

Cottington Woods 2 Player's Guide

Part One: Character

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.

Cottington Woods 2 Player's Guide

Part One: Character

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.

Cottington Woods 2 Player's Guide

Part One: Character

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.

Cottington Woods 2 Player's Guide

Part One: Character

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.)

Cottington Woods 2 Player's Guide

Part One: Character

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.

Cottington Woods 2 Player's Guide

Part One: Character

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.)

Cottington Woods 2 Player's Guide

Part Two: Skills

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.

Cottington Woods 2 Player's Guide

Part Two: Skills

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.

Cottington Woods 2 Player's Guide

Part Two: Skills

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.

Cottington Woods 2 Player's Guide Part Two: Skills

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 ."

Cottington Woods 2 Player's Guide

Part Two: Skills

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.

Cottington Woods 2 Player's Guide

Part Two: Skills

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.

Cottington Woods 2 Player's Guide Part Two: Skills

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.

Cottington Woods 2 Player's Guide

Part Two: Skills

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).

Wood Elf Skills

Bow Affinity

Character Points:	Free
Reset:	Instant
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: You may purchase the Bow skill at a 5 CP discount.

Speak to Animal

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

Notes: You may touch or throw a packet and call "Speak to Animal" after five seconds of roleplay.

Speak to Plant

Character Points:	5
Reset:	Instant
Prerequisite:	Elf only