your Brain Wave, and you can open it without using another Brain Wave. Without the correct Brain Wave, the lock will not open.

Gadget: Brain Wave Attunement Box

Cost: 25
Reset: Event
Prerequisite: Gadget: Wave Lock, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave to activate device
Zap Required: 1

Notes: You may use a Brain Wave attunement box to change the attunement of your brain waves to match those of another brain wave pattern, for the purposes of opening a Wave Lock. Using a Brain Wave Attunement box, you must attach it to the device/lock and then attach it to your head. Spend 2 minutes of uninterrupted concentration to attune your brain waves to the box. You may then read the tax for Brain Wave Attunement, and attempt to solve the final combination number. The device must remain attached during this time.

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Once you remove the device, you are Drained for 1 minute. This cannot be negated by a defense (such as a resist or a purge), but can be Cured (Cure Drain or Cure Science).

Gadget: Chemical Stabilizer

Cost: 5
Reset: Instant
Prerequisite: Gadget: Chemical Bandages , Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 0

Notes: With a chemical stabilizer, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to stabilize up to three unstable targets. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Stabilizer. You may use that Chemical Bandage on up to three different targets, stating, "Stabilize by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the stabilizer to stabilize a target does not.

A Man of Science may only carry a combination of five Chemical Bandages and Chemical Stabilizers at a time.

Gadget: Kline's The Burgess Phenological Investigatonator

Cost: 3
Reset: Encounter
Prerequisite: Diagnose: Mental, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 0

Notes: You know how to use a Burgess Phenological Investigatonator to diagnose the attack traits: "Imagination", "Dreaming" or "Nightmare". Spend 1 brain wave to attune to the machine, and for the rest of that encounter you may touch a packet to a target and diagnose "Imagination", "Dreaming" or "Nightmare". You must carry the gadget with you in order to utilize the skill, though you can put it down and pick it up again without having to spend another skill point. Use of the skill ends when you rest for 15 minutes or enter a new encounter.

Gadget: The Burgess Phantasm Disruptenator

Cost: 5
Reset: Encounter
Prerequisite: Diagnose Mental, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1

Notes: You know how to use a Burgess Phantasm Disruptenator disrupt nightmares and bad dreams that a dreamer may be experiencing, though you must now power it with zap. Spend 1 brain wave to attune to the machine, place 1 Bottled Lightning in the device, and place it upon a dreamer's head before going into their dream. You may then, once in that encounter, call "By My Voice, 2 Damage to Terror and Agony to Dream." Use of the skill ends when you rest for 15 minutes or exit the dream.

The Dreamer wearing this, if present within the encounter, may call "Shield by Science" to the first effect by Fear or Madness they receive.

If this is used on someone who is sleeping normally, you may give them this tag:

The Burgess Phantasm Disruptenator

You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.

Gadget: The Burgess Phantasm Disruptenator Enhancinator

Cost: 10
Reset: Encounter
Prerequisite: Gadget: The Burgess Phantasm Disruptenator Enhancinator, ,Gadget: The Burgess Phantasm Disruptenator, Diagnose Mental, Sense Dream, Manipulate Gadgets

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Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1

Notes: You know how to use a Burgess Phantasm Disruptenator disrupt not just nightmares and bad dreams that a dreamer may be experiencing, but to specifically target nightmares that match the pattern of the Harrow. Spend 1 brain wave to attune to the machine, place 1 zap in the lightning bottle, and place it upon a dreamer's head before going into their dream. You may then, once in that encounter, call either "By My Voice, 2 Damage to Terror and Agony to Dream" or "By My Voice, 2 Damage and Drain to Harrow by Science" Use of the skill ends when you rest for 15 minutes or exit the dream.

The Dreamer wearing this, if present within the encounter, may call "Resist by Science" to any one effect by Fear or Madness they receive.

If this is used on someone who is sleeping normally, you may give them this tag:

The Burgess Phantasm Disruptenator

You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.

Gadget: P.E.T.T.I.N.G. Device

Cost: 10
Reset: Encounter
Prerequisite: Gadget: Chemical Bow, Gadget: Overcharger, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1

Notes: You know how to use a Pulse Energy Transference Tactical Initiating Glove. You may call "3 damage by lightning" and channel a bolt of lightning down a metal weapon, or, if the gadget is equipped with a selector knob you may channel an agony effect down the weapon.

The default setting for the device is the 3 damage. To change that to cause agony instead requires a turn of the knob on the glove, and then a ten second count while the glove self adjusts. After a combat the gadget automatically reselects to the 3 damage effect.

This gadget requires the use of a 1 Brain Wave and 1 Zap, expended if the attacker hits, or the attack is negated using an in game skill. To reload the gadget requires ten seconds while removing the used zap from the receptacle and putting a fresh zap is put in its place.

Gadget: Carce's Zap DeChaosificator Mk2

Cost: 15
Reset: Twilight
Prerequisite: Gadget: Lightning Rod, Gadget: Chemical Bow, Schematic: Carce's Zap DeChaosificator, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave per Twilight
Zap Required: 1

Notes: You know how to use a Carce's Zap DeChaosificator. When placing the DeChaosificator on your belt, you must spend one Brain Wave and 1 Zap, which activates the gadget and keeps it running for up to twelve hours (until the dusk or dawn, when twilight skills reset. This skill point must be spent each twilight, but can be immediately rested back once used (so charge the item, then rest back the skill point after fifteen minutes of rest)

While wearing an active Zap DeChaosificator, you may have two Chemical Bows loaded at the same time, and may fire them one after the other. Each chemical bow must be reloaded separately (taking ten seconds each).

Gadget: Chemical B.U.L.L.E.T. (Chemical Bow Under Lethalizing Lateral Ejection Turret)

Cost: 10
Reset: Twilight
Prerequisite: Gadget: Chemical Bow, Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 1

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Notes: This gadget may be attached to the side of a chemical bow. It uses the energy of a normal lightning blast from the chemical bow to instead push a rod of metal out of the bow and at the target. This results in an attack that costs the same in brain waves as normal, but that does one less point of damage. Instead of the call being "by lightning" it is "by weapon". Thus, a shot fired from a chemical bow that normally would do "five damage by lightning" would do "four damage". Once the Chemical B.U.L.L.E.T. is attached to a chemical bow, all shots from that bow must be made using the adjusted call. It cannot be turned off. It takes five minutes of role play tinkering to attach or remove the Chemical B.U.L.L.E.T. from a chemical bow.

Gadget: Chickadee's Lightning Coil

Cost: 10
Reset: Encounter
Prerequisite: Manipulate Gadgets
Restriction: None
Skill Points: 1 BrainWave
Zap Required: 1

Notes: You may install Chickadee's Lightning Coil to an item. If that item is a melee weapon, the coil grants a melee strike of "3 damage by lightning" with the expenditure of a Brain Wave and 1 Zap. This damage does not stack with normal weapon damage. When attached to armor (Protective or Powered Clothing), a Lightning Coil can cause "3 damage by lightning to self" as a twilight ability. (But really, why would you want to?)

If destroyed, repair of the weapon requires both a Man of Science with Manipulate Gadgets and a weapon smith to repair.

Gadget: Chickadee's Lightning Coil Zapper

Cost: 15
Reset: Encounter
Prerequisite: Gadget: Chickadee's Lightning Coil, Gadget: P.E.T.T.I.N.G Device
Restriction: None
Skill Points: 1 BrainWave
Zap Required: 1

Notes: You may install Chickadee's Lightning Coil to Protective or Powered Clothing, delivering a powerful zap to those that touch your armor. You must spend 1 Brain Wave, 1 Zap, and 10 seconds of roleplay to activate the Clothing, which then remains charged for the remainder of the Twilight period, to call "Imbue to Self by Science." You may deactivate it at any time by spending 10 seconds to turn it off (call "Remove to Self by Science"). So long as the Zapper has not been expended, turning it on again requires only another zap and brain wave but not another use of the skill. Once activated, if anyone touches you, call, "Ambient Short Agony by Lightning." If a weapon strikes you while this activated, it causes a surge, and you may gesture at the attacker and call, "By My Gesture, Ambient 3 Damage by Lightning." You may make this call even if the attack that struck you causes you to fall unconscious, Dead or become Drained, Paralyzed, Stunned, or Silenced. Once this surge occurs, the Zapper is expended.

If destroyed, repair of the weapon requires both a Man of Science with Manipulate Gadgets and a weapon smith to repair.

Gadget: Gottfried's Repellinator (Skunk Spray)

Cost: 15
Reset: Encounter
Prerequisite: Manipulate Gadgets
Restriction: None
Skill Points: 1 BrainWave
Zap Required: 0

Notes: You must have the skill Manipulate Gadget to use this device. You must hold this device in hand and point it at your intended target. The first time you use this device, it will not work as expected. Call "Ambient By My Voice, Agony and Disengage by Science and Odor." You may then spend 10 seconds recalibrating the device and use it again. At which time, you may then point the device at the target and call "By My

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Gesture, Repel by Odor.” If you haven't used the device in a twilight period, it will not work as intended on the next use again.

If you find skunk spray/scent components, you may use those once per twilight to use this device without spending 1 Brain Wave.

Gadget: Featherstone's Splintinator Boots

Cost: 15
Reset: Twilight
Prerequisite: Gadget: Protective Clothing, Manipulate Gadgets
Restriction: None
Skill Points: None
Notes: You know how to use pair of Splintinator Boots. Once per twilight, you may take the effect of a maimed leg or root, then spend 1 Brain Wave and call "Purge Maimed Leg." This does not truly fix your maimed leg, but rather prevents you from collapsing due to it. You should still roleplay that your leg is broken, though this roleplay will not impede your skill use. You should have someone eventually fix your leg; if you remove the boot before you leg is Cured of the Maim, you will then suffer a maim to that leg.

Gadget: Igor's Little Zap Stone

Cost: 10
Reset: Encounter
Prerequisite: Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1
Notes: You may use an "Igor's Little Zap stone" to throw a small burst of illumination. Throw a thrown weapon or packet, spend 1 BrainWave and 1 Zap, and call: "Agony by Lightning"

Gadget: Kline's Lilac Mechanism type-1

Cost: 0
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Zap Required: 0
Notes: You may use a Kline's Lilac Mechanism type 1 (ie, you may use any hand warmer or other warming device)

Gadget: Kline's Zap Restrictor Assembly MK2 (Undercharger)

Cost: 10
Reset: Twilight
Prerequisite: Gadget: Overcharge, Gadget: Chemical Bow, Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 2
Notes: You know how to use an UnderCharger to fire many smaller shots from your chemical bow instead of one great shot. This requires the bow to first be fitted with an Overcharger, and second fitted with the Kline's Zap Restrictor Assembly MK2.

Roleplay placing two zap in the OverCharger (as you do not require zap to use the purchased skill, but you must have enough zap for any skill purchased). You may then fire 3 shots, calling "2 Damage by Lightning" with each shot. Your reload time restricts the speed at which you may fire, and may still not be quicker than 10 seconds between shots.

Gadget: Quinn's Smoker Box

Cost: 0
Reset: Instant

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Prerequisite: None
Restriction: None
Skill Points: 1 Brain Wave

Notes: You know how to use a smoker box to create a thick cloud of smoke. This is useful for the subduing of bees, the obfuscation of pathways or the sending of smoke signals, but not much else. You may use it to point at a bee, spend a point of Brain Wave, and call "By My Gesture, Repel to Bee" or to turn in a circle and call "By My Voice, Repel to Bee." If you are in a confined space, or the bees are in a confined space, you may set this up to do a larger effect. Place the device in the room and call "Imbue to Science." After 5 minutes of uninterrupted use, you may call "In this Room Short Paralyze and Drain to Bee." You may only use the "Room" effect once per twilight and it does cost a Brain Wave to activate.

Gadget: T.A.P.E.

Cost: 0
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Zap Required: None
Notes: You may use T.A.P.E. (Temporary Adhesive Plant Extract) or Du.C.T.A.P.E. (Durable Cohesion Temporary Adhesive Plant Extract).

Trivial Schematics

Many gadgets have no effect on game play, but still do exist. These cost nothing for a Man of Science to learn, and require no skill for the Man of Science to use. The only restriction in the use of these items is that they must be decorated or designed to look in game.

- **Cold Box** -- This is a freezer or cooler. Camp restrictions may preclude the use of these items, but in case they do not, the gadget is listed here. The Prerequisite is Gadget: Freezer Coil.
- **Extendable Arm** -- This gadget extends the reach of the character's arm. It is, essentially, one of those toy arms that add two or so feet to a person's reach.
- **Eye Glasses** -- Prescription eyeglasses have to come from somewhere.
- **Harmonics Box** -- This is a music player, designed by Men of Science and filled with the latest hits by the bards in Briardown.
- **Telescope**
- **Wall Clock**
- **Wristwatch**

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11.10 Bards

“Where words fail, music speaks.”
~Hans Christian Andersen

Outlook

Bards are wanderers and collectors of tales. Because they seek those who adventure, they often become adventurers themselves. Because it is unseemly to brag, they tend to downplay their own involvement, giving credit to others, even when that credit isn't due. Bards are generally charismatic, and are often welcomed wherever they go. And where they are not welcomed, a few verses of song or strums of an instrument will open the door.

Like the Priests of the Word, bards collect news from around the world. But bards differ from priests in that, while priests place value in the truth, bards place more value in a well received tale. It is more important to get across the point than to get across every last exacting detail. Sometimes inspiring people and helping them to do good is, in their minds, the right thing to do. It is important to note, though, that bards are not liars. They are entertainers. A common illustration is of a bard and a priest standing side by side with a trove of discovered book, dividing the volumes evenly like loot, with the bard collecting the words of fiction and the priest collecting the words of fact.

Not all bards are true entertainers - bards can be singers or storytellers, writers of poetry or dancers - but are also skilled courtiers, versed in the arts of intrigue and social gatherings.

The greatest of Bards are Troubadours, those whose magic is truly infused, it is said, with a hint of Fairy Magic. Troubadour is a Heroic Header that can be found in the course of play.

A note on Audience trait: Bards are often able, through their performance - whether it be singing, playing an instrument, reciting poetry, telling a tale, giving an inspiring speech, or other means - to affect those who hear them with both beneficial and harmful effects. When a bard is able to perform for an audience who is paying close attention, the Bard can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

Audience Traits must be given to Plot in advance of the event that the Bard intends to use it, and must be approved by plot. If no trait is approved, the Bard may choose to use the trait, Audience, by default. NPCs, unless working with the PCs, will not use this trait, so PC Bards need not worry about choosing this default trait and having abilities cast to Audience affect enemy NPCs.

More than one Bard may combine their abilities to create a mutual Audience. In this case, the Bards may choose to use the trait of "Audience," use one of the Traits one of the Bards already uses (and has Plot Approval for), or they may choose a new Trait (which must have been approved by Plot prior to the Event).

This Audience Trait will remain until a rest action (fifteen minutes) to refresh encounter skills is taken.

A note on casting requirements: Unless specified otherwise, Bards do not need their hands free to cast their spells/use their abilities (so you could play an instrument if desired). They cannot, however, use any abilities that require a Performance or Incant while **Silenced**, unless the skill explicitly says they can.

A note on Performance: Many Bard skills require a “performance.” A performance can be any kind of verbal or non-verbal performance, including but not limited to: Singing, Reciting Poetry, Playing Musical Instruments, Telling Stories, Stand-Up Comedy, Making Grand Speeches, Dancing, Painting, Miming, Poi-spinning, and other such things (any “spinning” must be done in a safe manner following Accelerant safety rules).

In allowing non-verbal performances, we ask that you obey the spirit of the nature of Performances: they must be obvious and the kind of thing that could draw attention. You cannot, for example, pull out a small notebook and secretly draw a sketch, as it would not empower the skill. But you could set up a large easel and do a dramatic and very public painting. You must perform for *at least* the amount of time required in the skill.

You can use a single performance to power more than one Bardic skill, though you need a natural break in which to cast the first ability before moving on to the next; for example, you could sing a verse, cast a Chord skill, sing the refrain, and then cast another Chord skill, provided the break is natural and the verse and refrain are long enough duration for the skills in question.

If you primarily use non-verbal performances, your skills are still unusable if effected by a Silence effect, as it represents a suppression of the power of Verse.

Performances can not be based primarily on *writing*, however. The Written Word is the province of Priests.

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Bard Skills

Skill: Verse

Character Points: 5,10,15,20

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

Notes: This 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), Verse (bards) 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 cost 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.

Resist Inspiration

Character Points: 5

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You know how it's done, and therefore know when it's being done to you. You may call "Resist" to any one attack "by Inspiration", "by Illusion," "by Imagination," "by Presence," "by Will" or "by Fear". This skill may be used while unconscious or dead, but not while drained.

But Wait!

Character Points: 15

Reset: Encounter

Prerequisite: Bard header

Restriction: None

Skill Points: 1 Verse

Notes: You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out "By my Gesture, Repel by Presence" and begin talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

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Desperate But Wait!

Character Points:	5
Reset:	Event
Prerequisite:	But Wait!
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None

Notes: In times of desperation, a skilled Bard can draw upon his presence to force an enemy away, even when exhausted. This works exactly as the “But Wait!” skill, except that it costs no Verse to use. It is an event skill, and thus can only be used per time bought as a desperate measure. You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out “By my Gesture, Repel by Presence” and begin talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

Speaking in Truce

Character Points:	10
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Verse

Notes: If you are actively engaged in a conversation with an NPC that was not actively attacking you before you engaged in conversation (at least 30 seconds must pass from when they last struck you) and they attack you while you are speaking, call “Elude by Etiquette” to the first attack delivered by packet or melee weapon, unless it is called by a Special Trait.

Take A Seat

Character Points:	10
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Verse

Notes: If someone is being incredibly rude or not paying attention, you may say sharply to them something like “Take a Seat!” or “Take a Knee and Listen!” the throw a packet at them and call “Slam by Awe.”

Dressed to Impress

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You are confident and light on your feet when you are dressed up. As part of your Well Rest, spend time to roleplay dressing, checking yourself in the mirror, or straightening and cleaning yourself up, put on a new outfit or accessory, or something similar. You may then call, "Grant 2 Protection by Presence."

If you become disheveled or filthy, remove your accessories, or otherwise dress down or feel as if you are not looking your best - and the act or decision that caused this deplorable state was one you made freely - then these points are lost. Another character will not cause this; it must be some inelegant act you yourself have made.

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Proper Decorum

Character Points:	10
Reset:	Twilight
Prerequisite:	Resist Inspiration
Restriction:	None
Skill Points:	None
Notes:	Bards are able to keep their heads about them when others would give into raging emotions. You may call "Resist by Presence" to any one Frenzy or "by Madness" or "by Insanity" effect.

Music in the Air

Character Points:	0
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Whether you are a musician or not, you understand something of how the Mists resonate to music. You can attune a musical focus to the Mists in the place where you dwell such that it fills the air with music to suit your mood. So long as you are present in your cabin, you can use a hidden or disguised music player. You can only play music that uses no obviously out-of-period instruments or musical styles (most symphonic and traditional music is okay); if you are not sure whether music might jar immersion in the game, you can check with staff. You should place the item your character has attuned as a musical focus on display in your cabin near where the music player is hidden, so that anyone setting up music can pretend to be attuning the focus. A musical focus can be anything that can produce music or a tone, from an instrument to a bell, or a crystal or set of crystals. Others can use your musical focus, but you have the final say and control. However, it is not impossible that some plot effects or characters may cause your musical focus to behave in unexpected ways.

Men of Science are able to build a music box that Bards can attune to their musical focus. If a Bard has this Musical Box, he can enable it to play his musical focus even when he is not present in the room.

In Song & Story

Character Points:	15
Reset:	Between events
Prerequisite:	Bard Header
Restriction:	None
Skill Points:	None
Notes:	This is a bardic info skill. You are well versed in the stories, songs, legends, folklore, poetry, and oral traditions of The Written World, and what you don't already know, you can find out from your fellow bards. You may use this skill passively or actively. You will receive plot-chosen snippets of stories & the like in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

Gossip & Rumors

Character Points:	10
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Bards have a wide network of social contacts, and their business is both the spreading of information and the hearing of gossip, whether in the great families of the House Courts and high-end establishments or on the streets, bars, and less savory places of society. These connections also give the Bard some degree of influence, that they can sometimes use to their advantage in small ways. This is a Between Events action skill, and you may use it in one of two ways actively, or receive rumors if used passively:

* **GOSSIP:** You can spread and disseminate rumors, stories, or anecdotes — true or false, slanderous or laudatory. In your PEL after each event, you can tell staff one thing you would like to "put out" and spread around.

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But beware — there is no guarantee that all who hear your rumor will believe it, and it is likely that any interested parties can trace it back to its source.

Note: You **MUST** submit your use for this skill by the PEL deadline of two weeks after the event in order for it to have an effect. The effect may not always be immediately obvious, but it is guaranteed to have some appropriate effect. This is an Active between-events skill use.

*** HEAR RUMORS: This is the same as the Hear Rumors skill, except that you may use it actively to try to find out what the rumors and gossip are about a particular subject.**

If Gossip & Rumors is used passively, Plot will provide relevant rumors or gossip in your check-in folder that you may hear on the streets, in the Woods, or in the Courts.

On rare occasion, this skill may have an effect during an event.

If no active use is submitted by the deadline, we will assume that you wish to submit the skill passively and provide rumors at the start of game.

Characters with this skill who use it passively should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this or the Hear Rumors skill.

Social Influence

Character Points: 10

Reset: Between Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: Bards have a wide network of social contacts, and these connections also give the Bard some degree of influence, that they can sometimes use to their advantage in small ways. This is a Between Events action skill, and may only be used actively.

You can attempt to exert some influence, in the following ways.

* To smooth over a possible insult, offense, or misunderstanding (caused by you or a friend)

* To try to arrange an invitation for you or a friend to a certain event, gathering, or social group. This is not the Invitation skill. You cannot use this as an attempt to invite someone to Cottington Woods, or to arrange a meeting with an individual. This is intended to be, for example, a means to ensure you get invited to the King's Ball.

* To attempt to arrange an introduction for a friend. Note that it must be reasonable for your character to arrange this introduction.

* To spread the word about and raise the perceived status of a social event you or a friend are hosting. Hosting a tea party and want it to be THE affair of the Woods that guests will clamor to attend? This is the skill to use! (Note, however, if you want a *specific individual to attend*, and guarantee their attendance, you would need to use the Invitation skill instead.)

* To attempt to encourage/invite/attract appropriate suitors for your hand or that of a friend, or affect the chances of a given possible match.

* To influence the arts and/or what is perceived as "fashionable" (You cannot use this to spread rumors, info or tales, but if using Gossip or other such skill, you can use this to increase the effect of Influence.)

* You can at times use this to attempt the influence the general opinion or viewpoint of groups of individuals within the Woods or where you are living. Note that this is *general* - you could, for example, try to use this to increase hostilities towards wolves, but would be unlikely in succeeding to use this to make the Woodlanders turn against the king. This use is more difficult, and may not always work as expected.

There is no guarantee whatsoever that your attempt will be successful, and it may even backfire if you reach too far or push too hard. In your PEL, you should provide as much detail as possible on how you hope to achieve this effect (what contacts you will be using, where you are focusing your attempts, how subtle you are trying to be, etc). The more modest and detailed your proposal is (and the more cool, interesting, and likely to bring results that will be fun for everyone), the likelier it is to work. While we generally appreciate creativity in the campaign, you cannot use this skill in ways other than the ones described above — it is not all-purpose influence. Your skill will have some degree of effect, though it may not get you the result you were hoping for, and is unlikely to go over poorly unless you make a clear gaffe. You may not see immediate results of your efforts, but we will do our best to show you any results as soon as it makes sense for them to occur in game.

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Invitation

Character Points: 15

Reset: Between events

Prerequisite: Bard header

Restriction: None

Skill Points: None

Notes: Your influence and reputation are great enough that when you invite someone to visit or attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Farroway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Soliloquy

Character Points: 5

Reset: Instant

Prerequisite: Bard header

Restriction: None

Skill Points: None

Notes: When at 0 Hit Points, Unstable, or struck with a Death Effect, you may remain conscious for up to 10 seconds to deliver one last final line before falling back unconscious or dying. You cannot do anything other than speak in a quiet voice. This skill cannot be used when Stunned, Paralyzed, or otherwise incapacitated.

Hindsight

Character Points: 10

Reset: Between Event

Prerequisite: Bard header

Restriction: None

Skill Points: None

Notes: Scholars and Bards excel at remembering the details of things that have happened. Between events, you may request clarification on the details of an encounter you experienced during the previous event. You must give as much detail as you can (to help us recall the event clearly, ourselves). Examples of how to use this could be to remember what an NPC actually said, or details of the encounter you may have forgotten. You can use this for clarity if multiple PCs remember the same event differently. Use of this skill does not count towards your limit of Between Event Info Skills.

Bringing Music to the Hearth

Character Points: 10

Reset: Twilight

Prerequisite: Bard header

Restriction: None

Skill Points: None

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Notes: If you give a performance of some kind (singing, playing music, telling a story, giving an inspiring speech, reading poetry, etc.) that lasts at least three minutes where a Hearth Witch has established a Hearth, you may choose to call out one of the following if you receive some kind of applause or positive acknowledgement of your performance:

"To the Room, Grant 1 Protection by Inspiration"

"To the Room, Grant Defense Shield Fear by Inspiration"

"To the Room, Expose Illusion by Inspiration"

"To the Room, Cure <<Mental Trait>> by Inspiration" (where Mental Trait is any Mental trait defined in Core rules, such as: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Trance, Will. You may also use this to cure Imagination or Illusion.)

Audience

Character Points: 15

Reset: Encounter

Prerequisite: Bard header

Restriction:

Skill Points: 1 Verse

Notes: When a bard is able to perform for an audience who is paying close attention, the Bard can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

Spend 60+ seconds performing and/or inspiring, then touch up to six individuals who were listening or watching the performance with a packet and call, "Encounter Imbue <<Audience Trait>> Trait by Inspiration." You also gain this Trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

Greater Audience

Character Points: 10

Reset: Twilight

Prerequisite: Audience

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: As the Audience skill, but you may combine your performance with one or more other Bards to create a larger circle. You both must possess this skill, and both must expend a point of verse and participate in the performance. You cannot use this skill as a solo performance. At the end of the performance, call, "By my voice, Encounter Imbue <<Audience Trait>> Trait by Inspiration." The cooperating bards must agree on the trait name used, and each also gains the trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

NOTE: Anyone who hears this call will gain the trait. Be careful in using this in situations where your enemy may hear you, as they too will become part of your audience.

Inspiring Performance

Character Points: 5

Reset: Twilight

Prerequisite: Bard header

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

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Skill Points: None

Notes: Your music has the power to inspire others, though at some cost to yourself. Spend thirty seconds giving an inspiring performance or speech to an individual. At the end of which, touch them with a packet and call, "Refresh 1 Skill Point by Inspiration and Short Agony to Self" where Skill point is one of Endurance/Craft/Magic/Imagination/etc. You must take the effect of the Agony, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You cannot use this skill on yourself.

Greater Inspiring Performance

Character Points: 10

Reset: Event

Prerequisite: Inspiring Performance

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: Your music can give inspiration to those who are in your audience, though the cost to you is dear. Spend 10 seconds giving an inspiring performance or speech, at the end of which, call, "By my voice, Refresh 1 Skill Point to <<Audience Trait>> by Inspiration". You then take a Short Drain. You must take the effect of the Drain, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You also take the effect of the Refresh.

Inspired Protection

Character Points: 10

Reset: Twilight

Prerequisite: Audience

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

Notes: Spend 60+ seconds performing and/or inspiring, then call "By My Voice, Grant Extra 1 Protection by Inspiration" or "By My Voice, Grant Extra 2 Protection to <<Audience-Trait>> by Inspiration"

Inspired Courage

Character Points: 10

Reset: Twilight

Prerequisite: Audience

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

Notes: Spend 60+ seconds performing and/or inspiring, then call out "By My Voice, Grant Extra Defense Resist Fear by Inspiration." You may choose to add "to <<Audience-Trait>>" to the call.

Inspired Healing

Character Points: 10

Reset: Twilight

Prerequisite: Audience

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Heal 1 to <<Audience-Trait>> by Inspiration."

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You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Heal 1 by Inspiration."

Inspired Cure Will

Character Points: 10
Reset: Twilight
Prerequisite: Audience
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Cure Will to <<Audience-Trait>> by Inspiration"
 You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Cure Will by Inspiration."

Inspired Mind

Character Points: 10
Reset: Twilight
Prerequisite: Song of Protection and Inspired Cure Will
Skill Points: None
Notes: Spend 30+ seconds performing and/or inspiring, then touch a packet and call "Grant Defense by Inspiration, Shield X by Inspiration" where X is one of Awe, Confusion, Despair, Fear, Gloom, Illusion, Imagination, Inspiration, Presence, Trance or Will. You may choose to immediately (within 10 seconds) continue or begin again your performance for another 30 seconds and cast, "Grant Extra Defense to <<Audience Trait>> by Inspiration, Shield X by Inspiration." (In other words, you can do a second casting, but only to someone with the Audience Trait.)

Invoke Fear

Character Points: 10
Reset: Twilight
Prerequisite: Bard header
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: Spend 20 seconds performing and/or inspiring, then call "By My Voice, Agony by Fear". You do not take this effect.

Invoke Harm

Character Points: 10
Reset: Event
Prerequisite: Bard header
Restriction:
 Season: 1 2 3
 Max Purchase: 3 4 5
Skill Points: None
Notes: Spend 30 seconds performing and/or inspiring, then call "By My Voice, 2 Damage by Fear". You do not take this effect.

Invoke Frenzy

Character Points: 15
Reset: Event
Prerequisite: Bard header
Restriction:
 Season: 1 2 3

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Max Purchase: 1 2 3
Skill Points: None
Notes: Spend 30 seconds performing and/or inspiring, then call "By My Voice, Short Frenzy by Fear". You do not take this effect.

Courageous Song

Character Points: 15
Reset: Encounter
Prerequisite: Bard header
Restriction: None
Skill Points: 1 verse
Notes: Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Fear by Inspiration" or "By My Voice, Cure Fear by Inspiration to <<Audience Trait>>"

Stabilizing Song

Character Points: 10
Reset: Encounter
Prerequisite: Bard header
Restriction: none
Skill Points: 1 verse
Notes: Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Stabilize by Inspiration" or "By My Voice, Stabilize by Inspiration to <<Audience Trait>>"

Song of Peace

Character Points: 10
Reset: Twilight
Prerequisite: Bard header
Restriction: None
Skill Points: None
Notes: Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Cure Frenzy by Inspiration." You may choose to use "to <<Audience-Trait>>" if desired.

Song of Hope

Character Points: 10
Reset: Encounter
Prerequisite: Bard header
Restriction: none
Skill Points: 1 verse
Notes: Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Despair by Inspiration." You may choose to use "to <Audience-Trait>" if desired.

Song of Lifekeeping

Character Points: 10
Reset: Twilight
Prerequisite: Stabilizing Song
Restriction: None
Skill Points: None
Notes: You can so enchant the spirit of the dead with your singing that their spirit will choose to remain with their body rather than departing. Touch a packet to the target and call "Imbue by Life Keeping" or, if they are unreachable, call "By Your Name, <NAME>, Imbue by Life Keeping." You must then sing, recite poetry, tell a tale, play an instrument, or otherwise entertain the one who has died. You must remain within sight of the individual you are lifekeeping, though you may be across the room, or even outside the area looking in, as long as you can still see them. So long as you keep entertaining them, their 5-minute death count will stop wherever it left off. You may hold a spirit this way for as long as you keep entertaining, or until an hour has passed.

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Chord of Pain

Character Points:	10
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	None
Skill Points:	1 verse
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Agony by Inspiration"

Chord of Weakness

Character Points:	10
Reset:	Encounter
Prerequisite:	Chord of Pain
Restriction:	None
Skill Points:	1 verse
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Weakness by Inspiration"

Chord of Silence

Character Points:	15
Reset:	Twilight
Prerequisite:	Bard header
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Silence by Inspiration"

Chord of Anger

Character Points:	15
Reset:	Twilight
Prerequisite:	Bard header
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You words can drive another to reckless anger. Make a challenging, angry or insulting remark, and then call "By Your Name, <Name>, Fenzy by Will" or "By My Gaze, Frenzy By Will." Please make certain any insulting remark is entirely in-game and does not use any language that may be misconstrued as an out of game insult.

Chord of Harm

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Skill Points:	1 Verse
Notes:	Say an incant of 10+ syllables that express despair or lasting harm, then throw a packet and call "2 Damage by Despair."

Chord of Restoration

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Skill Points:	1 Verse

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Notes: Say an incant of 10+ syllables, then throw a packet and call "Cure Silence / Weakness / Drain / Stricken by Inspiration"

Chord of Lullaby

Character Points: 15
Reset: Event
Prerequisite: Chord of Silence
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: Your lullabies can bring any into slumber. Say a relevant incant for 10 seconds, then throw a packet for "Stun by Inspiration."

Targeted Chord

Character Points: 15
Reset: Event
Prerequisite: Any Chord skill
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: Once per event, you may choose to deliver any of your "Chord of <X>" Skills as a By My Gesture or a By Your Name. If used on Chords with Attack Effects, you must already have the attention of the target to do this, and may not hold the Chord for longer than 1 minute for effects that normally last 10 seconds, or 5 minutes for effects that last 5 minutes. For Beneficial effects, you may only call as "By Your Name" and they do not require you to have the target's attention.

Break Trance

Character Points: 10
Reset: Encounter
Prerequisite: Bard header
Skill Points: None
Notes: You are able to free those who in a trance or deeply fascinated with something. Roleplay for 3 seconds to snap them out of it, and then touch a packet to the recipient and call "Cure Trance/Fascination by Inspiration." This does not require Verse to use, just 10 seconds of roleplay. You may use this while Silenced, but you must roleplay slapping or shaking them out of their trance.

Entrancing Song

Character Points: 15
Reset: Event
Prerequisite: But Wait!
Restriction:
 Season: 1 2 3
 Max Purchase: 3 4 5
Skill Points: 1 Verse
Notes: Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture, Root by Fascination." As long as you remain talking/performing and maintain the gesture, the target will remain rooted. You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting of this spell, you may immediately attempt to use a second casting when the first expires.
 You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).
 You may also choose to say an incant of 10+ syllables and throw a packet for "Root by Trance."

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Siren Song

Character Points:	20
Reset:	Event
Prerequisite:	Entrancing Song
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Verse

Notes: Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture, Paralyze by Fascination." As long as you remain talking/performing and maintain the gesture, the target will remain paralyzed. You must drop the gesture if your target takes (or begins to take) any harmful effect (including a deathstrike). You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting you may immediately attempt to use a second casting when the first expires.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).

You may also choose to say an incant of 10+ syllables and throw a packet for "Paralyze by Trance."

Shared Song of Greater Inspired Healing

Character Points:	10
Reset:	Event
Prerequisite:	Greater Audience, Inspired Healing
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: Once an event, a minimum of two Bards with this ability may combine their performance of Inspired Healing in order to deliver greater inspired healing. Spend 30 seconds performing together, and then collectively call, "By My Voice, Heal X by Inspiration to <<Audience Trait>>" where X is the number of Bards using this skill together + 1. For example, if three Bards have this skill, they may perform together and then call "By My Voice, Heal 4 by Inspiration to <<Audience Trait.>>"

Note of Silence

Character Points:	15
Reset:	Event
Prerequisite:	Chord of Silence
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Gesture at an opponent and call "By My Gesture, Silence by Presence." The opponent remains silenced as long as you maintain the gesture. You must drop the gesture after approximately five minutes, as the magic cannot be maintained for longer than that time.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

The Sound of Silence

Character Points:	15
Reset:	Event
Prerequisite:	Note of Silence
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: Once per event, you may call upon the Sound of Silence to quiet all about you, so that you may deliver a speech, sing a song, or reflect a moment. You are affected by this, such that you cannot use any

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skills that require an incant and/or cannot be used under a Silence, but you MAY still speak, sing, or otherwise use your voice. Make some kind of entreaty for silence, and then call “By My Voice, Short Silence by Fascination.”

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11.11 Racial and Cultural Skills

"Culture is the widening of the mind and of the spirit."

~ Jawaharlal Nehru

"A people without the knowledge of their past history, origin and culture is like a tree without roots."

~ Marcus Garvey

Cultural Skills

Clublander

Skilled With a Knife (Clublander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Clublander
Restriction:	None
Skill Points:	None
Notes:	As the House of Clubs is often under constant threat of attack, all Clublanders learn how to fight with at least a knife or other small weapon to defend themselves. Clublanders receive the Small Weapon skill for free.

Stubborn (Clublander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Clublander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	Clublanders are known for their stubbornness. Once per event, the Clublander may call "Resist by Will" to any one effect by Awe, Fear, Presence, or Will, or to any one "Repel" effect, including Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, or Nightmare.

Diamondlander

Wealthy (Diamondlander)

Character Points:	5
Reset:	Instant
Prerequisite:	Human, Diamondlander
Restriction:	None
Skill Points:	None
Notes:	Diamondlanders and money attract one another. The Diamondlander gains 2 additional silver points or equivalent each weekend long event and permanently gains the "Wealthy" trait.

Hard-Hearted (Diamondlander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Diamondlander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	It is often said that Diamondlanders are hard-hearted, and that they are rarely moved by the emotions of the heart. Once per event, you may choose to call "Resist by Disdain" to any one Agony effect, or any one Effect by Despair, Fear, or Inspiration, or to an Inflict Influence effect.

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Heartlander

Inspired Heart (Heartlander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Heartlander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Heartlanders are easily moved to great depths of emotions, but are able to tell when their emotions are being used against them. Once per event, you may call "Purge Mental/Imagination/Inspiration by Inspiration" to any one Mental, Fascination, Inspiration, or Imagination effect. You may also Purge an Inflict Influence or Inflict Peace effect.

Value in Friendship (Heartlander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Heartlander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Heartlanders place great value on friendship and love. Once per event, you may inspire a person you love or have strong friendship with. Spend at least 30 seconds telling them how they inspire you or how much they mean to you, or recite to them an appropriate poem, sing a song, or do some other performance, and then call, "By Your Name, {Name}, Extra Grant 3 Protection by Inspiration" or "By Your Name, {Name}, Grant Defense, Resist Mental by Inspiration."

Spadelander

Knowledgeable (Spadelander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Spadelander
Restriction:	None
Skill Points:	None

Notes: It is said that the Spadelanders are privy to many secrets, and that they place great emphasis on knowledge. Choose any one Between Event Info Skill. You receive this skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill, you may purchase it at normal cost (you do not receive the discount).

Fortune Favors the Spades (Spadelander)

Character Points:	25
Reset:	Event
Prerequisite:	Human, Spadelander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None

Notes: Sometimes you just get lucky, but it's said that the Spadelanders are luckier than most. Once per event, you may call "Elude by Luck" to any one packet or weapon attack, except for attacks by Madness, Corruption, Glamour, Horror, Nightmare or Fairy Magic. It is also said that luck can sometimes draw the attention of the Faeries; if you use this skill during the event, you must inform Plot in your PEL.

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Farawaylander

City Gossip (Faraway)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Faraway
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4

Skill Points: None

Notes: You can take the man from the city, but you can't take the city from the man. No matter where you are, you have enough friends and contacts in Faraway to keep you up-to-date on what's happening. You are able to purchase the "Hear Rumors" and "Gossip" skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill in your Header, you may purchase it at normal cost (you do not receive the discount).

House Culture (Faraway)

Character Points:	Varies
Reset:	Instant
Prerequisite:	Human, Faraway
Restriction:	None
Skill Points:	None

Notes: You hail from the city of Faraway, but your family came from one of the Households and its blood is strong within you. You may choose one of the following House skills: Stubborn (Clublander), Wealthy (Diamondlander), Inspired Heart (Heartlander), or Knowledgeable (Spadelander). You may purchase it as if you were from that House, as that is the dominant House in your bloodline.

Woodlander

Woodland Affinity (Woodlander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Woodlander
Restriction:	None
Skill Points:	None

Notes: You have a familiarity with the Woods. Choose one skill: Scouting, Tracking, or Herbalist (wood witch only; you do not gain access to this skill unless you are a Wood Witch). You gain the skill at a 5 CP discount, even if this gives you the skill for free.

Seeing Through The Glamour (Woodlander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Woodlander
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4

Skill Points: None

Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

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Wander Kin

Free People (Wanderkin)

Character Points	10
Reset:	Event
Prerequisite:	Human, Wanderkin
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	The Wanderkin are a free people, and it is said that nothing can keep them in place for very long. Once per event, you may call "Purge" to any one Root, Paralyze or Slow effect, or you may use it once to slip any shackles or bindings that are holding you.

Fortune Telling (Wanderkin)

Character Points:	15
Reset:	Event
Prerequisite:	Human, Wanderkin
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None
Notes:	It is said that the fortunes told by the Wanderkin will come true. Once per event, the Wanderkin may attempt to tell the fortune of one person/being or ask one question of the fortunes and expect that they will receive insight into the future. This skill requires the assistance of a GM if used during the event, though the player may attempt to send word through a Town NPC to Monster Camp when they do this. You must note in your PEL after the event that the skill was used. If it was not used during the event, you may submit a fortune as a between event skill, either passive or actively. Note that this skill guarantees a response, but it does not guarantee that the answer will be clear. Some divinations are not easy to foresee, or are actively blocked.

Old Blood (Wanderkin)

Character Points	10
Reset:	Instant
Prerequisite:	Human, Wanderkin
Restriction:	None
Skill Points:	None
Notes:	The old Blood of the Wanderkin runs true in you. You gain the trait "Old Blood".

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Racial Skills

Human Skills

Human Resist Madness

Character Points:	Free
Reset:	Event
Prerequisite:	Human only
Restriction:	
Season:	1 2 3
Max Sanity:	1 1 1
Skill Points:	None

Notes: Because humans are “more sane” than brer or golems, you may call “Resist” to one attack “by Madness” per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill

Brer Skills

Speak with a Specific Animal Type

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
Restriction:	None
Skill Points:	None

Notes: You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men. You may touch or throw a packet and call at no skill cost, "Speak to <Animal Type>" to an animal of your own type.

Clawed: One Claw

Character Points	
General:	15
Warrior:	5
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	Brer (appropriate animal type)
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points	
General:	15
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may fight with two, short sword length clawphys reps.

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Clawed: Reach

Character Points

General:	15
Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may use long sword length clawphys reps instead of short sword length phys reps.

Golem Skills

Wear Armor: Golem Light Armor

Character Points

General:	10
Warrior:	5
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Golem character
Restriction:	None
Skill Points:	None
Notes:	You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Light armor for a golem need only represent skin that is other than "flesh."

Wear Armor: Golem Medium Armor

Character Points

General:	--
Warrior:	10
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Light Armor
Restriction:	none
Skill Points:	none
Notes:	You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Medium armor for a golem does not follow normal armor rules, and should cover any visible skin. While we do not require the "skin" to be made from "medium materials" such as hard leather or the like, we ask that the golem "skin" convey that this thicker/tougher than normal.

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Wear Armor: Golem Heavy Armor

Character Points

General:	--
Warrior:	10
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Medium Armor
Restriction:	none
Skill Points:	none
Notes:	You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Heavy armor for a golem does not follow normal armor rules and should cover any visible skin. However, a golem with Heavy Armor should have something to convey that their skin is of a heavy material – thick wood, metal, etc.

Marsh Goblin Skills

Amphibious

Character Points:	Free
Reset:	Instant
Prerequisite:	Goblin only
Restriction:	None
Skill Points:	None

Notes: You are able to breathe underwater as if it were air, and thus meet the requirements for "Breathe Water" on modules or encounters that require it. You may call "No Effect" to any effect "by Drowning."

Door Magic

Character Points:	Free
Reset:	Instant
Prerequisite:	Goblin only
Restriction:	None
Skill Points:	None

Notes: You have access to Goblin Door Magic. You must still purchase this path under Magician.

Standing Out

Character Points:	25
Reset:	Event
Prerequisite:	Goblin only
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

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Stepping Out

Character Points:	20
Reset:	Event
Prerequisite:	Goblin only, Standing Out
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect. If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

Disadvantage: Vulnerable to Aging

Character Points:	0
Reset:	Instant
Prerequisite:	Goblin, Elf only
Restriction:	None
Skill Points:	None

Notes: You automatically have this Disadvantage. You are vulnerable to Aging. You take double the damage of any "by Aging" effect. If you receive an Effect that is not damage (such as Stun, Maim, etc), you take 1 Damage in addition to the effect (so an "Agony by Aging" would cause you to take an Agony effect AND 1 Damage by Aging). You receive no effect to beneficial effects (Heal 1 by Aging would have no effect on you).

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14 Gear

“He who dies with the most toys, wins.”

~*Author Unknown*

Following is a list of some of the gear you might find or need to survive adventure in the Written World. These items can only be purchased in game, not brought to game. Drossel is one of the Cottington town merchants, and he or one of his staff will usually be around. All items may be purchased with in-game coins.

This list is far from complete.

Cottington Woods staff will not provide phys reps for most of these items. We ask that players purchasing these items provide the props to represent them in-game.

Bottled Lightning

Men of Science always have a use for these items.

Spell Foci

There are usually a few magical foci at the shop.

Collectables

Because one man's trash is another man's treasure, Drossel always has a collection of trinkets that have no obvious worth.

Contracts

Folks are always looking for work. Drossel holds many contracts that can be purchased and used to perform some Between Event Reactions.

Feather Dye

Other than the occasional brer, no one really has a use for these things.

Grapple

A grapple is a hook that ties to the end of a rope, and is used to anchor the rope. Without a grapple, a rope cannot be secured, and upwards climbing is impossible without the use of climbing clogs.

Healer's Bag

This bag is stocked with every bit of gear designed to make a healer's life easier. A healer with a healer's bag automatically drops 10 seconds from the time it takes to perform first aid from a target. The bag must be replaced or restocked each event.

Healer's Bag Restock

For slightly less than the cost of a complete healer's bag, the restock replaces just the bits that are missing. Purchasing the restock refreshes a Healer's Bag for that event.

Potions

Crafted by Witches, or in some rare cases by Hedge Magicians, potions for sale generally provide healing, cures, or other beneficial effects. Most can be used by anyone, though some potent potions require one to be versed in Craft to use.

Rope

Lengths of rope can typically be purchased at the market. The length is about twenty feet. Ropes are useful for climbing and for binding prisoners.

Scrolls

There are two types of scrolls one might find, magical scrolls created by Magicians, or Runes or Written Scrolls created by Lorekeepers (Priests of the Word). Most magical scrolls require one to be able to read/write Magic to be

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able to use. Some rare (and expensive) ones might be usable by anyone. Most Runes or Written Scrolls are usable by anyone, though some rare Divine scrolls require one to be a Priest to use.

Well Fed

Eating a hearty meal will grant you +1 Body for the duration of the event.

Wire and Pliers

These are certainly not for making lock picks, because lock picks are illegal.

15.1 Adventuring Notes: Climbing

"Just a reminder — a guidebook is no substitute for skill, experience, judgment and lots of tension."
—Charlie Fowler

Climbing requires the use Climbing Holds. A rope can be substituted for Holds. For a downward climb, the rope or holds are all that is needed. For an upward climb, a grapple is also necessary. In any case, because a climb requires the rope to be secured at the top (with a grapple or a tight knot), after a downward climb a rope is often lost.

How to Climb

Climbing requires that the character have three points of contact on the surface being climbed. That means only one hand or foot may be moved at a time. Securing the contact requires that the character leave the hand or foot in contact with the surface for three seconds before moving again.

Use of the **Climbing Skill** (See Chapter 12. 2) allows you to climb faster. Instead of leaving a hand or foot in contact with the surface for three seconds, the character only has to make contact before moving again.

15.2 Adventuring Notes: Swimming

The water is your friend. You don't have to fight with water,
just share the same spirit as the water, and it will help you move.
—Aleksandr Popov

Swimming is difficult, and progress while swimming is much slower than normal.

How to Swim

Swimming is represented using a Slow Walk, which requires that the character take a step, make a three second count, then take another step. Use of the **Swim Skill** (See Chapter 12. 2) allows you to move at a normal WALKING pace. Again, this is not a fast walking pace, just a normal one.

Fighting in Water

Fighting in water is also difficult. If you are under water, you may not flurry at all. The small weapon double attack may still be used, with the idea being that the attacker is stabbing and not slicing his target. The use of the Swim skill does not allow for faster combat.

Casting spells and using abilities while in water is very difficult. If the spell requires a verbal incant, it cannot be cast unless the character also has some way of breathing (and speaking while doing so).

15.3 Adventuring Notes: Locks and Picking Locks

"I have six locks on my door all in a row. When I go out, I lock every other one.
I figure no matter how long somebody stands there picking the locks, they are always locking three."
--Elayne Boosler

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Expect the use of locks to be slightly more involved in Cottington Woods than in other games you might have played. Rogues should familiarize themselves with the following section.

John's Philosophy on Picking Locks in LARP:

Just as we wouldn't field a fighter with a real sword to fight the PCs, or even a fighter with a wooden practice sword, we wouldn't use a proper lock and ask our players to pick it. There might be some exceptions, but only if we know the individual player well enough to know that they would enjoy such a challenge.

No in game challenge would require a player to know more than a basic understanding of how to pick the simplest type of lock, and *I believe that anyone can learn to pick such a lock in five minutes or less*. This won't give a player the ability to break into a house, or even into someone's luggage, but it WILL give them the know-how to pick the sort of lock you might run into at a LARP.

A General Note on Locks Found In Game:

Most locks will be encountered by themselves with no associated key, and to bypass them a player must pick the lock. Because there exist skills that allow a player to bypass the lock without needing to pick it, the lock will never actually seal a container shut, but will be attached to a container by an eye bolt or similar means. Use of the appropriate skill will bypass the lock.

Normal Locks

A Normal Lock can be opened using the Pick Locks skill, the Pick a Lock skill, or by using a "Normal Key".

Normal Keys

A Normal Key will open any one Normal Lock. A Normal Key will typically have one use before it snaps and becomes useless, and a Normal Key cannot be repaired. A Normal Key will not open a Difficult Lock.

Difficult Locks

A Difficult Lock will always have a tag indicating that it is a "Difficult Lock". This tag will include an identifying number. A Difficult Lock can be opened using the Pick Locks skill, the Pick a Lock skill, or by using the exact key that matches the identifying number on the lock. A Normal Key will not open a Difficult Lock.

Magic Locks

Some locks are magic, and cannot be picked using normal lock picks. A Magic Lock can be opened using Magic Picks, or by using the exact key that matches the identifying number on the lock.

Difficult Keys

A Difficult Key will only open the lock it is associated with. It will have an identifier on it that matches the identifier on the appropriate lock. A Difficult Key cannot open any lock except the specific lock it was meant to open. Unlike a Normal Key, a Difficult Key will not break upon use, and can be used over and over again.

Magic Keys

Magic Keys can open any Normal or Difficult Lock as if the user had the Skill: Pick a Lock. Such items are usually single use items, or have a limited number of charges.

Magic Lock Picks

These items are illegal, and usually only found in the possession of the King's Jacks. They may be used to pick any Normal, Difficult, or Magic Lock. Such items are usually single use items, or have a limited number of charges.

Further Complications

There exist other, different types of locks, and while a typical rogue might always try to open them, they might not always have the means. Make sure to read any tags nearby. Remember, a good rogue will always find a way!

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15.4 Adventuring Notes: Sending Letters

"To write is human, to receive a letter: Divine."
--Susan Lendroth

Plot does not guarantee a response to a letter, unless you are using a skill to do so (such as Messenger), though we will do our best to provide responses as we are able.

Sending a letter costs 2 Points ("Silver"), and will be deducted from your turned-in IG money total prior to the start of next event.

You may insure a letter for an additional 3 Points (5 Total) and send it with the slower mail. The couriers then guarantee that it will arrive at its destination and a reply, if forthcoming, is guaranteed to be returned to you -- or your money back.

That is not to say a letter will not be delivered with the base cost. Only that the couriers do not guarantee against lost mail, bandit attacks, or it passing through another's hands before arriving in the hands of the intended party, unless you pay for "insurance."

Out of Game Clarification: An insured letter means that the NPC to whom you've sent the letter is guaranteed to have received it without it being seen by another, though it does not guarantee a response -- only that a response, if appropriate to the letter, is likely.

For now, we are not placing a limit on Insured Mail that may be sent. If the number of letters being sent by players that we need to respond to becomes a volume greater than plot can manage and still write plot for the game, then we may change that policy.

Note as with some Info Skills, you may receive a response in-game from the person (or a representative) you wrote to.

15.5 Adventuring Notes: Treasure, Bounties, and Expiration Dates

"There is more treasure in books than in all the pirate's loot on Treasure Island."
--Walt Disney

"Every new search is a voyage to the Indies, a quest for buried treasure, a journey to the end of the rainbow; and whether or not at the end there shall be turned up a pot of gold or merely a delightful volume, there are always wonders along the way.."
--Vincent Starrett

Part of the excitement of adventure is the promise of treasure. Not every quest will result in some physical reward, but characters should generally expect that at some point in the course of game play, they will encounter some form of treasure. But do keep in mind the adage "one man's trash is another man's treasure;" perhaps what you find might not seem worth much to you, but could prove invaluable to another. Herbs, for example, can be extremely valuable to Witches, zap is precious to Men of Science, etc.

Characters may also earn money or treasure through various bounties that may be posted in the Cotting House. The Riding Hoods, for example, often offer bounties on Wolves or Rats, which characters can claim by turning in Wolf Ears or Rat Tails. These can be obtained after slaying such a creature; out of game, the player would search the appropriate creature and indicate that they are taking an ear or a tail. They would then receive a phys rep of the item that could be turned in in-game to claim the bounty.

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Weapons, armor, and many forms of gear do not have expiration dates, and it is an out of game assumption that characters maintain and repair their weapons, armor, and gear between events.

That said, when it comes to treasure, **expiration is generally as follows:**

- **Money** does not expire, but we do ask players to turn in all currency at the end of the game. This is to allow us to keep track of our OOG money, but also to exchange out large amounts of small coin for larger coin as we have a finite amount of coinage.
- **Weapons** and **Armor** found as treasure do not expire, unless otherwise indicated. This does include magical weapons and armor.
- **Magic Items** will indicate if they are single use or reusable, and indicate whether or not they have an expiration.
- **Zap** generally does not have a shelf life (unless indicated otherwise), but is used up once expended to power a Man of Science device and/or skill.
- **Herbs**, and any potion, poison, etc. made from herbs, will expire after 3 days, unless it has a tag that indicates otherwise.
- **Magical Scrolls or Scrolls/Runes of the Word** generally expire at the end of the event, unless it has a tag that indicates otherwise.
- **Other Gear** does not expire, unless indicated so on the tag. Some of these may be single use, or may be reusable, as per the tag description.

To cut down on cost for the game, and the amount of supplies staff must provide per event, players are expected to provide Phys Reps for many of the treasure items, such as potions. Staff will provide the tags to represent these items and, where necessary/appropriate, the phys reps.

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16.1 Glossary of Terms

"Watch your thoughts, for they become words. Watch your words, for they become actions. Watch your actions, for they become habits. Watch your habits, for they become character. Watch your character, for it becomes your destiny."
--Unknown

Aaron Farraway The current High King of Farraway and the Houselands.

Adept, Sandman A sandman who specializes in manipulating his own abilities while in the Slumberlands.

Anathema Home of demonkind. It is a hostile place that is deadly to anything native to the Written World.

Archer A fighting man who specializes in attacking from a distance.

Architect, Sandman A Sandman who exerts control over the Slumberlands.

Asylum A town within the woods, near the Collamoore border. Asylum is a hospital for the mentally unstable and is the headquarters for the Sandmen.

Barumbi Basin A region of tropical jungle west of the Dust Lands, separated from it by a great escarpment. The House Lands have several settlements on the north and west edges of the basin, but most of the basin remains unexplored.

Bracken A goblin town on the border of UnderMarsh in Cottington Woods. Bracken is at least partially underwater, making travel there difficult for non-goblins.

Brawler A fighting man who specializes in fighting bare-handed. Usually a precursor to being dead or becoming an unarmed monk.

Brer An animal that walks and sometimes talks like a man. Also, pants. Brer, in every other way, are animals.

Briardown The capitol of the Heart Lands.

Canyon Lands The region east and south of the House Lands, described by a series of great canyons. The people of the Canyonlands can read and write, but they choose to pass their history and legends from one generation to the next by spoken word.

Carroway Fortress A ruin dating back to the time of the Robber Barons. It is expansive, built over a thousand years by baron after baron. Carroway Fortress is the current base of operations for the Riding Hoods.

Church of the Word The institutions dedicated to the study of the Written World and the works of the First Patron.

Club Lands One of the four House Lands in the Kingdom of Farraway. Also known as Collamoore, or the House of Clubs.

Codex A publication assembled by the Grimm Brotherhood. The codex is part bible, part adventurer's journal.

Collamoore See the Club Lands. Also the capitol of the Club Lands.

Cottington Woods A fairy enchanted woodland in the upper middle of the four House Lands.

Craft The talent that witches have to control the natural world around them.

Curren, Lord The first known Robber Baron. Credited with the invention of currency. Lord Curren is believed to have a hidden tomb somewhere in Carroway Fortress.

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Death At the end of your life, you die. A person can sometimes die a number of times before true Death claims him. The dead sometimes come back as undead. If not, they will often be drawn to a graveyard.

Death, True A person who dies and does not come back. This may occur any time a person dies.

Demon A creature of Anathema. Demons are unquestionably evil, and seek to undo the Written World.

Diamond Lands One of the four House Lands in the Kingdom of Farroway. Also known as Westall or the House of Diamonds.

Dust Lands A vast desert south of the House Lands.

Elf A human-like fairy-esque race native to Greencloud, east of Cottington. They are extremely long-lived. They are at war with the goblins of UnderMarsh.

Empath, Sandman A Sandman who specializes in aiding others to gain control over their own dreams.

Fairy A being from the Fairy Lands.

Fairy Lands An otherworldly place that is connected to the Written World by the Mists.

Farroway The seat of the high King and capitol of the House Lands.

First Patron The author of the Written World.

Frostwroth The land over the waters to the north. Also the people who live in that land. The Frostwroth remain a constant threat to the people of Collamoor, and by extension to the House Lands.

Gant A giant ant, of course.

Gobaleen Mountains The range of Mountains northwest of the House Lands.

Goblin A humanlike race native to the Gobaleen Mountains. Goblins have green skin and are amphibious, but otherwise appear as humans. They are short-lived compared to humans. They are at war with the elves of Greencloud.

Golem A human-like being created through unusual means.

Graveyard The place you go when you die, and often, if you do not give up the ghost, the place where you come back to life.

Greencloud The mysterious land of the elves. No non-elf has ever seen Greencloud.

Greencloud Mountains An impassable mountain range that surrounds the elven lands, east of Cottington.

Grimm Abbey Home of the Grimm Brotherhood. Also, the place where the Codex is compiled and published.

Wanderkin Any of a number of groups originating from the Dust Lands, but without a permanent home, who move about the Written World.

Halfway Once a way station for the Red-Castle railway, now the Halfway is an Inn on the south side of Cottington Woods.

Harrier A fighting man who strikes hard and fast in combat, often from behind the target and with surprise.

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Harrow's Tale – a battle or situation that has gone very, very bad

Healer One who heals the injured. Also a priest who specializes in healing through the power of Faith.

Hearth Witch A witch who specializes in controlling her environment, especially a home. Hearth Witches are unparalleled healers.

Heart Lands One of the four House Lands in the Kingdom of Faraway. Also known as the Heartlands or the House of Hearts.

Herbalist A person who studies herbs and their uses, and can create potions using herbs.

House Down Under The name assumed by the colonists of Lakupaparoo.

Houselander A person native to the Houselands.

House Lands The area under the control of the High King in Faraway. The Houselands include the Houses of Clubs, Diamonds, Hearts and Spades. It also includes Cottington Woods, The House of White in the Barumbi Basin, and The House Down Under in Lakupaparoo.

House of Cards The neutral forum used by the four House Land governments. The House of Cards existed from 1500 to 1700.

Invasion of Dreams The name given to an attempted invasion by demons of Anathema around two hundred years ago.

Jack An agent in service to the King of Faraway.

Kingdom of Gold A great kingdom that fell about a thousand years ago. It existed in the middle of the Dust Lands.

Laketown A town in the Spade Lands.

Lakupaparoo A land far to the west over the sea, colonized by the Houselands. The colonists have established the House Down Under. The House Down Under currently seeks recognition as a new house by the High King of faraway, and tensions are high between the House Down Under and the other houses.

Lands The various regions around the Written World. The word land is sometimes used alone and sometimes used as a prefix.

Example: House Lands and Houselands are both considered correct.

Lands, Inner Any land that exists on the Written World that could be reached by normal, non-magical means. These include, but are not limited to, the Houselands, the Barumbi Basin, the Petal Kingdom, Frostwroth, Lakupaparoo, the Wikapapuji Islands, the Dustlands, and the Canyonlands.

Lands, Outer Any land that cannot be reached using normal means, or that is not connected to the Written World. These include Anathema, the Deep Black, the Slumber Lands, the Fairy Lands, the Death Lands, the Wonder Lands, and the Never Lands.

Magic Loopholes in the way the world works. Generally considered by the Priests of the Word to exist between the lines of the First Patron's works.

Magic The exceptions to the way things should normally work.

Magician One who studies and uses magic.

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Man of Science One who studies the Laws of Science.

Midcastle The capitol of the Diamond Lands.

Mind Illuminated An organization of Men of Science responsible for toppling the House of Cards over three hundred years ago.

Mists (in particular the **Fairy Mists, sometimes called the Change Winds**) An often invisible force or phenomena thought to be fairy in nature that causes “odd things” to occur. Typically this effects the time it takes to travel from place to place, but the mists have been known to effect other things as well.

Mount OverMarsh A mountainous ruin north of UnderMarsh in Cottington Woods. Once home to many goblins, Mount OverMarsh is now abandoned.

Oldwood The deepest part of Cottington Wood. Not much is known of Oldwood.

Paladin A warrior who fights with the power of Faith. Paladins are very effective when fighting demons or undead.

Patron A powerful entity. Patrons write events as they occur around the Written World. It is unknown whether the Patrons write things and then those things occur, or if things occur and then the Patrons write about them.

Point, also **Silver Point** or **Gold Point** A single unit of currency. Ten silver points equals one gold point. Also, paper money has been issued by the Church of the Word.

Priest of the Word A student of the Written World. See also Healer, Paladin, and Scholar.

Redbridge A town in the Spade Lands. Currently Redbirdge is the site of the new Grimm Abbey

Red-Castle Railway A series of railways crossing the three southern House Lands.

Redfeather Canyon The greatest of the canyons in the Canyon Lands. Also the name of the town that exists in that canyon. Redfeather Canyon is the cultural center of the Canyon Lands.

Restless Dead The body of a dead person that has animated and seeks to harm the living.

Riding Hood A warden of the forest. Once an organization backed by the king of Faraway, now the Riding Hoods act on their own. The officers of the Riding Hoods wear red hoods to mark their station. Sometimes called Riders or Hoods.

Ritualist A type of magician who specializes in the slow use of magic and the creation of magical items.

Robber Barons A term used to define the hundreds of kingdoms that rose and fell across the land from before the beginning of recorded history until about 1500.

Rollinghill See the Spade Lands.

Sandman One who remains lucid while dreaming, and has some control over her dreams.

Scholar One who studies. Also, a priest who specializes in collecting, verifying and studying written works.

Science, the Laws of Science The rules, rituals and patterns that make sense of the world. Science is a fading art, and is out of favor in the world today.

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Skinchanger A witch who is able to become an animal. Skinchangers are generally feared.

Slumberland The Place of Dreams. Dreams can be created, but never destroyed, and the Slumber Lands are the sum of every dream that was ever had.

Spade Lands One of the four House Lands in the Kingdom of Faraway. Also known as Rollinghill or the House of Spades.

TaidenSheh A kingdom east of the Canyon Lands and Greencloud. Also called the Petal Kingdom.

Terrors (Night Terrors) The horrifying fears beneath the Slumberland that seek to consume all dreams.

Thornwall An elven town east of Cottington. Thornwall is on an island, and is as far into the elven land of Greencloud as any non-elf has ever gone.

Tick – Aside from the annoying blood-sucking bug, this is also a derogatory term used to refer to Mercenaries, most often used by Riding Hoods to speak about those who require payment before helping a community.

Trace The Capitol of the Spade Lands.

Troglodyte A humanoid race that dwells deep beneath the ground. Troglodytes are also called Trogs.

Two-Legged Wolf. This is also a derogatory term used to refer to Mercenaries, most often used by Riding Hoods to speak about those who require payment before helping a community. Also used to refer to those whose loyalties cannot be trusted.

Undead Anything that was once living, but died and is animate again. The Restless Dead are the most common form of undead, but other forms (ghosts, ghouls, vampires, etc.) exist.

UnderMarsh A boggy wetland in northwest Cottington Woods, just this side of the Gobaleen Mountains.

Virtue Faraway The daughter of the current high king.

Very Bad Bargain A term used to describe a bargain between Queen Equiline Faraway and a fairy, which resulted in the loss of every horse in the House Lands.

Walkers – a derogatory term for Riding Hoods, often used by mercenaries to mock them.

Warrior A fighting man who specializes in close combat.

Westall See the Diamond Lands.

Witch A person who is attuned to the force of nature, and usually is in harmony with his environment. See also Hearthwitch, Woodwitch, and Skinchanger.

Word, The The teachings of the First Patron. The term “word” is synonymous with “Knowledge” or “Truth”.

Wolf A type of hostile animal that is common to Cottington Woods. Also, the first written word.

Wolf Coin. Treachery

Woodwitch A witch who is especially in tune with the natural world around her.

Written World The world.

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16.2 Once Upon a Time, A Brief History of the World

"If a thing is not written, it never happened."
-unknown Patron

Wolf

Before the Robber Barons and the rise of man, wolves roamed and ruled the wild places of Cottington Woods. The first word was written. The word was wolf, and it was carved into stone as a warning to travelers who walked within the woods. That stone sits in the center of Cottington Woods.

0: The Robber Barons

The first tales of men did not discuss towns or armies. Men did not dress in finery, and the words they used were simple words. They were set apart from the animals by their ability to read and write. They were smarter, and they learned that when they gathered in numbers they were stronger. The time of the Robber Barons began. Of course they were not all robbers, and the first among them were not called barons, but, perhaps learning from the wolves, the stronger did command the weaker and took what they needed to survive.

Over the fifteen hundred years of their rule in and around Cottington Woods the Robber Barons made and lost hundreds of tiny kingdoms, and created the foundation of what would later become the four Houselands.

Battling the Things that Go Bump in the Night

Men were afraid of the things in the dark. Often those things were other men, but just as often they were other things, terrible things like creatures of fairy or demons or the dead. To fight the darkness, men assembled a collection of rules, rituals and patterns that, when put together, caused effects to come to pass, every time, in the exact same way. The name they gave to these rules, rituals and patterns was the Laws of Science.

Lord Curren and the Love of Money

Lord Curren was the first known Robber Baron. A volatile man, he was also well known for the fairness with which he treated his men. Curren had five lieutenants, each as greedy as himself. It occurred that they acquired a small fortune in gold, and there came the question of how to split it equally among them. Lord Curren melted it down and fashioned it into a measureable form. The only mold he had on hand was one to fashion arrowheads, so what resulted was a pile of golden points. They had no markings on them, no crest or date. They were simple, but they were uniform, and that's what Curren needed. He divided them equally between the men, keeping the greater share for himself, and sent them on their way.

The lieutenants didn't make it to the forest's edge before four turned against one. They killed him and divided his share. They fought until one remained, and the last turned his greedy eyes toward the baron. Curren killed the man, and reclaimed all the points for himself.

Now, if Lord Curren were the sort of man to learn a lesson, the tale might have ended there. Instead, he hoarded the points and used them, in small allotments, to reward others. As he was the most powerful man of the time, points became the universal form of barter, and currency was introduced to the land.

A single triangular coin is called an arrowhead, or, more commonly, a point.

Frostwroth

The Frostwroth are an aggressive people, and frequently crossed the waters from the north to raid against the Robber Barons. They built the walled town of Collamoor to serve as a staging ground to press into the woods and beyond. For many generations they were an almost constant scourge. Eventually the Robber Barons were forced either to unite or to fall completely to the barbarians.

The Frostwroth typically raided during the early winter, after crops had been taken in and sheds were full. On this occasion when they struck the first settlement, the barbarians found it empty. The harvest had been brought in early, and neither the livestock nor the people were to be found. The barbarians raided farther afield to find the same, over and over, until finally they had to return to Collamoor. When they did return they discovered their own town turned against them.

Days before, the barons had taken everything and waited until the Frostwroth set off from Collamoor. They then entered the town and slaughtered the few defenders who had been left behind. They brought in all the harvest's bounty and every piece of livestock that would fit, and they prepared for a siege. But the Frostwroth were outside the walls with no food and few supplies. To no avail the barbarians threw themselves against their own walls.

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Ultimately, outmaneuvered, they were defeated. Some surrendered to the barons. Other fashioned boats from the wilderness to attempt a return home across the bay.

Collamoor remained in the hands of the barons. Eventually it became the seat of the House of Clubs and later the birthplace of the first High King of Faraway.

The Day of the Dead

Though there had always been tales of the restless dead, it was at one time the expected norm that a body would stay beneath the ground once it had died and was buried. Prior to this time, tales of ghosts were not uncommon, but it was never the case that the dead would arise with any control over their bodies. This changed at a time late in the history of the Robber Barons, when to the surprise of all, the dead rose with the motivation to consume the flesh of the living.

Many thought it was the end of the world, and it might have been except for the presence of the Priests of the Word. Though less organized than the church of today, the priests were still the only organization that spanned the entire known world and acted with a single set of motivations. These new undead, these walking bodies, they were new to the world and were an abomination, much like the demons of Anathema. The priests employed the very same tools of their faith against the undead that they used against the demons, and those tools worked just as well. Battles raged all across the land, and what took what seemed a single night to begin took almost a year to resolve, but the Robber Barons were able to control the restless dead and put them down.

Not all dead now rise. Some do. Graveyards typically are surrounded by sturdy walls, not to keep folks out, but to keep them in. There are several rituals now to keep the dead from rising, and every priest of the Word is trained to know them. Every year the Day of the Dead is observed to remind the people of the world of how it almost all came to an end. Now, so many years later, the day has more the feel of a celebration. To the priests of the Word it is always a serious affair, but they have a hard time helping other remember that.

The Rules of Science and Magic

As time passed and the hold of men on the Written World grew stronger, they learned to trust in themselves. The need for the Laws of Science became less. Study of the Word had revealed spaces between the lines, loopholes in the way of things that could be manipulated. Men discovered magic. While the Laws of Science still exist and are studied around the world, magic is the science of the day. Once it was understood, magic was just easier than any scientific method.

1500: The Four Houses and the House of Cards

Around five hundred years ago the Robber Barons ruled the four nations of Collamoor, Rollinghill, Westall and the Heartlands. They took the titles of kings and queens. As was customary by that time, each house had an associated symbol. Collamoor was the House of Clubs, Westall was the House of Diamonds, Rollinghill was the House of Spades, and the Heartlands was the House of Hearts. The tales then did mention towns, and even cities. There were armies. Men dressed in finery and their words were far less simple. Though less so than in the time of the wolf, it was still a violent time. Borders changed frequently and armed conflict was not uncommon. But there remained the House of Clubs in Collamoor, the House of Diamonds in Westall, the House of Spades in Rollinghill, and the House of Hearts in the Heartlands.

Prompted by the House of Diamonds, the four nations formed a body known as the House of Cards, a council where the four houses could discuss and resolve difficulties without resorting to warfare. And for nearly two hundred years, the House of Cards and the four nations stood.

1700: The Mind Illuminated, The Fall of the House of Cards

For almost two hundred years, the House of Cards kept peace by giving the four Houselands a forum to discuss conflict rationally and without bloodshed. More recently, and with alarming frequency, conflicts were exploding into open hostility. In particular, Spades and the Heartlands were in a constant struggle, and the Midland River was unsafe for fear of abuse from one side or the other. The House of Cards shook. The epicenter of this conflict was Faraway, wherein the House of Cards met, and where each House had a small force of men. Clubs had the strongest presence, and was closely allied with Diamonds at the time. Together they traced every event to a single organization and uncovered the plot behind the conflict.

There existed a group of like-minded men and women who believed in the importance of the Laws of Science. They called themselves the Mind Illuminated. Their ranks were filled with higher ranking members of society, many only a few short steps away from the thrones of each of the four Houselands. On the surface, the Mind

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Illuminated seemed to be a school of enlightened thought, but for two decades they had been maneuvering behind the scenes to steal control of the Houselands for themselves.

The Mind Illuminated succeeded in toppling the House of Cards. Before they could assume control, however, the houses of Clubs and Diamonds exposed them and brought their plans to an end.

High King Farraway

The same king of Clubs and queen of Diamonds who foiled the plot of the Mind Illuminated took control of the ruined House of Cards and united the four Houselands under the throne of a High King. They relinquished control of their individual houses to their successors and settled in the city of Farraway. Each of the four Houselands swore fealty to the new High King, and such is the way it has remained for the last three hundred years.

Cottington Woods

Stretching north over the Border Hills to just south of Collamoor is the enchanted Cottington Woods. During the early years of the Robber Barons the forest covered much of what is now the four Houselands. Over time the forest has seen over three quarters of its acreage removed. The forest seems to have a mind of its own, and it now resists the passage of men.

Legend tells of a force of three hundred Frostwroth that travelled south along the coast to invade Collamoor. Normally this would not be a treacherous journey, except the path brought the men through Cottington Woods. The force was never heard from, and the Frostwroth have never again attempted to send men to raid the coast except by sea.

The Riding Hoods were assembled by one of the later kings of Farraway. Woodsmen all, it was their job to patrol the forest and to protect the Houselands. They were very proud and highly dedicated men and women.

1800: Anathema and the Invasion of Dreams

Demons from Anathema crossed to the Written World through the dreams of the inmates of Asylum. The countryside of Westall saw violence on a scale like nothing this side of total war as invaders attacked without warning and retreated, using patients as living gateways to and from the Slumberlands. There was little anyone could do to defend themselves. Even the Priests of the Word could not act fast enough to fend the creatures off. It was the inmates of the Asylum themselves who managed to face the demons, sealing the gates that were created. Asylum was moved from Westall to its current home on the side of the Black Mountains, where it remains as the training ground and headquarters of the Sandmen.

The Red-Castle Railway

The Red-Castle Railway was a joint venture by the Diamond and Spadelands to build a lightning powered railway to connect the lands. Tracks were laid between Redbridge and Midcastle, with stops in central Farraway, the Farraway Warehouse district, and the Heartland city of Briardown. The loud screeching cry and the earth shaking vibrations it created as it went by, combined with most people's lack of trust for anything built using the Laws of Science, saw the railway in constant disfavor.

Still, the building of the way continued, and plans were even made to run a track through Cottington Woods from Farraway all the way to Collamoor. The Halfway station was built on the north side of the Border Hills and construction on the tracks began. With the tracks laid down only a few miles into the woods, construction stopped, and the project was shelved indefinitely. The way stations were decommissioned, and in most cases the bodies of the lightning powered cars were left where they were.

1850: Colonizing Lakupaparoo

A fleet of settlers from Farraway traveled west to colonize Lakupaparoo. Originally made up of members from the various Houselands, the settlers eventually established the House Down Under.

1950: Queen Equiline Farraway and her Very Bad Bargain

The mother of the father of the current King Aaron Farraway was Queen Equiline Farraway. Her love of horses was well known, but her reign as High Queen would forever be remembered because of her Very Bad Bargain.

Equiline took the throne when she was very young, the Queen before her falling to an illness the Priests of the Word could not cure. While out riding one day the young queen encountered an old woman on the road. Being short of sight, the woman did not move out of the way. The queen insisted, and when she did the woman asked, "Who are you, young thing, to tell me to get off the road?"

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Equiline told her, "I am Equiline Farraway, and I am the Queen. Because I am queen, all these roads belong to me, and I can do what I want."

The old woman regarded her. She said nothing more, and she moved herself laboriously out of the queen's way.

Many years later the queen was married and she bore in turn four children, all sons. When the boys were older, it came to pass that the oldest son, the heir to the throne of Farraway became ill, and it was realized that he was ill with the same sickness that took the queen's mother. The Priests of the Word still knew of no cure to save him.

The queen called before her the three younger sons. In turn she told them, "Your brother is ill, and there is no known cure for his illness. Yet you are princes of the land, and as such you can do what no other can. I want you to travel the land and find for your brother a cure." The boys set out in different directions. Many months passed and the oldest brother grew worse.

When the youngest brother returned he found his mother. "I have failed to find for my brother a cure." Queen Equiline was disappointed.

When the second youngest brother returned, he also found his mother. "I have failed to find for my brother a cure." Queen Equiline was disappointed and distraught, for there was only one brother left.

But when the final brother returned, he was not alone. With him was a woman, a witch from the woods. "It is as you asked, mother," the son told the queen. "I have found for my brother a cure."

The witch told the queen, "I can cure your boy, and I will do so, but only for a price."

Equiline said, "Do you know who I am? I am Equiline Farraway, and I am the Queen."

The witch said, "Be that as it may."

Equiline grew stern, but the witch would not change her mind. Finally, because her son's life was at stake, she said, "Very well, what is the price?"

The witch said, "Your horse."

The queen's love for her horse was well known. She thought to refuse, but she saw the witch would not be moved. Besides, she planned to back out of the bargain as soon as her son was cured. She was the queen, and could do what she wanted. She told the woman, "Fine. One horse, a dozen horses, it doesn't matter to me. Just cure my son."

The witch did, and when she did she said to the queen. "I have upheld my part of the bargain, Queen Farraway. Now it is time for you to uphold yours. I would have the horse."

The queen told the witch, "You will leave with nothing."

"Are you sure?" the witch asked. The queen did not respond, so the witch said, "That is twice you have shown me rudeness, Queen Equiline Farraway. Do you remember?" The witch revealed herself to be the same old woman that the queen encountered years before on the road.

The queen remembered. She grew angry. "Get out," she told the witch.

The witch said, "I shall take the horse."

The queen called her guards.

The witch told her, "That is thrice, and that is unforgivable." She did not grow, but her presence suddenly filled the room.

The queen grew very afraid. "You are no witch. You are a fairy."

The witch said, "I would have taken your horse and left with it, and the scales would be balanced. But you were rude, and now I shall take them all."

The queen was rash, but she was wise enough not to argue. "Yes, of course. I'll show you to the stables myself."

The witch told her, "You don't understand. You are Equiline Farraway, and you are the Queen. Because you are the queen, all the horses belong to you. I will take them all."

Equiline blanched. "You cannot."

The witch smiled cruelly. "I am fairy. I can do what I want."

That is why there are no horses to be found in the Houselands.

For Want of a Horse

The loss of every horse in the Houselands was felt across the land.

The Riding Hoods were without steeds to ride. The queen, feeling the riders were now ineffective, disbanded them. But the Riding Hoods were loyal to their cause. Most were very proud and many, after all, had no place else to go. They regrouped and reformed under their own banner, private patrollers and protectors of the woodland and

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of the people who live there. They still wear the riding hoods of their former office, and still attempt to carry out their duties on foot. The leader of each band of Riding Hoods wears a red hood as a badge of office.

There was renewed interest in the Red-Castle Railway. Many of the way stations were reopened, and one train was refurbished and readied for active service. However, damage to the tracks that crossed the land was extensive, and, while interest was renewed, there were not enough funds raised to breathe life into the project again.

The Halfway Station was among those that were reopened. Without a functioning railway, however, it served no purpose. It was sold to a private owner and refitted to serve as an Inn for travelers about to set off into Cottington Woods.

1980: The Beanstalk and the Jacks

There was a boy in the land of Diamonds who traded a cow for a handful of magic beans. Needless to say, the boy was punished severely when he returned home to his mother, who in turn took the seeds and threw them out the window. In the morning, both mother and boy were found crushed to death with a beanstalk reaching into the sky where their house had been, and bits of cottage scattered all over the Diamondlands.

The King of Diamonds regarded the beanstalk, saw that it reached into the sky and out of sight, had no idea what to do about it, and so left it well enough alone. The next day his guards were found flat beneath footprints that led off into Cottington Woods. The tracks disappeared in the UnderMarsh, but it was clear as day where they had come from.

It was also clear that exploring a sky-high beanstalk was not a job for normal soldiers, so the King of Diamonds asked for aid from the High King of Faraway, and the High King sent the jacks. Three jacks spent hours climbing the stalk, resting often on leaves as wide as houses. Though the day was clear, after nearly half a day the Jacks began to climb through clouds, and when they finally emerged it was to a mist enshrouded landscape of floating mountains.

The jacks saw the enormous beings that inhabited this land above the clouds. Exploring, they came to a modest home, equal in proportion to the giant men, and they entered it. They split up, for there were many rooms.

The first jack came to a room filled with bags of coins. Each golden point was as large as a warrior's shield, and hefting one was about all he could manage. The second found a kitchen and a counter, and a nest on which sat a goose that laid eggs of gold. The third found a magical harp with the face of a maiden that begged him to secure its freedom. The three jacks met back at the cottage door. The harp warned them that the giant master of the house would be back soon, and they must hurry and be away. Sensing the wisdom in her words, the jacks hastened toward the stalk and their way home.

The third jack carried the harp upon his back, and so the thing could see the cottage as they left it. It saw the giant return even when the giant did not see the jacks. The harp let out a shriek of terror and cried out for the jacks to run. The giant heard the cry, and gave chase.

The three jacks ran faster, but they were no match for the long legs of the giant, and he was almost on them when they reached the top of the long climb to the ground. The first jack was burdened with the heavy gold point and was last in line, and the giant picked him up and hurled him out into the sky, where he fell past the stalk and tumbled a very long way to the ground far below. The second jack was soon overtaken, and hid himself in the vines of the stalk where the giant was hard pressed to reach him. The third jack continued with great haste down the stalk. The harp continued to cry out, and he was tempted to toss it if it did not shut up, but he did not. When the second jack sailed by him and the stalk began to shake, he looked up to see the giant on its way down.

By then the king's men below saw the giant. The golden coin had long since fallen to the ground and had narrowly missed striking the Diamondland king. The jack who carried it, however, landed atop the monarch and crushed him dead. Now the king's men watched in horror as the second jack struck the earth. Not seeing the third jack and fearing he had met his fate high above, they set upon the stalk with swords and axes. As the giant grew closer they forwent the sharp instruments, and set the stalk ablaze. They fled, and it was then that the third jack and the harp reached the safety of the ground. They also fled while the stalk shook and wavered and the giant came down after them. The monster reached the ground and gave chase, and at that moment the stalk, weakened by the damage at its base, by the fire and by the weight of the giant, broke. It fell upon the giant, the jack, the harp and the fleeing king's men, crushing them and killing them all.

To this day the remains of that great stalk still lay along the northeast border of the Diamondlands, attracting herbalists and wood witches who seek its various strange growths.

1990: Mount OverMarsh Closes its Doors

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At the best of times, goblins do not make good neighbors. They frequently get into things and take things that don't belong to them. Typically, upstanding people do not seek them out. But goblins are great burrowers, and from their warrens they pull the greatest supplies of precious metals in the world. So despite their role as society's estranged, it was very clear when, about twenty years ago, they faced a crisis. Mount OverMarsh, considered the capitol of things goblin, sealed its doors, cutting off the goblins outside from those within.

For a society whose magicians specialize in making doors to almost instantly transport themselves from one place to another, the event was also very curious. The goblins have no answers.

2012 to 2026: The Evil Fairy Queen

These events occurred during the Cottington Woods: The Evil Fairy Queen Campaign.

2012: The Cotting House and the Woods Awakens

Vigo Cotting announced the opening of the Cotting House, an Inn near the center of Cottington Woods, just about halfway between the cities of Faraway and Collamoor. Gatherings commenced wherein the settlers around the woodland met at the Cotting House to conduct business.

The large number of new travelers in the woods awakened the Old Forest, and houses and people were swallowed by the Woods. After many trials, a bargain was struck with the Arafel, the Guardian of the Woods, who spoke on behalf of the Spirit of the Forest. Four anchors were placed within the Woods to extend the protection of the Woods to the settlement of Cottington.

2013: The Burning of the Grim Abbey: The Fairy Queen Baeldannen burned the Abbey of the Grim Brotherhood to the ground. The ruling abbot died in the fire. The Church remained without an Abbot for some time.

The Burnt Tree

An ancient Treant was awakened in the Woods and gathered an army of Treants that began to attack human settlements along the southern Clublands. The Burnt Tree was eventually put to rest.

The High King's Wedding

High King Aaron fell in love with the Lady Arislin, and planned a wedding at the Cotting House. The people of Cottington Woods learned that the Lady Arislin was in fact the Evil Fairy Queen Baeldannen in disguise, and that the High King was bewitched. They discovered that Aleena Crofter, High King Aaron True Love who was long believed to be dead, was still alive. They located her and brought her and the High King Together, undoing the spell on the High King and thwarting the wedding.

2014: Nightmares Walk

Nightmares walked in the Cottington Woods, consuming and harming many, and the Church of the Word sent a contingent of priests to bring an end to the threat. Woodlanders gathered to confront the Lady of Nightmares, who had taken possession of Ishariel, the head Sandman, and used her to invert the Waking and Nightmarish worlds. The Woodlanders defeated the Lady of Nightmares and restored the Woods. Ishariel fell into a deep coma.

Ulkarion, the Demon Wolf

Ulkarion Bearkiller, a local wolf king, united all the packs of the woodland and brought war to the people of Cottington Woods. It was later learned that Ulkarion had been possessed by a demon from Anathema. The Paladins of the Church of the Word, the Riding Hoods, the Clubland Army, and the Woodlanders fought the wolves and banished the possessor demon.

The Telling

The Telling was an event that occurred once every hundred years, and it allowed mortals to re-write any one tale. The Moon Children, those woodlanders with a tie to the fairy Moon, told the tale of awakening Ishariel, who recovered from her coma.

The High War Begins

The King of Collamoor married Lady Belladonna, who was in truth Baeldanne, who had again taken human form to try and wrest control of the human lands.

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High Queen Aleena fell victim to the Stepmother Curse, placed on her by the angered Fairy Queen, Baeldannen. She took control of the Houselands and accused the woodlanders of bewitching the High King. The Houselands were divided in civil war. The High King led a group of Woodlanders into the throne room in Faraway City using secret means and dethroned Aleena. Aleena escaped with the King of Collamoor.

Collamoor declared war against the other Houselands.

2014-2016: The High War (or the War of the Curse)

The Heartlands and the Diamondlands come to the aid of the High King, with the Clublands on the side of the High Queen. The Spadelands initially refused to take sides, but eventually joined sided of the High King.

Lady Belladonna Collamor forged an alliance with Simrock, King of the Frostwroth, and gave the Frostwroth entry to the Houselands, where they begin to pillage. War came to Faraway City.

The people of the Cottington Woods again come to the rescue, revealing the curse upon the High Queen and that Belladonna was in truth the Evil Fairy Queen herself, who had ensorcelled King Roderick of the Clublands. Arafel, Guardian of the Woods, came to the aid of the Woodlanders to declare war against the Evil Fairy Queen, and in the end, the heroes of Cottington Woods defeated the Evil Fairy Queen and imprisoned her. King Roderick gave his life to save the High King and High Queen.

The notorious brigand, Robin, was exposed as the bastard son of King Roderick, and forced to take the throne of Collamoor upon his father's death. Princess Virtue Faraway and Prince Robin are betrothed.

The Invasive

While the war raged, a strange plant-like life form, *the Invasive*, began to appear throughout the woodland. It choked and consumed plants, destroying crops and causing starvation, and quickly began to consume and twist animals and people as well, turning them into creatures controlled by the hive-mind of the Invasive Queen. The Woodlanders eventually discovered that it originated in a distant corner of the Fiary Land, and had been introduced to the woods by Baeldannen. With great effort the woodlanders located the Lygodium, a species of moth that fed on the Invasive, and used it to consume and destroy the Invasive.

The Deadwood (aka the Deathwood)

In 2015, a grove of the Cotting Woods suddenly and mysteriously died, and any living creature that came within it would sicken and die as well. Stories claimed that the Daughter of Death, Morrigan, had made this grove her home while she sought her living love, and her presence caused all around her to die. In 2016, stories further told tales of how the woodland heroes, having united Morrigan with her true love, beseeched Death on his Daughter's behalf, and that Morrigan was made living so that she might be with her true love for whatever remained of their life, though Death did not promise that life would be kind to them.

The Shadows of Mount Overmarsh

The Goblin Trickster, Rimple, with the adventurers of the Woods, had opened a Door to Mount Overmarsh, only to discover the mountain home of the Goblins was overrun by dark Shadows from a Door opened to the Deep Dark. With great difficulty, they closed the Deep Dark Door and then resealed the Door to Mount Overmarsh, trapping the remaining Shadows within.

The new Patron, Alice

Alice, Princess of the Heartlands and inmate of Asylum, ascended to become the Patron of Madness. She introduced Paradox to the Written World.

The new Brother Abbot of the Grim Abbey

The Abbey Grimm was rebuilt in Redbridge. Father Nolan became the new abbot.

2016: The Wedding and Rebuilding

Princess Virtue and Prince Robin married. Both the Clublands and faraway rebuilt after the short but brutal war against the Evil Fairy Queen. Animosity between the Clublands and the other houselands remained, but there was an overall time of peace.

2021: The Naming Day of Prince Roderick

Princess Virtue and Prince Robin bore a son. In a small ceremony at the Cotting House they named the boy Roderick, after the late King of Clubs.

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2026 to 2029: Cottington Woods

These events occurred during the Cottington Woods: Tales of the Cotting House Game.

2027: (The Start of the Tales): The Library of the Cotting House

Abbot Nolan blessed the Cotting House library, recognizing on behalf of the Abbey and the Church that this was one of the locations where the new Patron, Alice, had often told her Tales.

2026: The Long Youth of Prince Roderick

In Midsummer of 2026, Prince Roderick of the Clublands was kidnapped from the castle in Collamoor, though some claimed he had wandered into the Fairy Mists and was lost. Some stories claim he was taken by the Fairy, Arafel, to whom it is whispered the now-deceased King Roderick had made a bargain. Queen Virtue, with the Prince's Protector, Cyril of the Silver Hounds, and various Heroes of the Woodlands, ventured into the Fairy Mists to rescue him and while they were successful, freeing the prince in the course of just a couple of days, 15 years had passed for the Prince while within the Fairy Realms, learning to be a hero himself in service to the Guardian of the Woods. If the stories are to be believed, he hunted down the thieves who had stolen lamp prison of the Evil Fairy Queen, recovering the bottle and tossing it into the volcano, Scheherazade's Crown (called Demon's Doom or Demon's Eye in old, old stories, but named later after the Grimm Abbott, Scheherazade, who herself had hailed from the Dustlands before rising to Grimm Abbott, known for the Thousand and One Tales she wrote of that far away place), though some stories claimed this happened in Fairy, not in the Written World. The heroes, summoned to him by the Horn of Heroes, aided the Prince in his quest and then returned him home, now a young man.

2026: The Defeat of the Harrowed Nightmare

With the aid of the Heroes of the Woods, the Sandman – led by Ishariel (beloved leader of the Sandmen and Caretaker of the Asylum) and Doctor Johan Burgess – were able at last to free the Woods from the Nightmare of the Harrow, but Ishariel herself was slain in the attempt. Rumors claim, however, that her ghost still remains, haunting the Asylum.

2027 to 2029: The War with the Wolves

The white wolf, Ovinhur, raised in the ways of war by the Frostwroth and responsible for wiping out the Clubland village of Hapmoor, took control of the wolf packs of Cottington Woods and waged a war to kill all humans. While the Riding Hoods lost many in the battles that followed, the woodland heroes rose up to at last defeat the wolf and return peace to the Woods.

2029: The First Letter of the First Patron's Name (and the Ghosts of the Cotting House)

Rumors had always persisted that the Cotting House was rife with ghosts. Sometime in the early history of the house a ritual had been performed, and a side effect of this ritual created a sort of trap that collected those who died while bearing the Cotting name. Late in 2029 the woodland heroes entered these spectral hearthscapes and learned the reason for this ritual. An ancient artifact of extreme if unknown importance was hidden in the house, a letter of the First Patron's name. Demonic agents had been hunting this artifact, and the heroes defended it from one such agent, a demon called the Relentless. They thwarted the demon and banished it to Anathema, met the ghost of Callahan Cotting, who had first cast the ritual and had since become a new patron while he was secluded in the Cotting House, and returned to the living world with the Letter in their possession.

2029: The Change Winds of the Fairy Mists

The Change Winds of the Fairy Mists swept over Cottington Woods, stealing away many of the woodland heroes and leaving only questions in its wake: what caused it to sweep out of the Ealdwood? What happened to the woodland heroes?

2029: The Winter That Wasn't

For a reason that isn't entirely clear, winter never came to the Houselands in 2029-2030. The frozen north remained frozen; it is not as if unusual summer came. But rather, the frosts never came in the fall, and while temperatures cooled with the turning of the seasons, winter itself never made its way south. Some claim that the Fairy, Jack Frost, had gone missing, and while known as a Jack among the Fairies, he was also the harbinger of

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winter's coming. Others claimed that this was because of the Fairy Mists rolling out of the Ealdwood, home to the endless Summer of Fairy it is said.

2029-2031: After the Change Winds

In the two years since the Change Winds swept through the Cottington Woods, much has changed even as much has remained the same: The Cotting House continues to be a waystation for those traveling through the Woods and a central gathering place in the small but growing community in the Woods. But the Change Winds shook things up; moving a river here, a house there, making the distance between one point shorter and another longer. And the Mists lingered, spreading out from the Ealdwood, sometimes pooling and appearing in the Woods without warning; some who wander into them never return, some pass harmlessly through them. The Woods have grown darker and more dangerous, with many fairy beasts once confined long within Fairy now roaming at night or in dark stretches, preying on the unwary. Some of have been haunted by Nightmares, speaking of a Hollowed Lady. The Riding Hoods have been hard-pressed to keep the Woodlanders safe and provide protection for merchants, traders, and travelers. It is whispered that the Guardian of the Woods, the fairy Arafel, is less patient with the mortals trespassing in places outside the established paths of the Woods. Certainly the Woods itself is less tolerant of large caravans crossing the Woods, and as such – and the need for protection from dangers in the Woods – trade has slowed between the Clublands and the southern Houses, and from Taiden Sheh to the Houselands, as a result. Prince Roderick of the Clublands has remained serving with the Riding Hoods during this time.

The Deadwood (also called the Deathwood) had receded somewhat in the first five or so years after it came to be, but the heart of its grove has not healed in all this time, despite efforts from the Grandmother of the Woods and her Apprentice, though a single lily has grown in the heart of the Wood. And it is said that in some parts of the Wood, a strange blight has affected some of the trees.

In the Houselands, the affects of the Change Winds were felt, though less so. Life continued much as it always hard, though the hit to trade caused hard times in some areas, and reports of rising undead, or bands of trolls, fearsome werewolves, or hungry dragonlings maudering in the countryside, became more common than they had before.

The High King Aaron and High Queen Aleena continue to rule, and are generally much loved by the people and their reign is good, but of course politics among nobles remain as they ever are, with each Houseland seeking power and favor, not to mention the internal politics of each Houseland.

The finding of the First Patron's First Letter has invigorated excitement among the Church and would-be adventurers that the remaining letters might be found, and a number of expeditons have set off in the hopes of finding them; for example, The Society for Extraordinary Adventurers it is said has undertaken an expedition to the Dustlands, at the behest and funding of the Church. Other adventurers set out across the Houselands and even de

2031: The Long Winter of 2031

The winter of 2030-2031 was a harsh one, with winds carrying snowflakes swarms from the north before any sign of frost after the Harvest. It caught the Woods unaware, and before all harvests were brought in, leading to a hard winter in the Clublands and Woodlands. But when the spring came, the winter storms remained. Spring planting was delayed in the north, and while the South faired better, the spring was colder than it had been in recent memory. As cold spring turned to cold summer, it seemed almost as if the Woods fought back, fairy mists rolling out among the trees in the dawn of day carrying with it the warmth of summer winds, only for snowflakes to often return in the dark of night like a swarm of bees rattling among the treetops. And though they melted in the dawn's warmth, the summer was cold and the plantings in the north faired poorly. Worry set in at what little harvest there might be. It is whispered in rumors that the High King and Queen even journeyed to the Woods, to meet with their old friend Vigo Cotting and the others who remained of the Company of the Heart, perhaps seeking an answer.

And if the long cold of the year wasn't enough, in early Fall, the Change Winds of the Fairy Mists returned...

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16.3 The Kings Laws

The King's Laws are followed throughout the Houselands, and in every Houselands city around the world. Misinterpreting the laws is difficult, but becomes easier as you get into the details. The farther you enter the wilderness, the harder it is for agents of the King to establish order, the more often the laws break down.

Cottington is under the direct control of none of the Houselands, but they still follow the laws. The woodlanders appreciate their pseudo-independence, and should try and seek an end to any legal issues without asking for outside help. Attracting too much attention in this way might result in the High King or the King of Clubs seeking to take a more active role in Cottington's affairs. (Right now, the woodlanders do not pay taxes...)

Listing the complete Kings laws and their clauses would fill a library. Here are a few of the major laws, and some thoughts behind them.

1. Do Not Cause Harm to Come to Others.

You should not assault others, directly or indirectly.

If someone assaults you in someone else's name, either for pay or not, the penalty is the same for both the attacker and the originator.

2. Do Not Stand Idle and Allow Harm to Come to Others.

A clause to the first law, this is harder to enforce. For instance, you are exempt from this law if trying to aid another would put you in direct harm. You are also exempt from this law if you THINK aiding them would put you in direct harm. Then there's the definition of direct, to consider.

Very strict law abiding folks attempt to follow this law, but it is almost never enforced.

3. Do Not Compel Others to Act Against Their Will.

Taking Away another person's freedom of choice is an option only for those with authority, and that authority must come from the High King (directly or down the chain of command). Certain effects and items that have those effects (love potions, for instance), are illegal.

There is some question as to what is the legal age of consent, wherein a parent is no longer able to make decisions for their child. Typically this is judged on a case by case basis, and either is fairly cut and dry, or take so long that the child grows up, and the case is no longer an issue.

4. Do Not Take That Which Belongs To Others.

This law is the easiest to understand. Don't steal. Ownership claims may cloud the issue. After a period, the dead lose the right to claim ownership of their belongings, and those belongings should fall to any rightful heir. Ancient robber baron tombs and caches, however, muddy the issue further. While information found in those places should go to the church, the church as no need for the items of treasure that may be found within.

5. Do Not Act Against The Good Of The Houselands.

You should not harbor enemies of the Houselands. You should immediately alert any figure of authority if such an enemy is discovered. You should not act in any way as to endanger the nation, to steal from it, or to abuse it.

The King of Faraway is an Extension of the Houselands.

This includes the royalty of the four houselands and their families. Acting against them is treason, and in direct violation of the Fifth Law. The Second Law is strongly enforced where the high families are concerned.

Again, these are loose interpretations of the Laws and some issues surrounding them. Most woodlanders seek to avoid breaking them, and when that does happen, they try and sort things out for themselves. That said, they cannot lawfully ignore the laws, and they know that doing so would bring down a large ration of trouble on them.

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16.4 The Patrons

The First Patron wrote the Written Word, creating the world and all the things on it. He created the realms of fairy, the mists, the Slumberlands and even Anathema, home of demons. He is the author of all things.

Other Patrons followed.

Patrons were once men and women, but are now something both more and less. They can sometimes be seen walking the world, but they do not interact with the world, and nothing at all seems to affect them. Only on some far away level do they seem to hear or see the world around them.

On rare occasions, wisdom may be gleaned from a patron's words, but this is tricky because the patrons never speak directly to the people around them.

It is usually best to leave the patrons alone, when experiencing them or not. It is most likely true that they can sense the world without being present, and to that end people will try to direct their attention, either to them or away. Patrons are often known to embody the kinds of stories that they write. At the same time, it isn't absolutely certain if the patrons write the events of the world and so those events occur, or if the events occur and are then written down.

As with fairies, it is sometimes best to leave patrons well enough alone.

The Greater Patrons

There are countless patrons who roam the world, ghost-like with their eyes glued to the pages of their tomes. Below is a list of some of the better known patrons, and how they are associated.

Mother Goose

The Mother is considered by many to be the second patron. Some believe she is called the Mother because to her, all others are like children, and others believe it is because she favors tales for children or about them. Her tales are the oldest of any other Patron, and although there have been no new ones discovered recently, most suspect she is still around. Mother Goose rides an enchanted goose through the sky, and some believe that she lives in a comfortable cottage on the side of the moon.

Longstride, The Wanderer

The Wanderer is thought to have been to every place on the Written World. His tales typically involve much travel, or take place over a very long time. More often than not, they end without a satisfying conclusion, and it is very clear that the journey, to him at least, is what is important. He is well known for his attention to detail, and his pages often begin with a detailed map of his protagonist's route. He left markers called the Footprints of the Wanderer to announce his passing, or maybe just to remind himself of where he has been. Historians pay handsomely for the location of these places.

The Harrow

The Harrow is a patron to be avoided. He is attracted to the macabre, or perhaps he just writes that way. His characters typically meet unsavory ends. When a death is very painful or drawn out, most believe that Harrow penned it. Soldiers might ask that he sharpen their blade before battle, but even then they fear the same blade will be turned against them. Harrow is believed to be a scarecrow-thin individual, cloaked in shadows and accompanied by ravens.

Noss (the Curious)

Noss is not an exciting patron, which, in a patron, is often a good thing. Those who catch his attention often lead unexciting yet still fulfilled lives. He tends to write stories that explain things -- how they work and why. There's little action in a Noss tale, and ultimately, sometimes with persistence, the focus of his tales discover what they are after, and often end with a deeper understanding of the quieter dramas that unfold in the subtext of their lives.

Cupid

Cupid writes loves tales with a child-like innocence, and prefers stories of love and deep, throbbing emotion. Sadly, he seems to lack much understanding of how men and women act when thought is not involved, and his characters get themselves in a great deal of trouble that, ultimately, could have been avoided. The wise tend to want to avoid Cupid's notice, while the foolish or young at heart try very hard to seek him out.

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Johanna the Warrior

Johanna is a free spirit. Her stories typically are of high adventure and derring-do. Those she writes about typically have no cause to be bored, and to that end, she is another patron that most would rather avoid. That said, her stories are filled with reward, and those who embark on adventure on purpose could do worse than to have her write their tale.

Humphrey

It is a matter of some speculation as to how Humphrey found his way to become a patron. While his tales tend to cover a wide range of topics, they tend to ramble, and more often than not they end abruptly without any resolution. It cannot even be said that, as with the Wanderer, it is the journey that matters to Humphrey, because even those tend to be rambling and introspective without a process. Those who would embark on projects would do well to avoid the notice of Humphry, or face the more than likely possibility that that project will never see fruition.

Alice

The youngest of the Patrons, Alice - formerly Princess Alice of the Heartlands - ascended to be a Patron only twelve years ago. Her tales are often ones of Madness and Paradox, of Dreams and Nightmares, of things that are a reflection of the world we know but reveal a different truth. She was once a patient for many years at the Asylum, and it is said that Alice still sometimes visits, telling her tales to the patients there. Her greatest story is the tales of *Wonderland*, and some say that this world paradoxically exists on its own, a mad reflection of the Written Word.

Festia

Festia writes of celebration. Birthdays, weddings, and holidays are her bailiwick – such days always feel the touch of her pen, and on those days it is common to raise a glass in her name. While other famous figures feature prominently in the tales of Winterfire, it was clearly Festia who made the day as popular as it has become. She is perhaps the happiest of the Patrons.

Festia's husband is Papa Jingle, the Hearthfather, who was once a mere man but who became something much, much more as a result of Festia's writings.

Callahan Cotting

Callahan is the newest addition to the roster of known Patrons. When considering the scope of the Written World Callahan's influence is not great, but within Cottington Woods is is vast, as his tales have to do with the members of the Cotting family and the heroes who visit the Cotting House.

Other Patrons

There are hundreds, maybe thousands of other patrons. Their names are not all known, even to the Church of the Word. Many of these have the same level of fame or infamy as the patrons listed here, but most are far less well known.

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16.5 Currency

"For the love of money is the root of all kinds of evil."
--*Timothy*

10 silver points = 1 gold point

Briardown

Modern coins are minted in the Heartlands, in a well protected castle just outside the city of Briardown.

The Shape of the Coin

There is some controversy over the shape of the point. Ages ago the coins were fashioned after arrow heads, and that shape has been largely maintained. But there is no denying that the current silver and gold points bear as much resemblance to the symbol of the Heartlands as they do to the arrowheads of old. There is some movement by the other houselands, especially the House of Diamonds, to move the production of coins to a less partial location. Naturally they recommend themselves.

Types of Coins

Curren Gold Points

Around two thousand years old a couple hundred of these were minted. Most have been melted down or lost. They are larger than the common gold point, but because the gold content is less pure, they are still worth a single gold point. Collectors will often pay a great deal more to obtain these relics.

Common Silver Point

These small coins are the foundation of the economy of the Written World. One silver point is the lowest coin value possible.

Common Gold Point

The gold point is about four times the size of the silver point. Ten silver points is equal to one gold point.

Paper Bills

Conceived of by the Church of the Word, paper bills are the new thing in currency. They are maybe two generations old. They are legal and recognized by all the houses. They are available in several denominations, and valued on the bill in points (never stars), although the reference is understood when the bills are used.

Currently, there exists the 5 point bill, the ten point bill, and the fifty point bill.

Other Coins

It is possible to find coins from places around the world. The Petal Kingdom and the Dustlands have their own form of currency. The natives of the deep Barumbi Basin and the Wikapapuji Islands, and the tribes of the Canyonlands each barter for trade, but they understand the value of points, and will sometimes trade for them. The Houseland cities, even as far as Lakuparoo and the Barumbi coast, all rely on points.

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16.6 Common Holidays of the Houselands

"There's nothing like a good party to put you in the festive mood. Let's celebrate!"
--*ascribed to the Patron Festia*

"To celebrate a festival means: to live out, for some special occasion and in an uncommon manner, the universal assent to the world as a whole."
--*Josef Pieper*

"You cannot celebrate the Festival of Light before combating the darkness within!"
--*Kapil Raj*

WinterFire ("Gifting")

When the wind blows hard and cold down from the frozen Frostworth, and snow blankets the Woods in the sparkling dust of Winter, when the light has fled such that the night reigns as the longest and darkest of the year, the people of the Houselands gather about their Hearths to celebrate the Winter's Fire - or WinterFire as it is commonly known.

Stories say that this is the day the word "Fire" was first Written, when the First Patron gave the Written World warmth to chase away the winter's cold. The Men of Science and some who favor Noss's stories say that this is when Curious Noss first struck two stones together, creating the spark that would start all inventive creations. Many, however, argue that moment was well after the word "Fire" was written. Others like to say that the Fire was given by the Fairies - or stolen from them, or won from them by a mortal who struck a better bargain. But even with all the other stories that tell of the first WinterFire, all generally agree it was the day the Word Fire Was Written, and so the name came to be.

Whatever the legend, this is the day in the Written World where the Longest Night of the year passes, and the next day (WinterFire Day) the light of the sun begins to reclaim the seasons, leading towards Spring. It also marks the New Year, when Tales begin anew. Beginnings of any kind are auspicious this day, just as endings the night before are blessed. While the Spring Equinox may mark the end of Winter and is a cause of celebration of new life, WinterFire is a reminder that the Winter will end and a time to gather to tell new Tales in preparation for the new year -- to gather round a fire to remember that the sun always returns and indulge in a spirit of companionship and goodwill and charity, to share what one has with others. It is tradition, on the night of WinterFire, to give a gift of something Written (or drawn), whether a book, or a story, a letter or a poem, or even just a name embellished on paper.

But for many in the Houselands, WinterFire is also known as "Gifting" and is a time when people exchange gifts, do good deeds, and generally try to help each other out. It began long ago, so the Stories say, near where the Cotting House now stands, deep in what was then called the Ealdwood by the Fair Folk and the Cottington Woods by those mortals who had come to make it home. An old toymaker made his first toy, a gift for a child in need, and began a tradition of crafting toys for all the children of the Woods, delivering them in the middle of the long dark night so that they would have a surprise awaiting them come morning. **Festia**, his wife, so taken by his deeds, wrote of them, until he became well known and caught the attention of the Fairies; the story of the First Gift moving even the Fair Folk. Jack Frost, so delighted by his deeds and the gift given him, Touched him with Fairy Magic to make him Immortal to that he could continue to deliver his toys to children forever. The people of the Woods called him the **HearthFather**, given his kind nature like that of a father and his coming through the Hearths to leave gifts, and the name Nicholas was lost to all but the most dedicated of scholars. The children, though, had a different name: **Papa Jingle**, they called him, for the sounds of the Bells upon his sleigh. Listen, they would say, if you listen with your heart, you can hear his bells upon the wind.

Some, though, wonder if it were not Festia's writing that made the HearthFather immortal. Her stories so inspired that she earned Noss's favor and became a Patron, of the WinterFire celebration and celebrations of all kinds. She wrote many stories - including those of the Kringles, fairies much like elves (and governed by their rules) who came to help Papa Jingle make all the toys for the children in his workshop. And Papa Jingle always helped with the toymaking, using the same tools he had with that very first special toy, for crafting the gifts was his joy.

To their parent's delight, children worked hard to earn Papa Jingle's favor in hopes that he would bring him a toy. However, some parents found the promise of toys was not enough and began to tell stories of a bogeyman, the

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Krampus, who would steal away naughty children in the cold nights of Winter. This creature finds its way into some of Festia's stories, despite her husband's plea, for he hated those tales. Children often carry bells, because, so the story says, the Krampus avoids the sound.

The Woods has many other traditions not as widely followed in the Houselands. It is said that those with a kind heart and generous soul might find their way to see the Tree of Jewels on this night, welcomed on this one night by the Guardian there. Many Woodlanders decorate trees in or near their homes with candles or magical lights in honor of the Tree of Jewels and in the hopes, perhaps, of earning the favor of the Fairies of the Forest on this night, so some say, the slumbering fairies of spring begin to awaken.

The Riding Hoods caution any from wandering too deep into the Woods - many dangerous and dark creatures roam the woods seeking a different ending to the year. Any Woodlander knows this for truth, and though it may seem counter-intuitive, they all carry lights when walking that night, to signal to the fairies that they are friends, that they are of the light that is returning. It is also why many sing songs, carols of the season: to earn the favor of fairies (they say the Guardian is fond of human music) and soothe the hearts of any beasts or dark creatures that may be lurking deep in the woods. It is said that one's house is blessed if carols are sung at the doorstep or within the Hearth, and it has become a favored pastime of the holiday for some. There is magic in song, they say.

Every year, Festia writes of the WinterFire, of the gifts and celebrations, of the kindness and joy of family and friends. Papa Jingle brings toys to nice children, and people across the land come together to celebrate the return of the light and the gifts of fire, friendship, and goodness. The magic of the holiday lives within the hearts of those who truly believe.

Midsummer

While many throughout the Houselands celebrate that Midsummer with games, stories, songs, and festivities, those who dwell within the Woods hold the celebration with especial esteem: it is said, after all, that the Woods are Fairy-Enchanted, and that the Fairies themselves will often come out to sing and dance within the Fairy Circles.

For those who have not lived long within Cottington Woods, these stories may be a thing straight out of the fairy tales themselves, and there are those who scoff at the idea of the Fairies coming to celebrate. But still, every year, there are those who travel to the Woods for the Midsummer celebration and come back with fanciful tales... and still those who never come back at all.

At the center of Midsummer Celebrations is often a Summer Tree. Throughout the Houselands, this might be a literal tree, or a pole is erected in the town to represent the tree. (It is considered bad luck to cut down a tree on this day, as it would draw the ire of the Fairies). Within the Woodlands, the Summer Tree is often one surrounded by a fairy circle of mushrooms; many of the Woodlanders gather at the Balmbearer Estate where the Great Summer Tree resides. The Summer Tree is decorated with hanging ribbons, bells, and other decorations, and attached to each decoration is a little note from the hanger asking their wish of the Fairies.

Throughout the Houselands, sweets and milks and other things are left on doorsteps at night, and it is considered a sign of good luck if the offerings are gone by morning. Within the Woods, these offerings are often left in Fairy Circles for the Little Folk, and doors are often unlocked – or even open – to show the Woods and its Fair Folk that they are both welcome and that the Woodlanders have not forgotten that they are in fact the guests here.

Even so, Woodlanders are careful to avoid entering a fairy circle unless invited, and while Midsummer does not carry the same threat as Mists Eve, an unwary mortal might still find themselves whisked away not to be seen for a hundred years, if at all.

The Woodlanders celebrate with games and competitions, songs and music, flower crowns and dancing. It is a joyous time to come together and celebrate all that the Woods are and give thanks to the Fairies within.

The Harvesting (more recently known as The Harrow's Reaping or The Harrowing)

As the harvest draws to a close and autumn begins to fade to winter, folks about the Houselands prepare for the upcoming **Harvest Day**, and the two dark evenings that surround it: **Lost Eve** (which some call the **Harvester's Eve**) and **Mists Eve** (called the **Harrow's Eve** by some, especially within the Asylum, or in those places where the tales of that particular Patron are often spoken on that night).

Last Harvest Day is the celebration of the last of the harvest for the year and the end of Autumn. This is usually celebrated with feasting, pumpkin carving, and the creation of gifts to appease the fairies and the dead for the coming evening.

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It is said that in the evenings surrounding the Last Harvest Days, the Lands of the Dead, the Fairy Mists, and even the Slumberland grow closer to the world, allowing for strange encounters. Many people put up superstitious signs and symbols and try to sleep through it. Others choose to enjoy gatherings and dares. Many people wear masks and disguises on that night to fool evil spirits and such creatures, though in many cities masks are worn only at parties and celebrations held indoors. Those who live within the Woods celebrate too, but they whisper it is because no fool would be walking the Woods on the Mists Eve. They know that the stories are true, and that all manner of creatures walk the Woods that night.

Lost Eve (or the Harvesters Eve) is the night before Last Harvest Day, and is more strongly associated with the Lands of the Dead.

Mists Eve is the night of Harrow's Eve (or The Harrowing), and is more strongly associated with the Slumberland.

Both nights the Fairy Nights draw close and pull in the unwary.

Some people refer to both evenings as Mists Eve, as tales say the dead can be seen either night and Nightmares haunt both.

In more recent years, especially about the Woods, many have taken to refer to the two nights and days celebrations as "The Harrow's Reaping" (or the Harrowing) because of the many dangers that are whispered to befall the unwary and the foolish. Certainly if ever there was a night to gather about a fire and tell stories of horror, the dead, and the lost, this would be the night... but equally foolish, too, to answer the knock at the door that follows the telling of the Tales.

“The Night of Veils”

In the **Diamondlands**, Mist Eve is known as “**The Night of Veils**” and is celebrated with Masquerades. While in most villages, this was a fun festival of elaborate costumes and guessing who is who, among the nobility, the powerful, and the wealthy, their Masquerade Balls were actually an opportunity for people of importance to gather information on their enemies or to set up moves in their political machinations.

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17 Appendix 1: Ethical Concerns

The following is copied directly from the Endgame web site with permission from Mac Brown, the Campaign Director. I decided not to repurpose the text because, frankly, I could not say this any better. Please read it, and understand that while our content will be different from that of Endgame, our concerns regarding good and bad, both in game and out, are the same.

Ethical Concerns

The people of Endgame Earth have gone through, and are continuing to experience, massive change and suffering. They are desperate, and in this sort of situation, custom and morality tend to drop far down a person's list of priorities.

That said, the players of Endgame are intended to be a cut above normal people. They are heroes, and they may be humanity's best hope of survival. The Endgame campaign will be the story of their efforts to do what's right.

Now, this is not to say that our staff will force anyone to create a "good" character, or control anyone's actions. It does mean that the majority of our staff's efforts will be put toward writing a story in which people can be heroic. Anyone not willing to work for the good of humanity, or at least go along for the ride with those who are, might not enjoy the game very much. We make no apologies for this, and are doing it quite intentionally. It's difficult enough to create an engaging world and series of storylines for heroes, without trying to accommodate villains as well. People who want to fight other players, or enjoy sabotaging the efforts of the majority, might find a different LARP more to their liking. If any player character is caught betraying humanity or acting against the players, staff will not mitigate the consequences, and they should not expect to be able to continue playing as that character merely because they are paying to play.

Fun and Sportsmanship

The purpose of this game is for the participants to have fun, including not only the players, but staff as well. This may not always be realistic, but it's what we're aiming for.

Endgame staff will attempt to accomplish this by telling an engaging, entertaining story that the players can participate in and influence. This story and its fun value are the most important part of Endgame.

It is the responsibility of all people involved in the game, staff and players alike, to make a reasonable effort to see that other people are able to enjoy themselves. If you are staffing an event, please remember that you are there to entertain the players. If you are playing, please keep in mind that the staff are volunteering their services to make the event possible and fun for you, and give them due consideration for this. Players who consistently cause problems or friction to the detriment of other people's fun, whether they are breaking the letter of the rules or not, may be asked to leave.

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Worth Repeating from the Beginning of our Rulebook:

A Note on Our Plot/Story Style:

We really enjoy making deeply interconnected stories that also weave into player and NPC backstories. This helps with the “small town” feel of Cottington, but also deepens connections between players, NPCs, and the plotlines we – and you - create. Your character histories DO matter, as do the NPCs you write into them. We may not use everything you write, and we may take it in unexpected directions, but we WILL draw on your character history.

This is not to say that every plotline is connected to one another – they are not – but neither are plotlines “sandboxes” with no connection to one another. What it does mean is that you may find out clues and information about one plotline in a seemingly unrelated plotline, so it is important to talk to one another and share information. We like to encourage players and communities to come together and work together; while there may be times you should not reveal info to a particular NPC, we will rarely if ever have plotlines where we expect PCs to keep knowledge *from each other*. (In fact, Priests have skills *to encourage knowledge sharing*.)

This also means that **details matter**. We acknowledge that we aren't perfect and that we do make mistakes (and we will inform everyone if one was made), but we do everything we can to ensure that everything goes out is *relevant*, even if only minorly so. If you are wandering the woods and come across some “wandering pain” but are being attacked by something out of the ordinary, that is actually information about something going on. For example, in our original campaign, the PCs once were misled by a villainous NPC to attack a tower that they were told had been enchanted by the Evil Fairy Queen, but rather than fighting Redcaps, Mischievous Sprites, and other minions that would fight for the Evil Fairy Queen, they were instead attacked by Dryads, Treants, and Will-o-Wisps. This was an intentional clue that the Tower had been enchanted by the Guardian of the Woods, not by the Evil Fairy Queen.

We aim for a bit of the “Sixth Sense” feeling: enough information that you *can* figure things out but might not, hopefully giving you that “ah ha!” moment when it all comes together and you see that you *could have* solved it and had all the pieces to do so.

Content Disclosure

This is a game based on fairytales, folklore, urban legends, stories and more. While there will absolutely be moments and plotlines of silliness, frivolity, and light-heartedness, many fairytales are dark, and Cottington often looks to twist those dark tales in unexpected ways. Thus, some story matter may be disturbing and may contain elements of trauma, systemic and personal abuse, mental illness, self destruction, addiction, the horrors of war, and other difficult topics. We strive to keep our game “lighter” than many mature LARPs in the area, but we do expect to touch on some difficult subject matter from time to time. Wherever possible, we will warn you if a particular module or encounter will have difficult or potentially triggering content. We have also created an in-game skill to “Nope” out of any encounter with no in- or out- of game consequence.

Add to the Immersion; Don't Detract From It

Take the game world as seriously as it is presenting itself at the time. Do not take actions that take away from the gravitas of a situation, especially where it would negatively impact the enjoyment of other players or NPCs. There will be moments of absurdity in Cottington for certain, but there will also be moments where terrifying things occur. Staff will do what they can to make things as terrifying in-game as possible, and we ask that you immerse yourself in the experience and refrain from using infantilizing nicknames for scary things, refusing to be affected by what's going on (unphaseable characters unfortunately don't work well in LARPs), or otherwise detract from the scene.

Ask yourself: Is my roleplay increasing the fun of the people around me? Am I raising up the roleplay of others and contributing to the collective experience in a positive manner? Is my roleplay adding to the emotion of the scene or detracting from it? If we all strive to be immersive and to consider the fun of one another, player and npc alike, we will all walk away having an amazing experience.

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Code of Conduct

"Be Nice."

This is the heart of our intentions and policies at Cottington Woods, and it is our expectation that every player, NPC, and Staff member embody this policy as well. We expect everyone to treat everyone with respect on an out of game level.

For example, if someone disregards an attack, give them the benefit of the doubt before yelling at them in combat. If you feel it is egregious or they are cheating, step out of combat and find a Staff member.

If you have a disagreement with another player, before you confront them, ask yourself if you would appreciate and/or be receptive if the same was given to you. If not, then moderate your approach to be respectful.

If an insult your character would make would offend someone on an out-of-game level, consider a different insult that can be taken entirely in-game. We do not tolerate the use of slurs or language stigmatizing mental health, non-neurotypical, or disabilities. Per Core Accelerant rules: *"Abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game."*

When providing feedback in PELs, understand that there are real people who worked hard and slept little to try to bring you a bit of fun, and so coach feedback in a respectful manner.

In short, BE NICE.

Have Fun, Be A Good Sport.

We want everyone at Cottington to have fun. We realize that this is not always obtainable, but it is something we very much desire to have, players and NPC/Staff alike. We hope to tell an engaging and entertaining story, one where we expect the Players to have agency to influence the stories told and to create their own that take us by surprise.

We therefore expect everyone to take on the responsibility of ensuring that not only they are having fun, but the players, NPCs, and Staff they are encountering are likewise. If you are NPCing/Staffing, remember that you are there to entertain the players. If you are playing, remember that the NPCs are volunteers giving of their time to entertain you, and show them courtesy for this. Players or NPCs who consistently push boundaries, cause problems, or deliberately impede other's enjoyment of the game may be asked to leave.

Harassment Policy

All attendees are expected to treat others with respect. Physical and verbal harassment and sexual assault will not be tolerated, period. LARPing can be an intense activity, and the staff wishes to provide a safe environment for players, NPCs and staff alike, regardless of gender, gender identity and expression, sex, sexual orientation, disability, mental illness, neuro(a)typicality, physical appearance, body size, race, age, religion, nationality, or any other factor.

Harassment is generally any behavior that annoys, alarms, or threatens another person or group, whether it occurs at in person or online. This includes (but is not limited to) unwanted or inappropriate physical contact, following someone around without their consent, threatening to physically attack someone, offensive verbal comments, display of explicit images, deliberate intimidation, unwelcome sexual attention, and online harassment or hate speech. If you approach someone and they tell you "no" or to leave them alone, you must do so immediately and have no further contact. If you fail to honor their response, they may have a legitimate complaint of harassment.

We do not tolerate harassment in any form. Period. Game participants violating these rules may be given formal warnings, expelled from an event without refund, or banned from the campaign entirely, at the discretion of staff.

If you experience harassment or if someone is making you uncomfortable, or you believe you have witnessed harassment against another, please inform John Mangio, Michelle Mangio, or Alysha Hosford, so we can handle the problem. You may send an email to harrassment@cottingtonwoods.com to reach us directly and immediately with any issues. **We care deeply about creating a welcoming and safe community.**

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Accessibility

LARPing by its nature is a physically demanding activity that also requires one to remember a lot of rules and information. We understand that this is not accommodating to a number of people, and strive to make our game more accessible and accommodating.

We have two standard classes that can allow those for whom physical accessibility is a concern, and whose skills are largely By My Voice or By My Gesture: **Bard** and **Architect** Path under Sandman. Both of these can play support or combat roles, or a combination of both. Additionally, the **Hearth Witch** role is centered around healing and support in central gathering places.

For those who do not wish to participate in combat, we have a section on Non-combatants and rules to support them.

We print copies of character sheets for players at the beginning of game so that you do not need to remember all of your skills, or have the means of making your own copies. We allow you to use a phone or tablet device to access information or skills during the game, but we do kindly request that you try to use a case or cover for modern devices to make them appear more in-game. If you do not have a case or cover, let us know, and we'd be happy to loan ones for the event.

We include two skills to help as needed: our "Nope" skills (Having the Miasma) and our "Bathroom" skill (Answering the Call of Nature). The first allows you to opt out of any encounter, for any reason, from not feeling well, to needing to practice self-care. You do not need to explain yourself; you may just leave and everyone in the game will respect and support your need to do so, no stigma attached. Bathroom skill allows you to travel by spirit to the bathroom, allowing you to leave any in-game situation or bypass any dangers. You may also use this to get needed medications, food, or water from your cabin.

We cannot always control the accessibility of our campsites, but we will work with you to make the facilities and the content of our game as accessible as possible. However, please keep in mind that this IS still a boffer combat LARP and physical challenges will be a normal part of the gameplay.

If you have need of accommodation beyond that which our current rules and policies provide, please reach out to us at staff@cottingtonwoods.com. We respect and protect the privacy of our players, and will not share any medical or other information provided to us except in the extreme situation where your life may be on the line (for example, you inform us that you have a peanut allergy, someone accidentally gives you something with peanuts in it, and we need to call 911 to save your life).

We also welcome feedback and suggestion on how to make our game more accessible.

Pronouns

We kindly ask that you do not make assumptions about the pronouns of a player or of a character/NPC, unless you know with certainty or have been told their choice of pronouns. If you do not know the preferred pronouns of an individual, please use they/them.

Physical Contact

Cottington Woods is a no physical contact game. This is core tenant of the Accelerant Rules Systems, but it is worth repeating. You may not touch another player unless they have explicitly given you permission to do so. Undesired physical contact is against both the rules and the policies of the game.

Representation and Appropriation

Cottington Woods embraces diversity and inclusiveness, and our stories draw their inspirations from the folk and fairy tales from around the world. While the Houselands is largely Euro-centric, we seek to incorporate the beauty of legends from other cultural backgrounds. Some members of our staff are BIPOC, including white-passing

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Indigenous, and seek to connect to their diverse heritages through the incorporation of NPC characters and storylines from those heritages. Further, we seek to bring the diversity of non-European stories into our game as best we can in a careful, considered, and respectful manner.

For players and NPCs who likewise seek to celebrate their heritage, we encourage you to work with staff to do so, and we encourage you to explore your heritage and the stories that belong to them. That being said, we respectfully ask that if you are not BIPOC (Black Indigenous People of Color) that you do not seek to play a BIPOC character. We will not question you if you decide to do so – that is not our job, nor do we want to make assumptions about your racial, cultural, and/or ethnic background. This is not a perfect solution, but we ask you respect the BIPOC members of the Cottington Community by adhering to this request.

However, we do not stand for appropriation in any manner. We recognize that this is a complicated and nuanced topic in fantasy games. While you make take inspirations for costuming from other cultures, we ask that you do so in a respectful, non-appropriative manner, and that you do not use sacred, religious, or culturally important costumes or artifacts as props. We do not allow black-face, brown-face, or yellow-face. We consider engaging in racial stereotyping behaviors as harassment and do not tolerate it.

If you think something you might be doing is offensive, error on the side of “it might be” and not do it. If you have any questions or concerns, you may always reach out to staff.

Sobriety and Campsite Rules

Cottington Woods is an alcohol, tobacco, and recreational drug-free game. Usage of alcohol, tobacco, or recreational drugs on site, or playing while impaired or under the influence of such substances, is grounds for an immediate and permanent ban.

You are expected to follow Campsite or other Event Space rules and insurance requirements and local laws with regards to alcohol, tobacco, and fire, as well as all other concerns communicated by Staff during Pre-Game Briefing.

Community Values

Our community – Staff, NPCs, and PCs – has members who have chronic, invisible illnesses, have chronic, visible illnesses, are neuro-atypical, are LGBTQ+, are POC. We represent a diversity of thought and being, and where an individual may not be one of those things, they are expected to support and respect those who are. We are imperfect, but we strive to be and do good, and we collectively care deeply about the community we have here.

The Golden Rule may be a fairytale, but it is one we uphold: Do unto each other as you would have done unto you. Be nice. Be respectful. Love one another. Be the good you want to see in the world.

If you join Cottington Woods, know that are joining a community who all strive to be and do good while having fun together, and that we expect the same from you in return.

We do not tolerate hatred or harassment of any kind, full stop.

We reserve the right, without notice, to remove players violating our values from our community. Our priority is to maintain a safe and inclusive community, and we hold ourselves equally accountable to being the change we wish to see in the world, requiring constant vigilance, work, learning, and action.

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18 Appendix 2: Character Points, CP Earning and CP Cap by Event

Character Points (CP)

All new players will begin play with **250 points** to purchase skills.

You may receive **+25 CP** once for submitting an approved character history 3 weeks before your 1st event.

One-time campaign start: +10 CP for concept submitted by 1/31/2021 and +10 CP for history submitted by 3/1/2021.

Earning Character Points

The total amount of Character Points are increased each event, as such:

Weekend Event CP

For attending any part of the event:	10 CP
For Submitting a Post Event Letter (PEL):	10 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

One Day Event CP

For attending any part of the event:	5 CP
For Submitting a Post Event Letter (PEL):	5 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

Additional character points may be earned by helping us run and maintain the game.

Donations/Other	varies
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The CP reward for donations varies. Donations are always welcome, but permission for submitting them must be received ahead of time. Please respect this. We cannot award CP for items we do not need, and it would be unfortunate for you to send us something and get nothing in return.

Feed an NPC Donation (\$10 each)	2 CP per
Loading/Unloading Props/Costumes into the Van	10 CP

Additional character points may be earned in other ways:

Providing Character Photo for Monster Camp Use	5 CP
Early Registration by Deadline, when available	5 CP
Referring an NPC to Tales	5 CP per event
NPCing/other Accelerant and Approved LARPs	5-25 CP

Character Point Cap by Event

The CP cap is raised by 60 for each weekend event and 30 points for each one day event. Additional CP, including "bitter end", those points earned by attending a one day event, by helping to load or unload the truck or by making donations to the game will add to your total, but do not add to your cap.

If you earn over the cap, those extra points are held until after the next event, when the cap is raised. You never lose CP if you earn over your Cap. You may also choose to transfer unused CP to another player.

Starting CP Cap:	350
CP cap after the 1 st Event	410
CP cap after the 2 nd Event	470
CP cap after the 3 rd Event	530
CP cap after the 4 th Event	590
CP cap after the 5 th Event	650
CP cap after the 6 th Event	710
Etc.	

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19 Appendix 3: Maps

The Cotting House sits in the middle of enchanted Cottington Woods. The House and fledgling town nearby are a meeting place and the center of commerce for landholders throughout the woods. Cotting Town, or Cottington, would be a strategic holding for whoever controls it. Neither the High King in Faraway nor his reluctant vassal, the King of Clubs have laid claim to the tiny town, but it's young yet, and hasn't attracted much attention. One thing is sure, however -- the surrounding woods are home not only to goblins and to elves, but to the Fair Folk. And while it's wise to avoid fairies at all costs, in Cottington Woods it's just not possible.

The characters of Cottington Woods are those settlers whose will it is to make the tiny town thrive, and to do so they will have to overcome many obstacles, not the least of which is the Spirit of the Woods itself. Our players will explore fairy tales and fables in their darkest form. Wait, fairy tales? Don't for a second think that Cottington Woods is a game for children. The earliest stories were written as warnings of things to avoid.

Herein, there be dragons!

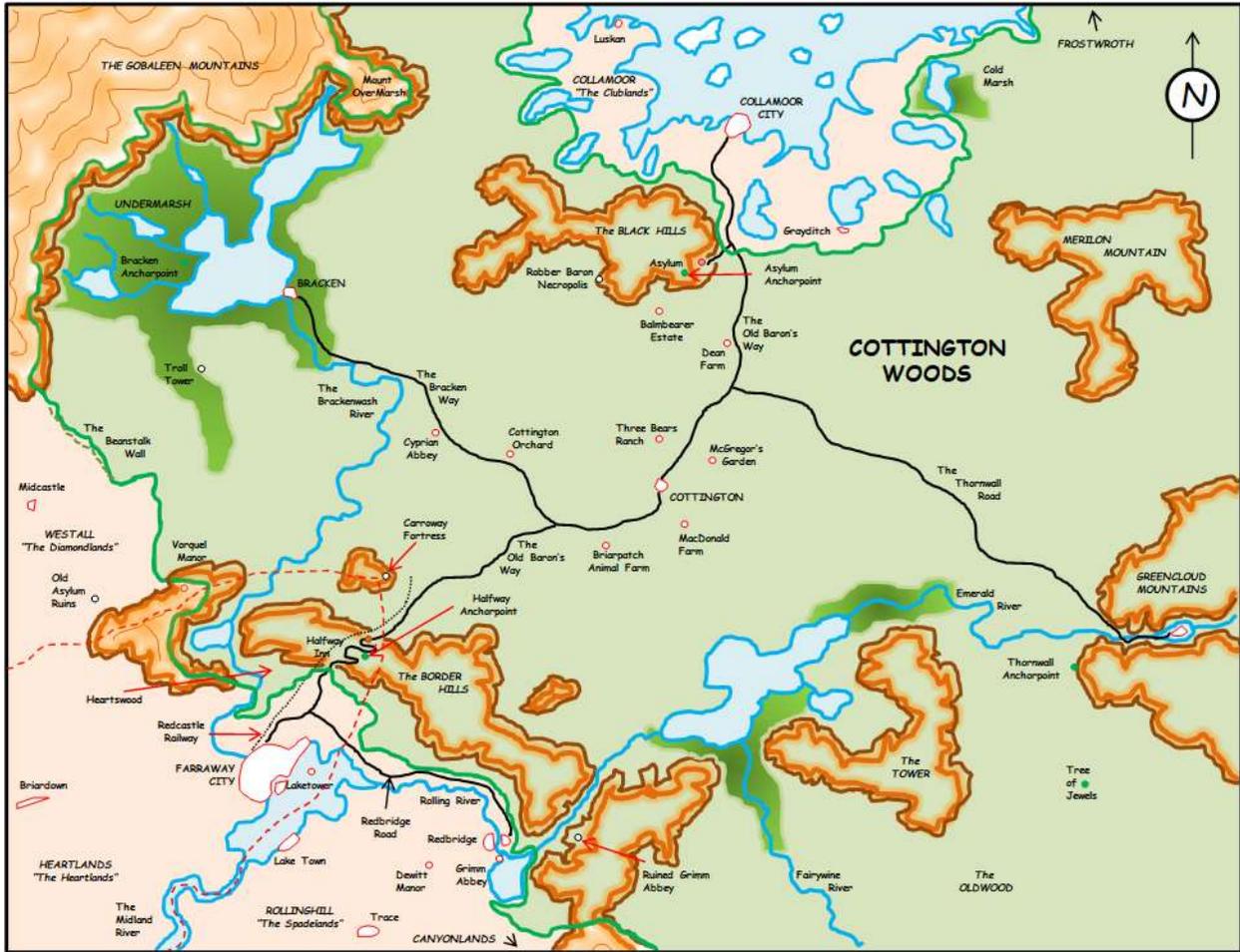
Map of Cottington Woods



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(More Detailed) Map of Cottingham Woods



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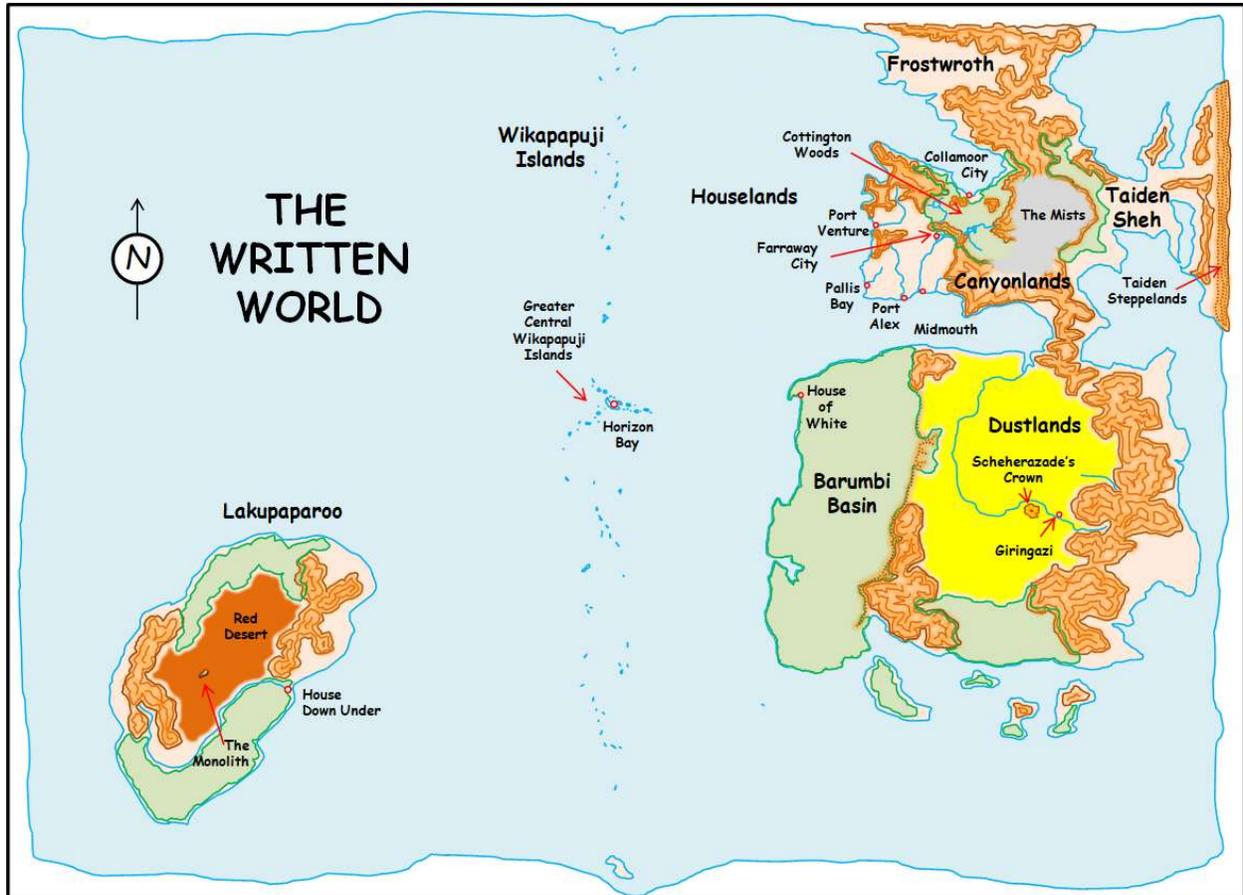
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Map of the Houselands



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20 Appendix 4: Armor Guidelines

Some Armor Skills require that you wear an appropriate prop (Physical Representation or Phys Rep) when you use them. This appendix describes what we expect from an armor prop for each armor skill type.

Our desire is that Armor Phys Reps add to the look and atmosphere of the game. However, we do not require that Armor Props be made of real leather or metal, nor we do we expect them to provide real life protection, realistic coverage, or add a lot of weight. We would rather have Armor Phys Reps made from lightweight materials that look cool and make for great costuming, than to have heavyweight, realistic armor hidden beneath tabards and costuming. Nor do we want players to forego costuming because the cost or weight of the Armor prevents a player from being able to wear armor. Metallic woven knits that look like chainmail, eva foam or lightweight plastics painted to look like plate mail, etc., are all perfectly acceptable Phys Reps. This is a Fantasy LARP, not the SCA. We would rather you go with unrealistic but cool-looking armored costuming than to wear a platemail breastplate hidden under costuming no one can see.

The three main skills in the game that require you to wear an Armor Phys Rep are Wear Armor: Light Armor, Wear Armor: Medium Armor, and Wear Armor: Heavy Armor. You can always wear more than the armor level you have bought, but you do not get additional protection without the skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Light Armor:

Examples of light armor include

- (1) soft/suede leather tunic that covers chest, and at least 2 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (2) hard leather or chainmail covering chest and at least 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest

You may wear more than this, or mix and match materials, but you gain no additional protection unless you have the appropriate skill.

Wear Armor: Medium Armor:

Examples of medium armor include

- (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs

You may wear more than this, or mix and match materials, but you gain no additional protection unless you have the appropriate skill.

Wear Armor: Heavy Armor

Examples of heavy armor include

- (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs.
- (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs

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19 Appendix 4: Weapon Props & Packet Guidelines

From the Accelerant Rules: Combat is resolved with a staged system that uses props for weapons and spells. In order to ensure that these props are safe, certain guidelines on their construction are necessary.

Weapons and packets must be checked at each and every event where they might be used. You are responsible for the safety of any prop you swing or throw in combat, so you should check them yourself during the course of an event.

Every player, both PC and NPC, is responsible for bringing their own weapons and packets. We will try to have weapons and packets to rent at our events, but we can make no guarantees about the availability of these props. We reserve the right to fail any weapon or packet we deem unsafe. It is not uncommon for weapons to fail or break, so you should try to bring a backup weapon and materials to repair your props.

WEAPON CONSTRUCTION

As the art of LARP has progressed, the techniques used to construct safe and effective weapons have grown more sophisticated and more varied. As such, we no longer publish instructions on how to construct weapons. Instead we post guidelines detailing the requirements needed to pass our weapon check. While we do not intend to discourage our players from learning how to construct their own weapons, we encourage new players to obtain weapons from or to seek the advice of experienced weapon makers rather than trying to construct weapons from a set of written instructions we might provide.

At Cottingham, we encourage the use of sock constructed weapons. These weapons are constructed with kite pole cores, custom fitting foam, and have a crafted hilt or haft with a sock fitting over the blade or striking surface. For players new to LARPing, we suggest that you purchase a weapon from an approved supplier. Modern weapon makers often use materials acquired from specific suppliers that need to be ordered and delivered.

Cottingham does allow the old duct tape style weapons, but these weapons tend to be heavier and, when it is cold, harder so we get more complaints about players using them. If you choose to create and/or use these types of weapons you will need to fight accordingly.

Cottingham also allows plasti-dip style constructed weapons – if they adhere to our guidelines for weapon foam thickness and have soft rounded thrusting tips. These weapons are time consuming as they require sanded foam, DAP glued blades and thrusting tips, and multiple layers of thinned plasti-dip before they are painted. Experienced weapon makers can make beautiful weapons using these techniques.

We do not normally allow latex weapons, so if you wish to introduce one of these weapons as a playtest you should contact us before the event. These weapons rarely have the foam thickness or tip construction to pass or safety inspections. In addition, any latex weapon we would consider for a playtest would need to be sealed so the raw latex is coated.

WILL MY WEAPON PASS?

Here are the qualities we require before we approve a weapon for general use in the game.

~ The thickness of the foam on the striking surface of the weapon should be at least 5/8" around the core. We do allow for a flatter blade construction, but players using these types of weapons should not strike with the flat of the blade.

~ The thrusting tip should be soft foam and be flat or rounded. It should not be hard foam, and it should not be crafted so it comes to a point that is less than 90 degrees. Ideally it should be rounded with no point at all.

~ A weapon should pass the "push the tip against my eye" test. If the weapon, when gently pressed against the eye, has a thrusting tip that is painful or potentially damaging then the weapon won't pass.

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~ A weapon should have a soft enough striking edge that it cannot harm a player if it strikes them in the throat with force that might be generated by a running player.

~ The weapon cannot be too “whippy” – if we hold the end and shake it the weapon should not noticeably bend.

~ All weapons must adhere to the guidelines below to size, length, and striking surface proportion.

WEAPON STATISTICS

Weapons are divided into categories based on their construction requirements and the techniques required to use them. The following section outlines the various weapon types, the lengths and/or dimensions required in their construction, and notes on how they are used.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length.

The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Lengths

Type	Minimum	Maximum	Notes
Dagger	18”	24”	Small Weapon ~ Short
Short Sword	25”	36”	Blades ~ Medium
Long Sword	37”	46”	Blades ~ Long
Great Sword	50”	64”	Blades ~ Two Handed

Axes

These weapons represent hatchets and all types of axes. An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 8” in length that extends at least 4” from the shaft, and looks like an axe blade.

Weapon Lengths

Type	Minimum	Maximum	Notes
Hatchet	18”	24”	Small Weapon ~ Short
Short Axe	25”	36”	Axes ~ Medium
Long Axe	37”	46”	Axes ~ Long
Great Axe	50”	64”	Axes ~ Two Handed

Hammers

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6” long that extends at least 4” from the shaft, although this could be 2” on both sides for a mace.

Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18”	24”	Small Weapon ~ Short
Short Hammer	25”	36”	Hammers ~ Medium
Long Hammer	37”	46”	Hammers ~ Long
Maul	50”	64”	Hammer ~ Two Handed

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Glaives

Glaives and shafted weapons that have a blade on both sides of the weapon. Each striking surface covers at least 1/3 its entire length, and the blade itself must be at least 18". The middle section of the glaive must also be padded, although you can use 3/8" padding for the grip of the haft so long as the full 5/8" is used for the striking surfaces. Because both ends of the glaives are striking surfaces, the glaive has a thrusting tip on both ends.

These types of weapons are not included in standard weapon skills; the weapons do not share a weapon group with other weapons. The skills needed to use these weapons are, in many games, more exotic.

You can choke up to one end and grasp the blade of a glaive only if you are wearing thick gauntlets. If you are skilled with a war glaive (the 64" weapon) you can hold the weapon along the shaft and block attacks with one hand. You cannot normally attack while using a war glaive held in this fashion unless you have some special skill that specifically allows you to do so. Some games might have skills that allow you to fight with a War Glaive in one hand and a short or medium sized weapon in the other.

The great glaive is a two handed weapon. You cannot use it with one hand.

Weapon Lengths

Type	Minimum	Maximum	Notes
War Glaive	48"	64"	Glaives ~ Special
Great Glaive	60"	72"	Glaives ~ Two Handed

Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces.

Because both ends of the staff are striking surfaces, the middle of the staff is aluminum and each end has PVC or CPVC. The staff has a thrusting tip on both ends.

Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Staves ~ Two Handed

Spears

The spear is the only long weapon that may be used one handed. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. You cannot fight a spear and another weapon if that weapon is longer than 36". If you are using a spear one handed you may not thrust at any target above the arm pit of the opponent.

Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Spears ~ Special

Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open celled foam that extends at least 1" from the shaft or another layer of pipe foam cut in half.

Weapon Lengths

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Type	Minimum	Maximum	Notes
Polearms	60"	72"	Polearms ~ Two Handed

Clubs

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length. The striking surface is at least 6" long. It may be open celled foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18"	24"	Small Weapon ~ Short
Short Club	25"	36"	Hammers ~ Medium
Long Club	37"	46"	Hammers ~ Long
Great Club	50"	64"	Hammer ~ Two Handed

Claws

These weapons represent some kind of natural weaponry. Unlike other weapons, you cannot carry claws unless you have a magical or racial ability to grow them, and you cannot hand them off to other characters. Characters who can use claws are assumed to be able to grow claws (ie. you have the props in hand and ready to fight) and retract them (ie. you have put them away or do not have them in hand) as well.

A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip.

Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Lengths

Type	Minimum	Maximum	Notes
Short Claw	25"	36"	Special ~ Medium
Long Claw	37"	46"	Special ~ Long

Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe.

Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

These weapons need to adhere to the "eye" safety check.

Weapon Lengths

Type	Minimum	Maximum	Notes
Throwing Dagger	4"	12"	Thrown Weapons
Dart	2"	12"	Thrown Weapons
Javelin	8"	36"	Thrown Weapons

Bows

These weapons use thrown type projectiles and a prop for the bow made from padded PVC. The arrows are represented with packets. You must draw the arrow prop, touch it to the bow, and draw it back to your ear. You may then throw it to represent the arrow shot.

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Weapon Lengths

Type	Minimum	Maximum	Notes
Bow	36"	48"	Archery ~ Special
Crossbow	18"	36"	Archery

We also allow NERF type bows and crossbows if the weapon is painted and/or decorated so it does not break immersion. NERF type weapons that are obviously plastic or brightly colored will not be allowed.

We also allow B3 Imagination Studios packet bows, though the bows must be padded.

Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are generally constructed from plastic or sturdy foam, although some shields of light wood are allowed if the edges are properly padded. All exposed edges must be foam or protected with 5/8" thick foam piping. Most shields use a handle and an arm strap, but light shields might only have a single handle.

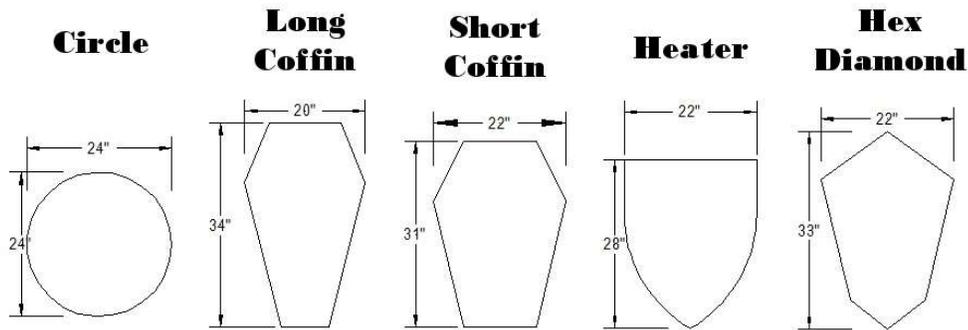
A small shield cannot be more than 24" at its longest dimension. A large shield cannot be more than 36" at its longest dimension.

Shield Maximum Dimensions

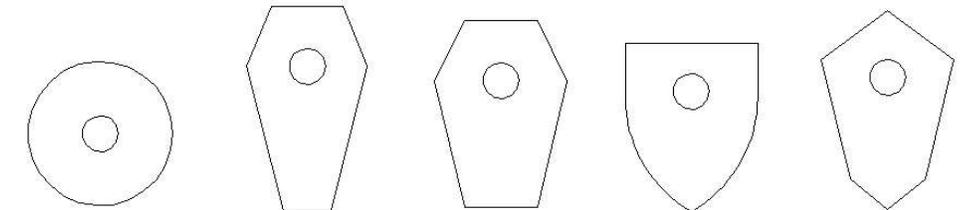
Type	Minimum	Maximum	Notes
Small Shield	12"	24"	Buckler
Punch Shield	25"	30"	Shield ~ Single Handle
Large Shield	25"	36"	Shield ~ Must be strapped against the forearm



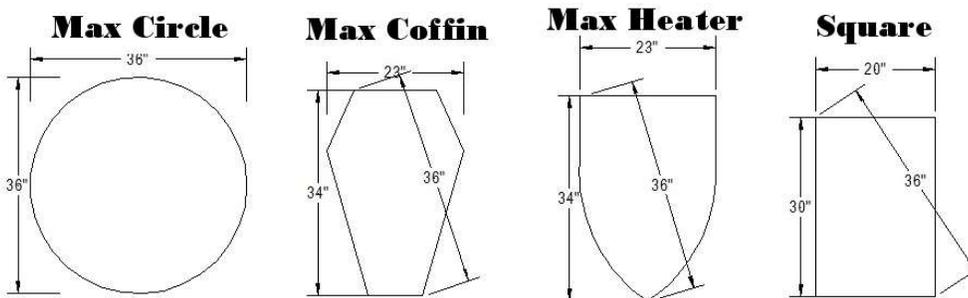
**NERO /
Accelerant**



**Punch Shield
Hole Position**



Accelerant



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Chemical Bows (Guns)

Chemical bows are NERF™ guns used to fire “bullets.” They cannot be used to strike another player. Chemical Bows are represented by NERF™ guns that have been painted to remove all trace of the neon yellow, green, or other modern colors and designs. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled.

Bullets are represented by NERF™ foam darts (not foam balls).

While we understand the desire for range and accuracy, we ask that players do not use the NERF™ Elite or NERF™ N-Strike Mega series, as these bullets can be painful when shot at close distance.

The NERF™ Maverick, Hammershot, Strongarm, Doublestrike, Rebelle Messenger, are all good NERF™ weapons to use for chemical bow phys reps.

PACKETS

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds. A square of fabric is pulled around the birdseed and its corners are gathered together to form a “tail” and closed up with strapping tape. You may also sew a packet shut. Sealing the packet with rubber bands or other types of tape will be allowed on a case by case basis, and the packet should have give in any case. Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

ADVANCED CONSTRUCTION NOTES

If you do intend to learn how to construct your own weapons, here are the materials that are common in the construction of our LARP weapons.

.414 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. This is only appropriate for one handed weapons with no head.

.505 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. One handed weapons use the .505 diameter pole.

.610 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing used for two handed weapons.

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Ultralight two handed weapons require extra padding on the striking surface. The weapon should have at least 1" of foam padding on the striking surface of the weapon.

3/4" PVC

3/4" CPVC

Although not ideal, this common core can be used in a pinch for one handed weapons. It is too generally too heavy and whippy for anything longer than a short sword. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner. CPVC usually has more whip than PVC.

1/2" PVC

This core is too whippy to use for longer weapons, but can be used for small weapons or even short swords. This material is not good for any other type of weapon.

Aluminum

This material has no give, so it cannot be used for one handed weapons. The purpose of aluminum is to give two handed weapons with older construction less whip. It have fallen out of use in favor of .610 spiral wound tubing.

Some older two handed weapons use a 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be picked so the CPVC fits snugly into the aluminum. They should overlap about three inches and be secured together with an adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam.

Open Cell Foam

Weapon tips are generally constructed from open cell foam. You can purchase this foam at most fabric stores. Tips are generally affixed to the end of the weapon with glue and reinforced with a small amount of tape before the weapon sock is put over the blade.

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Part Five: Core Accelerant Rules

Core Accelerant Rules (v6.2.4)

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

Game Actions

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed actions and effects players cannot actually perform from the gameplay. There are no creatures stepping through solid walls, no flying creatures, and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn to spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions such as chopping up bodies or breaking down doors that cannot be performed for logistical or safety reasons.

Always In Game

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game.

The system is also designed to minimize the times where you cannot act on what you see, hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales.

There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in game secrets to yourself, and if you talk out of game about something other

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Part Five: Core Accelerant Rules

players can decide they learned that information in game if they feel that the conversation unfairly inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets.

The only caveat is that sometimes players experienced with a game play different characters altogether. Perhaps you have lost a previous character to death and are playing a new character. Perhaps, as a change of pace, you are participating as a non-player character or you are playing a plot character for a time. If you play a different character, creature, or plot role within the same game world we ask you do not transfer anything you learn to other characters.

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called is there is a real problem and someone could be hurt.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

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Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance, roleplay the searching motion with both hands held out above their body, and tell them in a low voice "I am searching you." You may have items in your off hand during this process, but may not block with weapons. The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

Search For...

Some skills can give you the ability to use a special searching effect on a dead or helpless creature after you have finished your normal search. This searching attempt is represented by the verbal "Search for <Item Type>" where the item type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a response effect targeted on you. The Search effect is the name for the special search attempt, and the Search response is a resulting effect the targeted character calls out when you search them.

As an example, after you search an elemental you might have a skill that allows you to call out "With elemental harvesting, Search for True Elements." That NPC might give up additional items, it might reply "You find nothing," or it might even use a counter effect such as "Refresh 1 Fire." If searching some creatures is dangerous, the creature might even reply with a detrimental search response.

It is also possible for games to create skills that let you use a defense against some or all search responses.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and roleplay carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you roleplay falling to the ground. If you are being carried, you must roleplay an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who roleplays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

Rule of Etiquette

Whenever you are required to roleplay an effect you must always do so in a safe manner. If you must adjust your roleplay or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game. If any drug or substance appears to inhibit a player's judgement a staff reserves the right to ask that player to rest, away from the action, or to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

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Part Five: Core Accelerant Rules

There are three restrictions on your activities.

The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a yellow

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information sign. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered. Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers

Some games have locations in a game site are normally accessible to players, but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area to read them, especially at night. To make this easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn Back Markers hanging in the area, it means that the area is inaccessible and you should stay away unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is impassable swamp. Another is that a mist has risen and players cannot find their way through the area. Sometimes players simply state that the area ahead looks uninteresting and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

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Combat

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you. Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor of the attack so you may roleplay the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal you must listen to the phrase and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of [Effect] by [Trait]. For example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal. Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged with roleplay. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't roleplay the effect, the attacker may assume that you were not struck and the skill not used.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A character trait is any trait that is somehow given to a character. An attack trait is added to an attack verbal and defines the flavor of that attack. A defense trait is added to a defense call. An item trait is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

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A character's race is always considered a trait. Characters with no explicit race have the Human trait. If you have a sub-race then both your sub-race and your general race will be considered to be traits. So a Wood Elf has the Elf trait as well as the Wood Elf trait.

Deliveries

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a hand held weapon. Packet attacks are delivered by throwing a bean bag like projectile and striking an opponent. Missile attacks are delivered by throwing or firing a special foam weapon prop, although some games use packet based arrows and bolts that are firing by aiming a missile weapon prop at an enemy and then throwing a packet prop and striking that opponent with the projectile.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of roleplaying, we expect our players to roleplay in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to roleplay full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by roleplaying the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

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Some skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits.

The Flurry Rule

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

That's all you need to remember, everything else are clarifications and answers for specific questions.

- Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact before resuming attacks on that opponent.
- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

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Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet, then you are throwing too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit with roleplay or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Rule of Etiquette

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

Concentrate

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks. Each skill or special ability that allows the use of Concentrate requires you to call out "Concentrate" when you use it.

Rule of Etiquette

If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.

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Missile Attacks (Packet)

For many games, missile attacks typically use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free hand that is aimed at the target. Second, you must go through a firing motion for each missile attack. Bows require you make a drawing motion and bring the packet to your cheek before throwing. Crossbows require that you pull the packet along the stock of the crossbow and pull it up to aim. After your motion you throw the attack while still pointing at the target with your free hand.

Although this system is typically used for bows and crossbows, games can use this system for thrown weapons, wands, or other ranged attacks that can be, in that setting, blocked with weapons or shields.

Like melee attacks, any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use the Concentrate ability as described above.

Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

Missile Attacks (Props)

Some games require special props for missile attacks. Foam balls for arrows and bolts, foam thrown weapons, nerf arrows, and other non-packet systems are possible in Accelerant games. Foam balls used as arrows or bolts require the attacker to point the launcher or implement at the target as described when using missile attacks with packets. Foam thrown weapons only need to be thrown at the target. Other missile props such as nerf bows, are aimed and fired when they are used.

Foam weapons are always blockable by those skilled with weapons or shields in a manner similar to melee attacks. Like melee attacks, any foam missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Touch Delivery

If a skill or ability is delivered with a touch, then the effect is delivered by touching a packet to the shoulder or arm of a willing or helpless recipient.

Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

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Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By My Gaze" followed by a verbal. A vampire might whisper "By My Gaze, Paralyze by Will." Other creatures might cause fear or other effects.

Gesture

Someone points at you with a hand or a weapon and calls out "By My Gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Name

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically if you know they are talking about you then you take the effect.

Room

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Search Response

Someone calls out an effect after you search them or use a special Search effect upon them. If multiple people are currently searching a creature (for some reason) then all searching characters take the effect.

Voice

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

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When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

In Madrigal, each character starts with two Vitality points. This attribute is increased by purchasing the various skills that indicate that they add Vitality. You cannot purchase the same named skill more than once, even if you can access it is more than one header.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, you will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of The Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they

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are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

In Madrigal, the Death area is the Gate of Death. This is the gate to the Realm of Death. When you arrive at the gate you must follow the posted instructions and ring the bell. You will wait for the Reaper to arrive and call you into the gate.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Final Death

If the spirit cannot return from the Death area then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect has a duration, but curing or removing that effect will end it.

Game Time

As the game progresses during an event, players generally spend time interacting with other characters, moving from place to place, and engaging in combat and other game activities. Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses an attribute point, the skill or attribute is not generally used up if you are interrupted while trying to use the skill.

Many games have a set of skills or attributes that can be refreshed when you have a chance to rest. Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas.

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Rest

Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

Rule of Etiquette

Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.

Effects which require rest can overlap; what this means is that a single rest time can be used for multiple effects. If you had a game skill that allowed you to reset some kind of magical defense after a minute of rest, and you were affected by a Root effect, and you were affected by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense.

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest. "Rest for one minute to end this effect."
"Rest for ten seconds and call out "Heal 2 to Self" to use this skill.

You Are Well Rested

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Focus

Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time roleplaying in a manner appropriate for the skill or ability you are using. You may talk with others during this roleplay time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you roleplay the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to roleplay each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the roleplay needed to act out the skill, followed by the result of the Focus.
"Focus for one minute, repairing your armor at a forge, to refresh your armor points."
"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb.
"Focus for three seconds, shaking off your fear, to purge one Fear effect."

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

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Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he roleplays repairing his armor, to refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

Beneficial Effects

Effects that are intended to aid, bolster, or benefit a character are marked as Beneficial effects. If, for some reason, the recipient does not want to receive the benefit of one of these effects they may say "Refuse" to negate the attack or delivery.

Effect Listing

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure, Remove...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove either the Slow by Disease and the Slow by Will, and Travis can choose which one will end. A Cure Will would remove either the Slow by Will or the Drain by Will since they both have the Will trait. A Cure All Slow will remove both the Slow by Disease and the Slow by Will.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by race, skill, or the like.

Remove is used to simulate dispels or forced removal of effects. Remove works just like Cure except it is not a beneficial effect. This has several side effects. Where Cure can be touch cast, Remove cannot be touch cast. Where Cure can be refused because it is beneficial, Remove cannot be refused. Where Cure will not interrupt Focus, Remove will interrupt Focus. Where Cure is not negated by and does not consume Shield, Elude and Guard defenses, Remove will be stopped by and consume Shield, Elude, and Guard. Otherwise Remove works like Cure.

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Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable. The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item.

An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal.

Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is afflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been afflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

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Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Rule of Etiquette

Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called.

Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect.

You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way

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to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant...

Beneficial Effect

You receive a boon, blessing or magical buff that enhances you in some way. There are a number of specific Grant effects, each with their own benefit. All Grant effects end if you die, and when the event ends.

Grant effects have some restrictions.

~ As a default you can have no more than three Grant effects at one time.

~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

There are five types of Grant effects.

... Armor

"Grant Armor"

"Grant 2 Armor by Inspiration"

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted.

You may only have one Grant Armor effect active.

... Attribute

"Grant Earth"

"Grant 2 Vitality by Magic"

"Grant 2 Karma by Inspiration"

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... Protection

"Grant Protection"

"Grant 3 Protection by Inspiration"

This Grant adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection

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point. Protection points are always lost after armor points. Protection points are not affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one Grant Protection effect active.

... [Type] Defense

"Grant Poison Defense, Shield"

"Grant Defense by Inspiration, Elude by Blur"

"Grant Melee Defense by Magic, Parry"

"Grant Packet or Missile Defense, Avoid"

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used the Grant effect ends. Grant effects which give you Elude, Guard or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to roleplay for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any melee, missile, or packet attack. You could choose to take an attack and save the defense for later. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Poison Defense, Shield" would give you one defense against any attack with the Poison trait. You would have to use this defense against the first Poison attack that strikes you. You would call out "Shield" when you used the ability.

A "Grant Missile Defense by Wind, Avoid by Air" would give you one Avoid defense against a missile attack. You could choose to take the attack and save the defense for later. You would call out "Avoid by Air" when you used the ability.

Sylla has an active grant effect with the verbal "Grant Poison Defense, Shield" on her. She receives a new Grant effect with the verbal "Grant Poison Defense by Faerie, Resist." Sylla cannot have two Grant Defense effects with the same type, so she must choose one and decides to take the resist and let the shield end. Later, Sylla receives a new Grant effect with the verbal "Grant Disease Defense, Resist." Sylla can accept that Grant effect since her current Grant works against Poison and the new Grant effect works against Disease.

Travis has an active Grant effect with the verbal "Grant Defense, Avoid." He knows he can call out "Avoid" to negate one melee, missile or packet attack because the type isn't specified. Travis receives a "Grant Defense, Shield" but decides to keep the avoid and the new Grant effect is lost. Later, Travis receives a "Grant Packet Defense, Avoid." He can keep that defense and his previous Grant because the type in the Grant verbal is not the same as one is unspecified and thus defaults to "Melee, Missile and Packet" and the other is specified as a "Packet" defense.

... [Delivery] Attack

"Grant Melee Attack, 2 Damage"

"Grant Missile Attack by Venom, Agony by Poison"

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"Grant Packet Attack by Magic, Stun by Fear"
"Grant Attack by Arcane, 5 Damage by Fire"
"Grant Touch Attack, Heal 2"

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with roleplay or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Attack, Paralyze by Will" would allow you to choose melee, missile, or packet as the delivery and you would gain one attack of that type with "Paralyze by Will" as the verbal.

"Grant Touch Attack by Divine, Cure Poison" would allow you to touch a packet to a willing subject to cure a poison effect. Like any beneficial effect, the recipient could refuse the effect.

Grant Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

- ~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.
- ~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.
- ~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.
- ~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Travis has a "Grant 2 Armor" effect that brings his armor total to 4. A servant of his divine patron visits him before a big battle and gives him a "Grant Extra Armor" effect on him. He now has an armor total of 5, but he could not have an addition "Grant Armor" nor another "Grant Extra Armor" active.

Sylla has only a "Grant Extra Magic Defense, Resist" upon her. A friendly wizard gives her a "Grant Magic Defense, Shield" to her. She can accept this effect because her other "Grant ... Defense" effect is an "Extra" Grant effect.

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

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Heal...

Beneficial Effect

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term “All” then all of your Vitality is restored. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imbue...

Beneficial Effect

This effect can be used in one of two ways. An Imbue effect with the verbal “Imbue [Trait Name] Trait” will give you the specified trait for the remainder of the event.

Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event.

Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities.

If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict...

This effect can be used in one of two ways. An Inflict effect with the verbal “Inflict [Trait Name] Trait” will give you the specified trait for the remainder of the event.

Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait.

If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will

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be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Beneficial Effect

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair...

Beneficial Effect

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

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Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. You must still call out during Expose effects. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect you roleplay an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

Beneficial Effect

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect."

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of roleplay to revive you and end this effect.

Speak

Beneficial Effect

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

Waste...

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Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means.

Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points, but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire.

The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to roleplay the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional roleplay to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the roleplay of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may roleplay an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may roleplay a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a

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Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may roleplay a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may roleplay a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional roleplaying; you will suffer the effect of a Special attack immediately.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional roleplaying; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

When it is possible to apply multiple defenses to an attack the defender decides which defense to use.

Although Elude, Guard, and Shield defense must be used if an attack would affect you, it is possible, for example, to use a skill that provides a Resist defense when an appropriate attack strikes you to "protect" and Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Elude, Guard, Shield

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

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Purge

You may negate an attack after it has affected you. You must spend three seconds to roleplay this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while roleplaying the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by "to" and the modified effect such as "Reduce to Maim" or "Absorb to Heal 2." You must roleplay the new effect appropriately.

Increased

While not exactly a defense, this call indicates that the effect had a greater than normal effect on the target. If the target calls "Increased" in response to a beneficial effect, the target might have an ability or skill that allows them to receive additional benefit from the effect in question. If the target calls "Increased" in response to an attack, the target might have a weakness or vulnerability to the effect or trait that was used against them. Some games might use "Increased to..." followed by an effect to specify extra information about the game effect.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait.

Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are

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forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense then the ability must use the Self trait and character must roleplay that effect as if they had been struck by it.

For example, a Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

For example, a strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, roleplays for 3 seconds, calls out "Purge and 2 Damage to Self" and then roleplays the damage effect.

For example, a character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

For example, a creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage.

For example, Travis is wearing a 2 point of suit of armor. He roleplays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will

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not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off and you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

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Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and roleplaying. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one of verbal modifier.

Short

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Permanent

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect.

In Madrigal, Permanent effects might last indefinitely. If you end the event with a Permanent effect submit to plot a description of the effect and how you received it.

Ambient

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it. Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

If, for example, someone from plot called out "By My Voice, Ambient Agony by Fire" then the players would know that throwing a Silence effect or trying to Paralyze the creature calling the effect would not prevent the plot person from calling the effect. A plot person could also call something like "By Your Name, Travis, Ambient Agony by Disease" to indicate that some plot condition is causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

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For example, a spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

For example, a wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

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Change Log v3.0.2 to v3.0.3

- Added Change Log
- Added COVID-19 Vaccination and Masks & Contagious Illness policies
- Clarified “Illusory Traits” to indicate that unless you can detect or used a defense against illusions, you should roleplay as if the Illusory Trait is the actual Trait (ie, Agony by Illusory Fire should be roleplayed as if it were fire).
- Added Potion and Scrolls to Section 15.1 Gear
- Added Section 15.4: Adventuring Notes: Sending Letters
- Added Section 15.5: Adventuring Notes: Treasure, Bounties, and Expiration Dates
- Add “Night of Veils” to the Holidays section, under the Harrowing
- Everyman Skills Corrections:
 - Added “The Nature of Acid, Metal, and Madness in the Written World” to clarify that Acid is a physical trait, Metal is both elemental and physical, and Madness is a Special Trait (not Mental).
- General Skills Corrections:
 - Added “Influencer” under Occupation skills, which allows you to purchase Influence Tokens (rather than purchase them in-game with in-game money).
 - Removed gaining Influence Tokens from Occupations skills. All PCs will still start with 1 Influence Token.
 - Added Read/Write as a prerequisite for Research
- Bard Skill Corrections:
 - Corrected Sound of Silence to have Note of Silence as a Prereq
- Magician Skill Corrections:
 - Read/Write Magic added as a prerequisite for Throw Magic, Protection from Magic, Detect Magic, and all Focus skills
 - Corrected “Hedge Magic” with “Attune Arcane Alchemy” as prerequisite for Hedge Magic skills
 - Corrected to add “Attue Arcane Alchemy” as a prerequisite to “Reflect Magic”
 - Message by Air corrected to Cost: 15 CP per purchase and Reset: Event
 - Magical Message corrected to Cost: 15 CP per purchase
- Priest Skill Corrections:
 - Insight under Priest corrected to Twilight instead of Event, and no Skill Point Cost
- Witch Skill Corrections:
 - Fixed “Smelling Salts”
 - Updated Herbalist: <Skills> to reflect needing to buy the recipe as a prerequisite. Splash skills require Thrown Weapon as a prerequisite.
 - Updated Herbalist recipes to be more clear which ones can be used by anyone once created.