

Cottington Woods Player's Guide

Part Two: Character Creation

11.6 Magicians

“Do not take me for some conjuror of cheap tricks!”
--Gandalf

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.

Learning to cast spells is difficult. There is no formal training to become a magician. Most young magicians apprentice from a master or series of masters, and some never become masters themselves.

Magician Skills

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.

If you are Silenced, you are unable to cast a spell that requires Incants.

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.

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.

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.

Cottington Woods Player's Guide

Part Two: Character Creation

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.

Read/Write Magic

Cost:	5
Reset:	Instant
Prerequisite:	Magician Header
Restriction:	Magician Header
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 indicate that the body is written in that other language.

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.

Throw Magic (Cantrip)

Cost:	10
Reset:	Twilight
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	1 Magic. The Skill Point is only expended during the first casting of every Twilight.
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.

Magic Missile

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Magic

Cottington Woods Player's Guide

Part Two: Character Creation

Restriction:	None
Skill Points:	1 Magic
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 6 syllables or more.
Notes:	You may throw a packet and call "2 Damage by Magic".

Cure Magic

Cost:	10
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".

Protection from Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Cure Magic
Restriction:	None
Skill Points:	1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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:	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 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:	1 Magic
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."

Magic of Fire

Magical Focus: Fire

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None

Cottington Woods Player's Guide

Part Two: Character Creation

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.

Fire Light

Cost: Free
Reset: Instant
Prerequisite: Magical Focus: Fire
Restriction: None
Skill Points: None
Physical Focus: Fire
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.

Throw Fire

Cost: 10
Reset: Encounter
Prerequisite: Throw Magic and Magical Focus: Fire
Restriction: None
Skill Points: None
Physical Focus: Fire
Gesture/Incant: As the Throw Magic spell
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".

Disarm by Fire

"Trembling Hands"

Cost: 15
Reset: Twilight
Prerequisite: Throw Fire
Restriction: None
Skill Points: 1 Magic
Physical Focus: Fire
Gesture/Incant: Grasp the air in front of you, say an incant of six or more syllables, then gesture to throw the air aside.
Notes: Throw a packet at your target and call "Disarm by Fire".

Cottington Woods Player's Guide

Part Two: Character Creation

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:	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 "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".

Protection from Fire

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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.
Notes:	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:	1 Magic
Physical Focus:	Fire

Cottington Woods Player's Guide

Part Two: Character Creation

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
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: Twilight
Prerequisite: Throw Magic and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: As the Throw Magic spell
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
Gesture/Incant: Raise your hand palm forward before you.
Notes: With a wave of your hand, call "Disengage by Air"

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

Cottington Woods Player's Guide

Part Two: Character Creation

Restriction:	None
Skill Points:	1 Magic
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:	20,40,60
Reset:	Event
Prerequisite:	Silence by Air
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	1 Magic
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".

Protection from Air

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Air
Restriction:	None
Skill Points:	1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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:	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."

Messenger

Cost:	5
Reset:	Twilight
Prerequisite:	Magical Focus: Air
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Air

Cottington Woods Player's Guide

Part Two: Character Creation

Gesture/Incant: Cup your hands as if holding a delicate bird, 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 a receptacle found in game.

Magic of Lightning

Magical Focus: Lightning

Cost: 10
Reset: Instant
Prerequisite: Magical Focus: Fire and Magical Focus: Air
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: Twilight
Prerequisite: Throw Magic and Magical Focus: Lightning
Restriction: None
Skill Points: None
Physical Focus: Lightning
Gesture/Incant: As the Throw Magic spell
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"

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".

Lightning Missile

Cost: 5
Reset: Encounter
Prerequisite: Throw Lightning 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

Cottington Woods Player's Guide

Part Two: Character Creation

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
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".

Protection from Lightning

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Lightning
Restriction:	None
Skill Points:	1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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:	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
Restriction:	None

Cottington Woods Player's Guide

Part Two: Character Creation

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: Twilight
Prerequisite: Throw Magic and Magical Focus: Water
Restriction: None
Skill Points: None
Physical Focus: Water
Gesture/Incant: As the Throw Magic spell
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.
Notes: You cause water to enter the target's lungs, making most actions difficult. Throw a packet and call, "Agony by Water".

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 like a claw towards your target and throw a packet.
Notes: You cause your target to move as if underwater. Throw a packet and call "Slow by Water."

Slam by Water

Cost: 10
Reset: Twilight
Prerequisite: Slow by Water
Restriction: None
Skill Points: 1 Magic
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

Cottington Woods Player's Guide

Part Two: Character Creation

Prerequisite: Slow by Water and Slam by Water
Restriction: None
Skill Points: 1 Magic
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".

Protection from Water

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Water
Restriction: None
Skill Points: 1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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: 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."

Cottington Woods Player's Guide Part Two: Character Creation

Notes: You may use a black light in place of a normal light.

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
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 Earth

Cost: 10
Reset: Twilight
Prerequisite: Throw Magic and Magical Focus: Earth
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: As the Throw Magic spell
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

Cottington Woods Player's Guide

Part Two: Character Creation

Reset: Event
Prerequisite: Magic Missile and Root by 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, 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".

Protection from Earth

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Earth
Restriction: None
Skill Points: 1 Magic. The Magician can cast this spell twice per expenditure of 1 Magic, but must speak the incant and perform a full casting for each use.
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: 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: 1 Magic.
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: 1 Magic.
Physical Focus: Earth

Cottington Woods Player's Guide

Part Two: Character Creation

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 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 Repair Golem Armor by Earth." It cannot be used to repair 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.

Notes: Touch a packet to the target and say "Grant Defense by Earth, Resist Destroy."