

# Cottingham Woods Player's Guide

## Part Two: Character Creation

### 11.6 Magician Ritual Magic

**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.

#### **Ritual: Enchant Focus**

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**Cost:** 2  
**Reset:** Twilight (This spell must only be purchased once. It may be attempted each Twilight.)  
**Prerequisite:** Magician's Sight  
**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**

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**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.
- \* 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.

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**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

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**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Construct Magic Wand  
**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.

#### Ritual Skill Levels

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**Cost:** 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.

Ritual Skill Levels represent the magician's ability to bend his will toward the casting of ritual magic. Ritual skill levels recover only at the end of an event, or under plot approved conditions.

#### Ritual: Enchant Component

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**Cost:** 5  
**Reset:** Twilight (This spell must only be purchased once. It may be attempted each Twilight.)  
**Prerequisite:** Path of the Ritualist  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Physical Focus:** Liminality  
**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.

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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.

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#### Ritual: Bind Familiar (lesser)

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**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Path of the Ritualist  
**Restriction:** Special Instruction Needed  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 1  
**Physical Focus:** Ritual  
**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brrer 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 tools for more information on the benefits of having a familiar.

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#### Ritual: Bind Familiar (greater)

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**Cost:** 0  
**Reset:** Instant  
**Prerequisite:** Ritual: Bind Familiar (lesser)  
**Restriction:** Special Instruction Needed  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 2  
**Physical Focus:** Ritual  
**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brrer 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**

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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.

#### **Ritual Research**

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<b>Cost:</b>	10
<b>Reset:</b>	Between Events
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	None
<b>Gesture/Incant:</b>	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. 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.

Use of this skill does not count against your 1 Active Use Between Events/Info skill use.

#### **Ritual: Enchant Magician's Staff**

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<b>Cost:</b>	20
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Physical Focus:</b>	Ritual
<b>Gesture/Incant:</b>	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

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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

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<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Enchant Magician's Staff
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 3 4
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Staff
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	So long as you are holding your Magician's Staff, you may call "Resist" to any one "Destroy Staff" or "Disarm Staff" effect.

#### Circle of Forbiddance

**“You Shall Not Pass!”**

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<b>Cost:</b>	20,40,60
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Enchant Magician's Staff, Damage Aura: Lightning
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	
<b>Notes:</b>	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).	

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- \* You must then raise your staff with both hands, speak an incantation 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 ten 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, after which you may not make the call again.