

Cottington Woods 2 Player's Guide

Part Two: Skills

11.6 Magicians

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

--*Gandalf*

“... I would not want to live in a world without magic, for that is a world without mystery...”

— *R.A. Salvatore, Streams of Silver*

Outlook

A magician is a magician, not a mage, or a sorcerer or a wizard. These terms bring forth the wrong image.

Unlike Men of Science, Magicians don't much try to make sense out of why things work, so long as they do. They do live by a set of rules, but even the least wise magician knows that those rules don't make much sense. Again, that's okay. As long as a twist of the wrist and an uttered nonsensical word projects fire from their hands, it's really all good.

If faith is the Written Word, then magic is reading between the lines. It's finding what there isn't a word for, and making it possible. Some Priests may call it cheating, but a Magician knows it is part of the wonder that the First Patron brought into the Written World, much as the Fairy Mists and the Fair Folk are a wonder to mortal people.

Magic is the bridge between the Word and Dreams, the wonder and belief and hope that any and everything is possible... with a little effort and knowledge. Because it had its first grounding in Science, Magic has its own Rules, and there is a Price one must pay to make magic possible. Wishes, as they say, come true, not free; the same is true of Magic. This Price is often the Magician's own Magic channeled through their Wand (which with rest will be restored), and perhaps some components, trinkets, or items imbued with some kind of power. But greater magic may exact a greater price.

Learning to cast spells is therefore difficult. There is no set formal training to become a magician, though there are many ways to learn the way of magic. Most young magicians apprentice from a master or series of masters, and some never become masters themselves. It is rare that one teaches themselves; usually those with a talent for "reading between the lines" will seek a mentor or be found by one.

Magic does require one to be able to Read & Write, because while one does not *require* a Spellbook, one must understand the Written Word in order to be able to “read between the lines,” and Magicians must be able to master Reading Magic in order to read from the tomes and spellbooks required to first learn the incants and spells that are the foundation of all magic. Thus, Brer cannot be Magicians.

Lake Tower, the center of learning for Magicians across the Houselands, is located far out in the lake across from Faraway City. Few Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually come here to study. PCs may not start having learned in Lake Tower, but may strive to do so in the course of game play.

On Magic and Science:

While one *can* be both a Magician and Man of Science, the two of them are, in many ways, opposed to one another, and spending too much time studying Science might make it difficult to cast spells if they think too much about the impossibility of what they are doing or trying to figure out the science behind it; and vice versa, too versed in Magic, Science might not make “sense.” This is a roleplaying effect for the most part, but one with both headers should understand that to be good at both, one must also be good at not thinking too hard about what they are doing.

A Note on Incants:

Many magician spells require an incantation. Because magicians do not draw on the word for power, their incants do not have to make sense to anyone but the magician. They are a verbal focus only. They still must have the required number of syllables, but they can otherwise be totally nonsensical.

If you are interrupted while speaking your incant, including taking damage or any effect, your spell is interrupted. You do not lose the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

A Note on Gestures:

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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.

A Note on Silence:

If you are Silenced, you are unable to cast a spell, regardless if it does not require Incants, unless the skill description explicitly says otherwise. Throw Magic (uncalled packets) can always be cast while Silenced.

Magician Skills

Skill Points: Magic

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

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

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

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Magic

Magician's Sight

Cost: Free

Reset: Event

Prerequisite: Magician Header

Restriction: None

Skill Points: None

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Physical Focus: Magic
Gesture/Incant: None
Notes: Every magician knows this skill. You can see magic, sensing wards when they are present and sometimes understanding certain properties and effects. This skill allows the magician to read Magician Sight tags when they are present. You may use this even while Silenced or Drained.
 You gain the ability to "Diagnose Magic."

Read/Write Magic

Cost: 5
Reset: Instant
Prerequisite: Magician Header, Read/Write
Restriction: None
Skill Points: None
Physical Focus: None
Gesture/Incant: None
Notes: You may read and write magical writing.
 Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should place a tag indicating that the body is written in that other language and requires the skill "Read/Write Magic" to read. You may use this even while Silenced or Drained.

Throw Magic (Cantrip)

Cost: 10
Reset: Twilight
Prerequisite: Magician's Sight
Restriction: None
Skill Points: None
Physical Focus: Magic
Gesture/Incant: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: This is the basic damage learned first by all magicians. You are imbued with the ability to throw magic by throwing a packet at a target for uncalled damage. Uncalled spell damage may be blocked by a shield. One packet may be thrown every ten uninterrupted seconds. Thus, if you cast another spell, fight or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.
 You may Throw Magic even while Silenced.

Improved Throw Magic (Improved Cantrip)

Cost: 10
Reset: Twilight
Prerequisite: Throw Magic
Skill Points: None
Restriction: None
Physical Rep/Focus: Magic
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of magic (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Magic." You cannot throw this while Silenced, though you of course can continue to throw the uncalled Throw Magic effect.

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Magic Missile

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Magic
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:	15
Reset:	Encounter
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Magic
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	You may touch the target with a packet and call, "Cure Magic by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Magic by Magic."

Protection from Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Cure Magic
Restriction:	None
Skill Points:	None
Physical Focus:	Magic
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	The Magician grant a defense twice per use of this spell, but must speak the incant and perform a full gesture for each use (grant given). This spell protects the target from magical effects. Touch a packet to the target: <ul style="list-style-type: none"> • If the Magician casts the spell on himself, the call is "Grant Defense: Resist Magic by Magic." • If the magician casts the spell on another, the call is "Grant Defense: Shield Magic by Magic." Though the protection lasts until it is used, any unused castings are lost when you Well Rest after an encounter.

Magic Armor

Cost:	10
Reset:	Twilight
Prerequisite:	Protection from Magic
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Physical Focus:	Magic
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes:	This spell protects you (caster only) from physical harm, creating magical armor that protects from 2 point of damage. The call is "Grant 2 Protection to Self by Magic."

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Magical Light

Cost:	Free
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Magic
Gesture/Incant:	Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."

Notes: You can create a magical light. In-game, this allows you to activate Christmas Lights in a cabin, or use glow-sticks, or other light-up devices. Note that flashlights must be diffused with a cloth or a filter. Please try to keep the spirit of in-game atmosphere and not use LED or other lights that are excessively bright. You do not need to keep the light on you, and may create lights for others.

You may cast this spell even while Silenced.

Detect Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Magician's Sight
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Magic or Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	You may perform this either as a Magical Focus (Wave your hands before over the object, person, or area, then draw your hands up to wave over your eyes, speaking an incant of 12+ syllables as you do) or as a Hedge Magic Focus (spend 10 seconds putting together magical ingredients or drawing/gesturing ritual symbols over the item, person, or in the air to indicate the area)

Notes: Perform the actions above and then call "By My Voice, Expose Magic by Magic." You may also choose to make this more targeted, and call "By Your Name" or "By My Gesture."

Research

Character Points:	10
Reset:	Between Event
Prerequisite:	none
Restriction:	none
Skill Points:	none

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

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

All Magicians may also purchase "**Ritual: Enchant Focus**" (required to learn new magic) and "**Ritual: Enchant Wand**" (required to create a wand and learn the Path of Ritualist). **See Ritual Magic below.**

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Elemental Magic

Many Magicians with Elemental Magic, which some say is the easiest kind of magic to learn: after all, it's all around you and can easily be observed in order to find the magic to manipulate it. Elemental Magic is the study of the magic of the elements of nature, of manipulating Fire, Water, Air, Earth. And even combining those elements to greater effects, such as Lightning magic and the more recently discovered, Metal Magic.

A Note on Focus: While it is said that Magicians who have studied long require no actual objects as the source of their Focus - having learned to mentally conjure the focus in their minds in order to form the spell they are weaving - many Magicians continue to use physical focuses to aid their casting, and certainly many younger or just learning Magicians still need the physical aid to help direct the flow of magic. Magicians must have something about their person that is representative of the element of their Focus. It can be of the element itself (such as a vial of water hung round the neck for Water, or a lit candle in a lantern hung on the belt for fire) or representative of the element (such as bracers engraved with flames, or feathers to represent air, or blue gems in a circlet to represent water).

Magicians can always choose to have a Wand specific to that Element.

Magic of Fire

Magical Focus: Fire

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	None
Notes:	You may manipulate fire and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other fire based spells and effects.

Throw Fire

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of fire (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Fire."

Agony by Fire

"Pain"

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Fire
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.
Notes:	Throw a packet and call, "Agony by Fire". You may cast this even while Silenced.

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Disarm by Fire	“Trembling Hands”
Cost:	15
Reset:	Twilight
Prerequisite:	Throw Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Grasp the air in front of you, say incant of 6+ syllables, then gesture to throw air aside.
Notes:	Throw a packet at your target and call “Disarm by Fire”.
Fire Missile	
Cost:	5
Reset:	Encounter
Prerequisite:	Throw Fire and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call “3 Damage by Fire”.
Fire Bolt	
Cost:	10
Reset:	Twilight
Prerequisite:	Fire Missile
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call “5 Damage by Fire”.
Cure Fire	
Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Fire
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Fire
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call “Cure Fire by Magic”. You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Fire by Magic."
Protection from Fire	
Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

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Notes: You may give two Grants for every use of this spell, but you must speak the incant and perform the full gesture for each casting (Grant given). This spell protects the target from effects by fire. Touch a packet to the target.

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Fire by Magic."

If the magician casts the spell on another, the call is "Grant Defense: Shield Fire by Magic."

Damage Shield: Fire

Cost: 10
Reset: Twilight
Prerequisite: Protection from Fire
Restriction: None
Skill Points: None
Physical Focus: Fire
Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes: You may only cast this spell on yourself. After saying the incant, add: "Imbue to self by Fire." The next time you are struck by a melee attack, point at your attacker and say "By my gesture, 4 damage by fire."

Magic of Air

Magical Focus: Air

Cost: 10
Reset: Instant
Prerequisite: Magician's Sight
Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: None
Notes: You may manipulate air and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other air based spells and effects.

Throw Air

Cost: 10
Reset: instant
Prerequisite: Throw Magic and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of air (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Air."

Disengage by Air

"Back Away"

Cost: 15
Reset: Encounter
Prerequisite: Throw Air and Magical Focus: Air
Restriction: None
Skill Points: 1 Magic
Physical Focus: Air

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Gesture/Incant: Raise your hand palm forward before you.
Notes: With a wave of your hand, call "Disengage by Air." You may cast this even while Silenced.

Repel by Air

Cost: 15
Reset: Encounter
Prerequisite: Disengage by Air
Restriction: None
Skill Points: 1 Magic
Physical Focus: Air
Gesture/Incant: Raise your hand palm forward before you. Speak an incant of eight or more syllables.
Notes: Call "Repel by Air" and throw a packet at your target.

Silence by Air

Cost: 15
Reset: Twilight
Prerequisite: Throw Air and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Air
Gesture/Incant: Pinch your fingers and thumb together in the direction of your target, and say an incant of ten syllables or more.
Notes: Call "Silence by Air" and throw a packet at your target.

Stun by Air

Cost: 20
Reset: Event
Prerequisite: Silence by Air
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Physical Focus: Air
Gesture/Incant: Reach forward and tighten your grip, as if you are choking your target. Say an incant of at least 12 syllables.
Notes: You draw the air from your target's lungs, causing brief agony and then unconsciousness. Throw a packet and call "Stun by Air."

Cure Air

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Air
Skill Points: 1 Magic
Restriction: None
Physical Focus: Air
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Air by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Air by Magic."

Protection from Air

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Air

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Restriction:	None
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give two grants of this spell for every use, but you must speak the incant and perform the gesture for each casting (grant given). This spell protects the target from effects by air. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Air by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Air by Magic."

Message by Air

Cost:	5
Reset:	Twilight
Prerequisite:	Magical Focus: Air
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Air
Gesture/Incant:	Cup your hands as if holding a delicate bird, whisper your message, then thrust your hands forward and up as if letting that bird fly.
Notes:	This spell allows the caster to whisper a message and have the wind carry that message unerringly to its intended recipient. Write your message on a piece of paper and deposit the paper in the out-of-game "messages to Plot Staff" receptacle found in game.

Magic of Lightning

Magical Focus: Lightning

Cost:	10
Reset:	Instant
Prerequisite:	Magical Focus: Fire and Magical Focus: Air
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	None
Notes:	You may manipulate lightning and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other lightning based spells and effects.

Throw Lightning

Cost:	10
Reset:	Instant
Prerequisite:	Throw Fire, Throw Air, and Magical Focus: Lightning
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of lightning (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Lightning."

Agony by Lightning

"Pain"

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Cost:	10
Reset:	Encounter
Prerequisite:	Throw Lightning
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.
Notes:	Throw a packet and call, "Agony by Lightning". You may cast this even while Silenced.

Lightning Missile

Cost:	5
Reset:	Encounter
Prerequisite:	Throw Lightning, Fire Missile and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "4 Damage by Lightning".

Lightning Bolt

Cost:	15
Reset:	Twilight
Prerequisite:	Lightning Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "6 Damage by Lightning".

Damage Aura: Lightning

Cost:	10,20,30
Reset:	Event
Prerequisite:	Lightning Bolt, Damage Shield: Fire
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Form claws from your hands and face them at each other. Thrust your hands outward from your body.
Notes:	You shed lightning from your body, causing harm to everyone around you. Call "By my voice, 2 Damage by Lightning." You do not take this effect.

Cure Lightning

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Lightning
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Lightning
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call "Cure Lightning by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Lightning by Magic."

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Protection from Lightning

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Lightning
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give this grant twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by lightning. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Lightning by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Lightning by Magic."

Magic of Water

Magical Focus: Water

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	None
Notes:	You may manipulate water and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other water based spells and effects.

Throw Water

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Water
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of water (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Water."

Agony by Water

"Choke!"

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Water
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Water
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.

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Notes: You cause water to enter the target's lungs, making most actions difficult. Throw a packet and call, "Agony by Water". You may cast this even while Silenced.

Slow by Water

Cost: 10
Reset: Encounter
Prerequisite: Magic Missile and Magical Focus: Water
Restriction: None
Skill Points: 1 Magic
Physical Focus: Water
Gesture/Incant: Say an incant of at least ten seconds. Raise your off hand towards your target, make a gesture like slow moving water, and throw a packet.
Notes: You cause your target to move as if underwater. Throw a packet and call "Slow by Water." You may cast this even while Silenced.

Slam by Water

Cost: 10
Reset: Twilight
Prerequisite: Slow by Water
Restriction: None
Skill Points: None
Physical Focus: Water
Gesture/Incant: Say an incant of at least six seconds and thrust your hands quickly toward your target.
Notes: You create a wall of enchanted water to drive your target back. Call "Slam by Water" and throw a packet.

Drain by Water

Cost: 15
Reset: Event
Prerequisite: Slow by Water and Slam by Water
Restriction: None
Skill Points: None
Physical Focus: Water
Gesture/Incant: Say an incant of at least ten syllables, thrust your hands upwards and down in your target's direction, as if pressing him to the ground.
Notes: You cause water to enter the target's lungs, making all action pretty much impossible. Call "Drain by Water" and throw a packet at your target.

Cure Water

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Water
Skill Points: 1 Magic
Restriction: None
Physical Focus: Water
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Water by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Water by Magic."

Protection from Water

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Water
Restriction: None

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Skill Points: None
Physical Focus: Water
Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes: You may Grant this protection twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by water. Touch a packet to the target, and call:
 If the Magician casts the spell on himself, the call is "Grant Defense: Resist Water by Magic."
 If the magician casts the spell on another, the call is "Grant Defense: Shield Water by Magic."

Swim

Cost: 10
Reset: Encounter
Prerequisite: Magical Focus: Water
Restriction: None
Skill Points: 1 Magic
Physical Focus: Water
Gesture/Incant: Place your palms together before you and say an incant of 6 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes: You may move in or under water at a normal walking pace for one encounter.

Cold Light

Cost: Free
Reset: Instant
Prerequisite: Magical Focus: Water, Fire Light
Restriction: None
Skill Points: None
Physical Focus: Water and Fire
Gesture/Incant: Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."
Notes: You may use a black light in place of a normal light. You may cast this even while Silenced.

Air from Water

Cost: 5
Reset: Instant
Prerequisite: Magical Focus: Water and Magical Focus: Air
Restriction: None
Skill Points: None
Physical Focus: Water and Air
Gesture/Incant: Place your palms together before you and say an incant of 6 or more syllables. Face your palms over your mouth and take a deep breath.
Notes: This spell allows you to breathe underwater as if it was air. The spell does not remove impurities from the water - so if the water is poisoned, you still take the effect.

Magic of Earth

Magical Focus: Earth

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

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Physical Focus: Earth
Gesture/Incant: None
Notes: You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Earth

Cost: 10
Reset: Instant
Prerequisite: Throw Magic and Magical Focus: Earth
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes: You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Earth."

Root by Earth

Cost: 15
Reset: Encounter
Prerequisite: Throw Earth
Restriction: None
Skill Points: 1 Magic
Physical Focus: Earth
Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high. Say an incant of no less than eight syllables.
Notes: You cause the earth to grasp the target's foot. Call "Root by Earth" and throw a packet at your target.

Paralyze by Earth

Cost: 15
Reset: Event
Prerequisite: Magic Missile and Root by Earth
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high, then slam it down again. Say an incant of no less than ten syllables.
Notes: you turn your target's body as rigid as stone. Call "Paralyze by Earth" and throw a packet at your target.

Cure Earth

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Earth
Skill Points: 1 Magic
Restriction: None
Physical Focus: Earth
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Earth by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

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Protection from Earth

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Earth by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Earth by Magic."

Destroy

Cost:	15
Reset:	Twilight
Prerequisite:	Magic Missile and Throw Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Make a fist and thrust it in the direction of your target while saying an incant of at least 10 syllables.
Notes:	You cause harm to an item or person. Call "Destroy [Name of Item] by Earth" or "Maim [limb of choice] by Earth."

Reassemble

Cost:	10
Reset:	Twilight
Prerequisite:	Destroy Item
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Make as if to put the broken item back together. In the case of an injury or maimed limb, hover your hands over the injury. Say an incant of at least ten syllables.
Notes:	This spell is used to put broken things back together. There is no grace to the bonding, and if used to heal an injury it causes a great deal of pain. Touch a packet to the target and call "Repair Item/Armor by Earth", "Agony and Cure Maim by Earth", or "Agony and Heal 1 by Earth." This spell may also repair golem armor to full. The call for such is: "Agony and Refresh All Golem Armor by Earth." It cannot be used to refresh regular, non-golem armor.

Shatterproof

Cost:	10
Reset:	Twilight
Prerequisite:	Reassemble
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 10 or more syllables. Then face your palms over your target. Say an incant of at least ten syllables.

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Notes: Touch a packet to the target and say "Grant Defense by Earth, Resist Destroy." This may Resist even attacks by Special Traits, unless by Corruption, Fairy Magic, Insanity, Horror, Madness or Nightmare.

Earth Armor

Cost:	10
Reset:	Twilight
Prerequisite:	Reassemble, Magic Armor
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low
Notes:	After performing the incant/gesture, call "Grant 4 Protection by Earth." This Protection does not stack with Protection granted from the spell, Magic Armor.

Magic of Metal

Magical Focus: Metal

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight, Magical Focus: Earth, Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	None
Notes:	You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Metal

Cost:	10
Reset:	Instant
Prerequisite:	Throw Earth, Throw Fire, Magical Focus: Metal
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Metal."

Metal Weaving

Cost:	10
Reset:	Twilight
Prerequisite:	Magic Armor, Magical Focus: Metal
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Physical Focus:	Metal
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.

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Notes: This spell protects the target from physical harm, weaving the metal of a metal magic component (which is then consumed) into the fabric of the target's clothing. (The target MUST be wearing at least one layer of clothing - fur does not count). Call "Grant 1 Twilight Armor by Metal."

This Armor lasts until the end of the current Twilight period, at which point it fades away. You must explain to the target that this ends, or hand them a tag (you can print your own) that says:

"Grant 1 Twilight Armor by Metal."

This grants you 1 Point of Armor (that may be repaired via normal repair rules) that lasts until the end of the current Twilight period.

Portable Forge

Cost: 5
Reset: Event
Prerequisite: Metal Weaving
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None
Physical Focus: Metal
Gesture/Incant: A special liminality (see rituals) must be created, and a small ritual of 5 minutes must be performed, using gestures and incants. A metal component and a forge rep is required.
Notes: This spell is actually a small ritual that creates a Portable Forge that can be carried onto a field of battle to allow for armor repair. Unless used by a Metal Magician, armor and weapon repairs take double the normal time.

This tag must be placed on the portable forge:

"Portable Forge"

This is a Portable Forge and may be carried into the field of battle to allow for repairs of weapons and armor. If used by a Magician with the "Throw Metal" skill, repairs take the normal time for Weaponsmithing and Armorsmithing. If you do not have the skill, field repairs take double the normal time.

Cure Metal

Cost: 5
Reset: Encounter
Prerequisite: Cure Magic and Magical Focus: Metal
Skill Points: 1 Magic
Restriction: None
Physical Focus: Earth
Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: Touch the target with a packet and call "Cure Metal by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

Protection from Metal

Cost: 5
Reset: Twilight
Prerequisite: Protection from Magic and Magical Focus: Metal
Restriction: None
Skill Points: None
Physical Focus: Earth
Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes: You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call:

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If the Magician casts the spell on himself, the call is “Grant Defense: Resist Metal by Magic.”
If the magician casts the spell on another, the call is “Grant Defense: Shield Metal by Magic.”

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Hedge Magic

Hedge Magicians are Magicians most often depicted in folktales and legends: the magician who uses magical accretions, components, items, and ingredients to create spells and curses to great effect. They are the great adventurers seeking out the rare and mystical items that can allow for new and greater spells, or the magician far away in their tower experimenting in the hopes of discovering new spells, pouring over books and symbols, incants and components, rare magical items and rarer components. A dash of sand from the Dustlands with the hair of a unicorn, waived over the Wand of Wonders... that is the kind of thing the Hedge Magician does.

A Note on Arcane Alchemy: All Hedge Magicians require props that represent their Magical Alchemy, though what kind of magical alchemy your Hedge Magician uses is up to you. Your pockets should be full of various and sundry components and items that will allow you to cast your magicks. Whether you have pockets of ingredients and components ranging from Eyes of Newts to Tears of Love Lost, Quartz Crystals to Magical Components, or various magical items - scrolls, wands, rings, knick knacks and more - is up to you, but you should have props that you actively use for your casting.

Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for their 15 minutes of Well-Resting to restore their skills, but it is not required.

If your Arcane Alchemy is destroyed, or you do not have it upon you, then you cannot use your spells. These components are considered to have the trait "Arcane Alchemy," and as such if you are hit with a "Drain Arcane Alchemy" effect, your components lose their effectiveness till you can rest to re imbue them with magic. A "Destroy Arcane Alchemy" effect will render your Arcane Alchemy useless until repaired.

A Note on Gestures: Hedge Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets or your magical props in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Hedge Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says.

Attune Arcane Alchemy

Cost:	10
Reset:	Instant
Prerequisite:	Detect Magic, Hedge Magician
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	N/A
Notes:	Hedge Magicians use a variety of magical components, trinkets, potions, etc as their "Arcane Alchemy." These are the foci of their magic. This ability allows the Hedge Magician to attune to appropriate items to use as their foci for their magical spells with five minutes of concentration and allows for the following:

If the Magician is struck with a "Drain Arcane Alchemy" effect, five minutes of uninterrupted rest will allow the Magician to be re-attuned to their Arcane Alchemy components and can thus use their spells again.

If the Magician is struck with a "Destroy Arcane Alchemy" effect, they may spend five minutes of uninterrupted concentration/activity to restore/repair their Arcane Alchemy. At the end of those five minutes, spend 1 Magic Point and call "Repair Arcane Alchemy by Magic." If the Magician has no Magic remaining, they may repair their Arcane Alchemy during their 15 minutes of Well-Rest.

Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for this purpose, but it is not required.

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Hide Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Detect Magic
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	N/A
Notes:	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "Expose by Magic" or "Expose Magic" effect, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. This works even against "By Your Name, Expose by Magic." . You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposures coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hidden by Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Hide Magic
Skill Points:	None
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	N/A
Notes:	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "By Your Name, Expose by <Trait>", even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You may also resist an Identification Ritual with this skill. This does not work on Exposures that have no trait called. You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposures coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hide Other by Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Hidden by Magic
Skill Points:	None
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	Perform a rite involving gestures and incants over an item, then hand an obvious focus to the target of the casting.
Notes:	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell that you can give another in casting of this. They must keep the item upon themselves. Spend 1 minute casting a magical rite, give them the item, and call "Imbue by Magic." Hand them a card (or explain to them) that reads:

Hidden by Magic

"You may resist any one Expose by Magic, By Your Name Expose by <Trait> or Expose Magic by <Trait>, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You are considered to have the Magic trait while this is active"

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upon you, so an Expose Magic by one of the traits this does not protect from will expose you. This will not protect you from an Expose call that has no trait. Once you resist an Expose, you may resist the Expose again from the same source for the next five minutes. This enchantment ends when you have used it, or at the end of the next Twilight, whichever comes first. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Magic Bolt

Cost: 15
Reset: Twilight
Prerequisite: Magic Missile, Hedge Magic
Skill Points: None
Restriction: None
Physical Rep/Focus: Wand or Staff
Gesture/Incant: Incant of 8+ syllables and gestures
Notes: Perform the actions above, then throw a packet and call "4 Damage by Magic." You must have a wand or staff in your off-hand.

Magic Missile Flurry

Cost: 10
Reset: Event
Prerequisite: Magic Missile, Hedge Magic
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Wand or Staff
Gesture/Incant: Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
Notes: Perform the actions above, then gain three castings of "2 Damage by Magic." If you cast another spell before using all three missiles, any remaining castings are lost. You may use defenses without losing any castings. Once the initial spell is cast, you may throw the remaining missiles, even if you become silenced.

Magical Agony

Cost: 15
Reset: Encounter
Prerequisite: Throw Magic, Hedge Magic
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
Notes: Perform the actions above, then throw a packet and call "Agony by Magic." You may use this even while Silenced.

Reflect Magic

Cost: 15
Reset: Twilight
Prerequisite: Protection from Magic, Detect Magic
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

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Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious. Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Magic." You may then call "Reflect" to the next effect "By Magic" that strikes you.

Reflect Elemental Magic

Cost: 15

Reset: Twilight

Prerequisite: Reflect Magic, Throw <Element>

Skill Points: None

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious and incorporates the elements in some fashion (by design, color, etc). Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Imbue to Self by <Element>." You must have the "Throw <Element>" skill of the Element you wish to be able to reflect. You may then call "Reflect" to the next effect "By <Element>" that strikes you.

Harm Elemental

Cost: 10

Reset: Twilight

Prerequisite: Reflect Elemental Magic, Throw <Element>

Skill Points: None

Restriction: None

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 10 seconds doing a short rite with gestures and/or incants of some kind

Notes: Perform the actions above, then all "By My Gesture, 5 Damage to Elemental."

Banish Elemental

Cost: 25

Reset: Event

Prerequisite: Harm Elemental, Magical Focus <Type>

Skill Points: None

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 1 uninterrupted minute doing a short rite with gestures and incants of some kind

Notes: You may attempt to send an elemental back from whence it came. Spend 1 uninterrupted minute performing a small ritual, including gestures and incants, then call "By My Gesture, Inflict Banish to Elemental."

Magical Healing

Cost: 10

Reset: Twilight

Prerequisite: Magical Protection, Throw Magic, Hedge Magic

Skill Points: None

Restriction:

Season: 1 2 3

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Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: You read between the Word to bend time ever so slightly to cheat on healing a wound. Perform the action above, and then you may touch a packet and call "Heal by Magic and Short Agony by Aging."

Magical Spot Defense

Cost: 20
Reset: Twilight
Prerequisite: Protection from Magic, Detect Magic, Hedge Magic
Skill Points: None
Restriction:
Season: 1 2 3
Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or headpiece of some kind. After you have seen a trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece, then put it on
Notes: You may read between the lines to find the magic to protect yourself, though you must first see the dangers facing you (you must see the trait used). Perform the actions above, and after putting it on, you may cast "Grant Defense by Magic, Resist <Trait> by Magic". This cannot be used to grant a Resist against the following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Protection

Cost: 20
Reset: Twilight
Prerequisite: Magical Spot Defense
Skill Points: None
Restriction:
Season: 1 2 3
Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/trinket and putting it on another
Notes: You may read between the lines to find the magic to protect yourself or another, though you must first see the dangers facing you (you must see the trait used). After performing the above actions, you may cast "Grant Defense by Magic, Shield <Trait> by Magic". If you've already given one to an individual in the fight, you may renew the protection without having to remove the trinket for the remainder of that encounter. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Cure

Cost: 25
Reset: Encounter
Prerequisite: Magical Spot Protection
Skill Points: 1 Magic
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 60 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece and putting it on
Notes: You may read between the lines to find the magic to cure another, though you must first see what has been done to them (you must see the trait used, or you must Diagnose it). After performing the above

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actions, you may cast "Cure <Effect> by Magic" at the cost of 1 Magic Point. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Curse of Weakness

Cost: 15
Reset: Twilight
Prerequisite: Magic Bolt
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Weakness by Magic."

Magical Curse of Rage

Cost: 15
Reset: Twilight
Prerequisite: Magic Bolt
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Frenzy by Magic."

Magical Confusion

Cost: 15
Reset: Event
Prerequisite: Magic Bolt, Magical Curse of Weakness
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 4
Physical Rep/Focus: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you.
Gesture/Incant: You need the Phys Rep upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of how you are twisting the words around your target
Notes: Perform the actions above, then throw a packet for "Short Drain by Magic."

Magical Lifekeeping

Cost: 15
Reset: Twilight
Prerequisite: Magicians Sight, Hedge Magic
Skill Points: None
Restriction: None
Physical Rep/Focus: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that you can place upon the dead person.
Gesture/Incant: You need the phys rep upon you to give to the dead. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

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Notes: Call "Imbue lifekeeping by Magic" when you place the item upon the dead person. As long as you keep performing a magical rite upon the person, their death count is suspended. You may do this for up to 1 hour, at which point the magic dissipates and their death count resumes (or until they are brought back to life). The person affected may choose to die at any time, however.

Agony to Spirit

Cost: 25
Reset: Encounter
Prerequisite: Magical Lifekeeping
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: Perform the actions above, spend 1 magic, throw a packet and call "Agony to Spirit."

Magical Message

Cost: 10
Reset: Event
Prerequisite: Hedge Magic, Read/Write Magic
Restriction: None
Skill Points: 1 Magic
Physical Focus: Wand
Gesture/Incant: You must have the written message to send, and then need to draw a small circle, place the letter within, and using components/trinkets/etc with gestures and incants, perform a small rite for 30 seconds.
Notes: This spell allows the caster to send a message magically to its intended recipient, by slipping the message between the Words. Write your message on a piece of paper and deposit the paper in a receptacle found in game.

Imbue Magical Adventuring Skills

Cost: 15
Reset: Encounter
Prerequisite: Throw Magic, Hedge Magic
Skill Points: 1 Magic
Restriction: None
Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 30 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: Give the item, then touch the target with a packet, spend 1 magic, and call "Grant Encounter Skill by Magic, <Adventure Skill>" where the Skill can be Climb, Jump, Swim, or Balance. The recipient gains the skill for the encounter, and loses it when they depart the encounter or Well Rest to regain encounter skills. Please explain the skill to the recipient. If casting on another, you must give them the fetish and they must keep it upon them to retain the skill for the encounter.

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11.6 Magician Ritual Magic

Once you are an established magician, you may choose to study and become a Ritualist, weaving enchantment into ordinary devices to make them extraordinary. You must have Elemental or Hedge Magic to gain this path.

A Note on Ritual Magic: Most magicians understand how to use small amounts of magical energy to create powerful effects. In addition, the ritual magician learns how to use great amounts of magic to create wondrous effects. The use of both lesser and greater ritual magic requires skill and time greater than the normal use of magic. A character cannot learn to be a ritual magician without first becoming a normal magician, either studying Elemental or Hedge Magic.

A Note on Gestures, Incants, and Silence: Ritual Magical ALWAYS requires that the Magician have "hands free" in terms of weapons so that they may gesture, move, and manipulate whatever is needed in the ritual. The Magician must have their Wand upon them. They also must perform incants as part of the Ritual. Thus, a ritual cannot be performed while Silenced, Drained, or with any Maimed Limbs.

Ritual: Enchant Focus

Cost: 2
Reset: Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite: Magician's Sight, Read/Write Magic
Restriction: None
Skill Points: 1 Magic
Physical Focus: Liminality
Gesture/Incant: You must complete a lesser ritual to enchant a focus. In the case of the Enchant Focus spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:
* the ritual must be at least one minute in length.
* the target of the ritual must be placed in the center of the liminality.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done the item is made into a focus. Once an item has been made into a focus it may be used to cast spells of that path.

Notes: You may infuse a normal item with magic, thereby turning it into a focus for the casting of other spells. Each type of Physical Focus requires a different item. Foci must be carried at all times, and should be large enough to be seen. A large ring or a charm hung from a belt would be appropriate. Foci should be appropriate to the type of magic they aid in casting. A fire focus, for instance, might be a bit of coal or a red gem, while a small bottle of water would be more appropriate for casting water spells.

All players who begin game with the Magician header may begin with a focus for each type of magic they know. Foci for any new types of magic should be created during the course of game.

Ritual: Enchant Magic Wand

Cost: 2
Reset: Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite: Ritual: Enchant Focus/Component
Restriction: None
Skill Points: 1 Magic
Physical Focus: Liminality, Ritual Focus
Gesture/Incant: You must complete a lesser ritual to cast this spell. In the case of the Enchant Magic Wand spell, the ritual will entail the tracing of a simple pattern across the liminality. The Magician is free to design the enchantment that makes a wand into a magic wand, but it must include these elements:
* the ritual must be at least five minutes in length.
* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the entire wand, although a base can be used so that the wand can be standing up.
* the enchantment must include some form of gesture/movement and incant.

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* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the wand. These components are consumed when the ritual is begun (whether it succeeds or not).

* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once this is done the wand is enchanted. You do not have to cast this ritual again. The wand is considered to remain enchanted between events. A magician may have any number of magical wands. There is no skill required to use a magic wand. A magician may cast spells while holding a magic wand. A wand is typically about a foot in length, and cannot in any way be used as a melee weapon.

Notes: A magician is not required to enchant his own wand.

Wands are essential tools used by magicians. They act as ritual foci in the casting of many rituals, and are used to unbind magical wards. As a ritual focus, a wand forms a point of contact and also a barrier between the caster and the ritual. While in some cases they are replaced by other ritual foci, the wand still remains a very useful tool, and almost every magician carries one.

Out of Game: Wands are represented using pens or pencils that have been decorated to the player's taste. Wards are represented using mazes of varying complexity, and the wand is used to complete the maze.

Path of the Ritualist

Path of the Ritualist

Cost:	10
Reset:	Instant
Prerequisite:	Elemental Magic or Hedge Magician Header, Ritual: Enchant Magic Wand
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Ritual
Gesture/Incant:	Special
Notes:	You may participate in the casting of greater ritual magic under plot approved conditions. You must attune yourself to a circle to begin any greater ritual casting and draw the magic to you. To do so, spend a point of magic, touch a ritual focus (such as a wand or token) to the circle and call: Imbue by Magic.
	Learning this Path gives you the first level of Ritual Skill for free.

Ritual Skill Levels

Cost:	0,10,20,30,40
Reset:	Event
Prerequisite:	Path of the Ritualist
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None
Notes:	Ritual magic beyond those rituals considered very simple requires intense concentration, far beyond that of which many magicians are capable. This level of concentration is exhausting, and a magician is typically only capable of bending his will thus a few times every few days. These Great Rituals are rituals done in-game with Plot Staff, and either the result of Ritual Research, or Rituals proposed and done with the aid of NPCs.

Ritual Skill Levels also represent the magician's ability to bend his will toward the casting of ritual magic. Certain Rituals will require a specific level of Ritual Magic Skill Levels. Rituals purchased as skills do not require an expenditure of Ritual Magic skill to perform; only that you have the appropriate level (as well as focus, components, etc, necessary for the ritual).

Ritual skill levels recover only at the end of an event, or under plot approved conditions.

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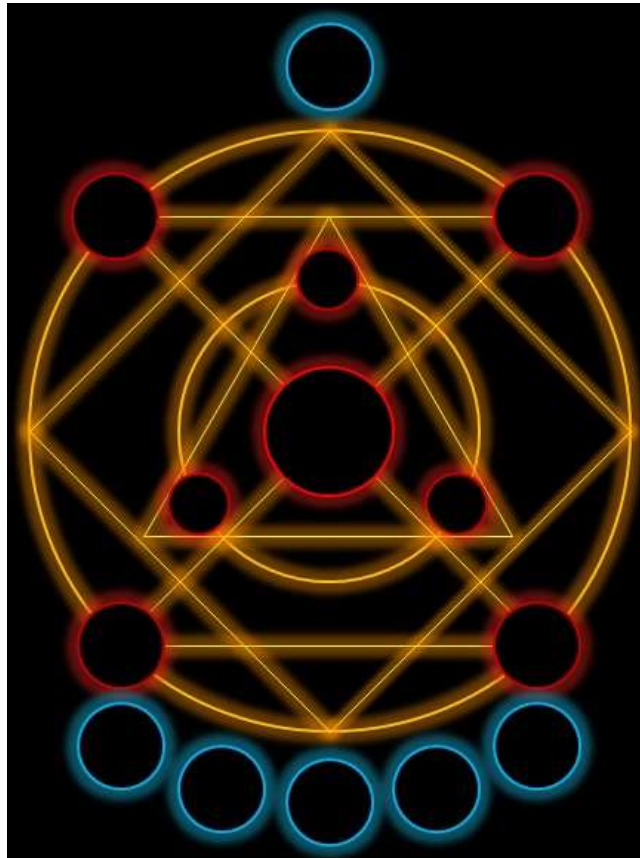
Ritual Research

Cost:	10
Reset:	Between Events
Prerequisite:	Path of the Ritualist, Read Magic
Restriction:	None
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None

Notes: Between events, you may attempt to research and create a new ritual, or to study a ritual you have seen performed to understand more about it, or even research new spells. Some rituals may be too difficult for a ritualist to learn at early stages of their study, but pending plot approval, you may then purchase the ritual and perform it at the next event, provided you have the proper components. More difficult proposals are likely to require multiple uses of this skill and may require additional accomplishments in game.

Multiple magicians may combine their efforts to research a particular ritual. This may sometimes (not always) reduce research time.

You **MUST** submit your question by the PEL deadline of two weeks after the event in order to receive an answer. If for any reason staff fails to give you a reply to your question at the next event, we will do our best to get you your answer at the following event. In the meantime, you can ask another question after the new event without “replacing” your old one; we will get you answers on both, so long as you ask no more than one question per event using this skill. However, if you are informed that you must spend multiple uses of the skill upon the same topic, you cannot research an additional ritual while performing that ongoing research.



Liminality Ritual Circle - the ritual circle pattern required to perform Ritual Magic

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Rituals: Liminality

These are true Rituals, and require a Liminality circle, preparation, and proper components to perform. Rituals bought as skills do not require a Staff member present to perform.

Ritual: Enchant Component

Cost: 5
Reset: Encounter
Prerequisite: Path of the Ritualist
Restriction: None
Ritual Skill Level: 1
Skill Points: 1 Magic
Physical Focus: Liminality, Wand
Gesture/Incant: You must complete a lesser ritual to enchant a component. In the case of the Enchant Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done a new component is created. The component may be used as a component in a ritual.

Notes: This ability allows you to create Magic components. You must have the corresponding Magical Focus to create components of other types. For example, you must have the ability "Magical Focus: Fire" in order to create Fire components.

This allows you to create *normal* components, but does not allow you to use a ritual to enchant a normal item to become a greater component. For example, if a ritual calls for a "the horn of a unicorn," you must in fact obtain a unicorn's horn. However, if the ritual just calls for a "component of water" you may enchant an appropriate item to become that type of component, provided you have the appropriate Magic Focus skill.

Ritual: Transform Component

Cost: 5
Reset: Twilight
Prerequisite: Detect Magic, Ritual: Enchant Component
Skill Points: None
Restriction: None
Ritual Skill Level: 1
Skill Points: 1 Magic
Physical Rep/Focus: Liminality, Wand
Gesture/Incant: You must complete a lesser ritual to enchant a component to become another component. In the case of the Transform Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Notes: Once per twilight, you may perform a 1 minute rite to transform a ritual component into another element. This can only be done for components to/from Elements, Illusion, Dream and Magic.

You must *either* have the skill "Magical Focus: <Type>" or possess a Focus of the type (to use in the casting of the ritual) you are transforming the component into.

Ritual: Enchant Magician's Staff

Cost: 15
Reset: Instant
Prerequisite: Path of the Ritualist

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Restriction: None
Skill Points: 1 Magic
Ritual Skill Level: 1
Component: 1 Magic Component + Additional Elements (see below)
Physical Focus: Liminality Ritual, Wand
Gesture/Incant: You must complete a ritual to enchant a magician's staff. In the case of the Enchant Magician's Staff spell the ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment that makes a normal staff a Magician's Staff, but it must include these elements:
 * it must be a minimum of 5 minutes in length.
 * the enchantment must include some form of gestures/movement and incants.
 * the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the staff. These components are consumed when the ritual is begun (whether it succeeds or not).
 * this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: A magician must enchant his own magician's staff.
 Once the staff is enchanted, you do not need to perform this ritual again. It is considered to remain in effect between events. You may only have one Staff that is so enchanted. If it at any point you wish to enchant a new staff, you may do so, following the guidelines above. This can be done during an Encounter, but please note that interruptions will reset the enchantment.

Once cast, in addition to becoming a focus for other spells, the Magician can cast spells while holding and using a staff. You must have the skill to use the staff to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:

- * Since a staff is a two-handed weapon, you cannot block with one hand with only one hand holding the staff, even with this skill. However, you could begin your incant while blocking, or use a spell that does not require you to throw a packet, etc.
- * This skill also works with any packet-based skills that are not technically spells but state in their description that they work like spells.
- * If your Staff is destroyed, the Enchantment is not lost, but you cannot use the Staff for any magic relying on it until the Staff is repaired.

Strength of the Staff

Cost: 10
Reset: Twilight
Prerequisite: Enchant Magician's Staff
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Physical Focus: Staff
Gesture/Incant: None
Notes: So long as you are holding your Magician's Staff, you may call "Resist" to any one "Destroy Staff" or "Disarm Staff" effect, even if the attack is delivered by a Special Trait, unless the attack is called by Doubt, Corruption, Insanity, Horror, Nightmare, or by Fairy Magic.

Ritual: Bind Liminality Circle

Cost: 5
Reset: Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite: Detect Magic, Ritual: Enchant Component
Skill Points: None
Restriction: None
Ritual Skill Level: 1

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Skill Points: 1 Magic
Components: 2 Magic Component, 1 of each Element
Physical Rep/Focus: Liminality, Wand

Gesture/Incant: You must complete a lesser ritual to bind your focus to a Liminality Circle. The ritual must entail the tracing of a very simple pattern across the liminality, and requires a Magical Focus of some kind (can be something already enchanted or used, like your Wand or other Focus). The Magician is free to design the enchantment that creates the component, but it must include these elements:

- * the ritual must be at least one minute in length.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 2 Magic components and 1 component of each Element. These components are consumed when the ritual is begun (whether it succeeds or not).
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Notes: Once per twilight, you may perform a 1 minute rite bind your focus to a Liminality, such that you may trace its pattern in your mind for the use of Circle Rituals (Field Rituals). This will not replace the need for a Liminality for any ritual that requires it. Instead, this allows a Ritualist to perform Circle Rituals (that have the Focus: Circle) without requiring a Liminality. See Circle Rituals below.

Ritual of Identification

Cost: 10
Reset: Twilight
Prerequisite: Magician's Sight, Detect Magic, Path of the Ritualist
Restriction: None
Skill Points: 1 Magic
Ritual Skill Level: 2
Components: 1 Magic
Physical Focus: Liminality Ritual, Wand
Gesture/Incant: You must complete a lesser ritual to gain insight into an item or person. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The Magician is free to design the enchantment, but it must include these elements:

- * the item or person you wish to identify must be at the center of the ritual
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual grants you some knowledge about the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. At the end of the ritual, touch the target and call "Inflict by Magic." Sometimes the Magician will immediately know more information (if a tag is already on the item, you may open it; if the target is an NPC with the info, they may give it; or if a Plot Staff member is present), and sometimes the information may come in time (if there is no tag or Plot Staff member, place a letter in the Plot box and information will come to you later).

This ritual will not reveal Hidden knowledge.

Ritual: Scrying

Cost: 20
Reset: Event
Prerequisite: Ritual of Identification
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: 1 Magic
Ritual Skill Level: 3
Components: 4 Magic + something that is a focus of the scrying, such as:
* something of the place you are trying to see

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- * if a person: of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to scry on
- * or something related to the events you wish to see (such as a knife used in a murder)

Physical Focus: Liminality Ritual, Wand, Focus

Gesture/Incant: You must complete a lesser ritual in an attempt to Scry a place, person or events. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that is the focus of the scrying. The Magician is free to design the enchantment, but it must include these elements:

- * the item or person you wish to identify must be at the center of the ritual
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: You may attempt to scry something that is happening somewhere else, or to see someone who is not with you. Casting of this ritual does not guarantee you may see what you wish, as it is possible for it to be obfuscated by magical means, the Fairy Mists, or other such things.

Scrying upon very powerful Fairy or other beings, or those normally magically hidden such as the King's Jacks, may draw their attention or outright fail.

This requires plot coordination, and it is sometimes possible that the vision will appear some time after the ritual is cast. (If a Plot Staff member is not present during the attempt, write a letter and drop it in the plot box and send it to monster camp. It is recommended to speak with a member of plot staff before casting this ritual, but not required).

Lay down a luminality circle. You must have components of earth, air, wind, fire, magic, and dream. Any items of a personal or direct connection to the person or place you are scrying increases the chances of success. A Priest participating in this ritual will increase the chances of success, as will any person directly tied to the person, event, or place you are seeking to Scry.

This can sometimes have unintended backlash or flaws, depending on where and what you are trying to see.

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Rituals of Bind Familiars

These rituals allow for the binding of a familiar which grants special powers to the Magician.

Ritual: Bind Familiar (lesser)

Cost: 3
Reset: Instant
Prerequisite: Path of the Ritualist
Restriction: Special Instruction Needed
Skill Points: 1 Magic
Ritual Skill Level: 1
Components: 2 Magic + Component Needed for Familiar Type (see below)
Physical Focus: Liminality, Wand
Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- * the ritual must be at least five minutes in length.
- * the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 2 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- * the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is contact with you, you benefit from its presence.

See the section on magician familiars for more information on the benefits of having a familiar.

Ritual: Bind Familiar (greater)

Cost: 0
Reset: Instant
Prerequisite: Ritual: Bind Familiar (lesser)
Restriction: Special Instruction Needed
Skill Points: 1 Magic
Ritual Skill Level: 2
Components: 4 Magic + Additional Component based on Familiar Type below
Physical Focus: Liminality, Wand
Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- * the ritual must be at least ten minutes in length.
- * the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- * the enchantment must include some form of gesture/movement and incant.
- * the enchantment must include 4 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- * the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

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Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is within you, you benefit from its presence.

Find out in game the benefits of having a familiar.

Familiar Enchantment Types

Before beginning a familiar ritual, you must decide which type of familiar you wish to bind. A familiar may be bound as only one type. There are three types of familiars as follows:

Enchanted Protector

Additional Component: Water

The Protector familiar is able to provide some small amount of healing and is also able to cure various maladies when needed.

Enchanted Supporter

Additional Component: Fire

The Supporter familiar is able to amplify the magician's ability to cast offensive spells.

Enchanted Guardian

Additional Component: Earth

The Guardian familiar is able to offer protection and shielding from harm.

Familiar Abilities

When using the familiar abilities, you must be within 10 feet of your familiar.

All abilities are **per Event** and may be bought more than once. **Each level costs 10 CP and you may purchase a maximum of 3 levels of each skill.** You may only use one Familiar ability per Encounter, and you may only purchase one Familiar Header.

For Greater Familiars, the familiar must spend CP to gain benefit from the two way link. The Enchanted Protector and Enchanted Guardian abilities are available to the Greater Familiar to purchase only.

Enchanted Protector

- **Shared Voice:** After you have been Silenced, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Silence by Familiar".
- **Friendly Mender:** After you have been Maimed, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Maim by Familiar".
- **Companion Healer:** "Heal 2 by Familiar". You may only use this ability on yourself.
- **Borrowed Strength:** When you are about to "bleed out" from Unstable to Comatose/Dead (after you reach your 60 second count), you can use this ability to call "Stabilize to Self" and become Stable instead.

Enchanted Supporter

- **Transformation:** "Imbue by Familiar". The next spell you cast is called by one of the following traits instead of its usual trait: Earth, Fire, Air, Water, and Lightning.
- **Spell Retention:** "Imbue by Familiar". You may cast any one Encounter or Twilight Offensive spell to store in the familiar to be used at a later time. The familiar can only store one spell at a time. The most recently stored spelled takes precedence. This cannot be used on Event Spells.
- **Amplify Magic:** When casting any one damage spell, you may call it as "Double".
- **Familiar Accuracy:** If you do not hit any target with a single spell, you can choose to call "Imbue by Familiar" and take back that effect, though you may not use it again for at least five minutes. For example, you cast a spell for "3 damage by Fire" and miss. You may call "Imbue by Familiar." You regain the spell to use again after five minutes, without spending additional Magic Skill Points or another use of the skill.

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Part Two: Skills

Enchanted Guardian

- **Companion Armor:** “Imbue by Familiar”. “Grant 2 Protection to Self”. You may only use this ability on yourself.
- **MagicShield:** “Imbue by Familiar”. Call “Shield” against the next packet effect “by Magic” that you receive. You may only use this ability on yourself.
- **MissileShield:** “Imbue by Familiar”. Call “Shield” against the next packet arrow or dart that strikes you. You may only use this ability on yourself.
- **BladeShield:** “Imbue by Familiar”. Call “Shield” against the next melee attack that strikes you. You may only use this ability on yourself.

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Part Two: Skills

Rituals of Enchantment

These rituals allow for the creation of enchanted items, or to enchant others with special abilities.

Ritual: Enchant Soak Stone

Cost:	10
Reset:	Twilight
Prerequisite:	Path of the Ritualist, Ritual: Enchant Focus, Ritual: Enchant Component
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	1 Magic
Ritual Skill Level:	1
Components:	One of each focus (Magic, Earth, Air, Fire, Water)
Physical Focus:	Liminality, Wand, Stone
Gesture/Incant:	You must complete a lesser ritual to enchant a Soak Stone. In the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The stone should be in the center of the liminality - the target of the ritual. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements: * the ritual must be at least five minutes in length. * the enchantment must include some form of gesture/movement and incant. * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Note:	Once this is done the target stone becomes a soak stone. The soak stone may be used as a ritual focus to collect an ability to use in yet another ritual (see below). The soak stone remains until used, or if a Destroy Magic effect is used on it.

Ritual: Utilize Soak Stone

Cost:	10
Reset:	Event
Prerequisite:	Ritual: Enchant Soak Stone
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	Special (see below)
Ritual Skill Level:	1
Components:	4 Magic, Person with skill to be stored
Physical Focus:	Liminality, Wand, Stone
Gesture/Incant:	You must complete a lesser ritual to utilize a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality, and again, the stone should be in the center of the liminality as the focus of the spell being cast. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements: * the person with the ability to be collected must be included in the ritual, standing at one of the positions beside the caster. * the ritual must be at least five minutes in length. * the enchantment must include some form of gesture/movement and incant. * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count. * at the end of the ritual, the person with the ability to be collected uses the ability, with the corresponding skill point use. There does not have to be a target for this use - the ritual is the target, which is channeled down the lines of the liminality and into the stone by the power of the ritual.
Note:	The user of the skill loses only the one use of that skill. The skill is not "forgotten" or "stolen".
Notes:	The soak stone holds the skill, but it does not confer the ability for anyone else to use it. The soak stone only holds the skill so that it can then be used as a focus to create a magic item. It is a tool, not a weapon.
For instance:	The soak stone could store a healing prayer or a dream ability so that the magician could then fashion an item that could cast the healing prayer or the dream ability.

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Part Two: Skills

Ritual: Enchant With Soak Stone

Cost: 10
Reset: Event
Prerequisite: Ritual: Utilize Soak Stone
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: Special (see below)

Ritual Skill Level: 1

Components: 4 Magic, Soak Stone

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Enchant something with a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The soak stone must also be in the ritual focus. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

- * the item to which or the person to whom the ability is to be stored must be at the center of the ritual
- * the soak stone must be included in the ritual, placed at one of the positions beside the caster.
- * the ritual must be at least 5 minutes in length.
- * the enchantment must include some form of gesture/movement and incant.
- * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
- * once the ritual is cast, the Soak Stone becomes inert. To use again, you must cast both Enchant Soak Stone and Utilize Soak Stone.

Note: The item or person so enchanted in this ritual gains the use of the skill that had been stored in the Soak Stone. You should create a yellow tag to give to the person or place on the item that contains the following (you should create blank tags to have on hand to make this quicker in-game):

Enchanted Item (or Imbued Enchantment, if placed on a person)

While so enchanted or while in the possession of the item so enchanted, you have the "Magic" trait and will call "yes" to Diagnose and Exposes, unless you have a defense.

You gain the following ability that you may use once, without expending a skill point:

<Put the Skill Here>

This enchantment ends when you use the skill, or if you accept a Cure Magic, or if you/the item receives a Remove or Destroy Magic effect and cannot negate it with a defense.

Ritual: Wand of Channel Magic

Cost: 10
Reset: Twilight
Prerequisite: Enchant Wand
Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: None

Ritual Skill Level: 1

Component: 1 Magic Component + Component for each type of Focus Magician has

Physical Focus: Liminality, Wand

Gesture/Incant: You must complete a ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted Wand within the center circle. The Magician is free to design the enchantment, but it must include these elements:

- * it must be a minimum of 5 minutes in length.
- * the enchantment must include some form of gestures/movement and incants.
- * the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).
- * this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

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Notes: You may perform ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Wand for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Wand. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter), provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Wand, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Ritual: Wand of Transfer Channel Magic

Cost: 10
Reset: Instant
Prerequisite: Ritual Wand of Channel Magic
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: None
Physical Focus: Wand
Gesture/Incant: Touch Staff to recipient. No incants required, but cannot do this if Silenced.
Notes: The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the Wand to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it.

Ritual: Wand of Spell Storing

Cost: 10
Reset: Event
Prerequisite: Magician's Staff, Ritual: Wand of Channel Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None
Ritual Skill Level: 1
Component: 1 Magic + Focus type of spell being stored
Physical Focus: Liminality and Wand
Gesture/Incant: The Magician may perform a ritual to store a single Encounter spell into his already enchanted Wand. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:
 * it must be a minimum of 5 minutes in length
 * a circle must be laid out around the Wand, and the Wand must be in the center of the ritual
 * the enchantment must include some form of gestures/movement and incants
 * the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Wand
 * this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count
Notes: Once the enchantment is completed, the Spell is stored in the Wand. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Wand is destroyed, the Stored Spell is lost.

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Ritual: Enchant Warded Door

Cost: 10
Reset: Event
Prerequisite: Ritual: Utilize Soak Stone
Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: Special (see below)

Ritual Skill Level: 2

Components: 4 Magic, Soak Stone

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Utilize a Soak Stone, and enchant it with an ability or a skill. This ritual will entail the tracing of a complex pattern across a liminality, but the liminality must be laid before the Door you wish to place a Ward upon. The center of the ritual should be the thing to be the soak stone, but the door should be at one end of the liminality. The Magician is free to design the enchantment that creates the Ward stone, but it must include these elements:

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* if the door is part of a Hearth, then the Hearth Witch must be willing and must participate in the casting. This cannot be placed on a Universal Hearth, such as the Cotting House.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual allows the magician to use a spell or skill stored in a soak stone to create a Magically Warded Door. The ward will do "Double" the effect store in the soak stone.

The creator can imbue an individual with the ability to bypass the ward, and it can be bypassed with an Enchanted Wand if the Magician has this Ritual and can solve the ward maze.

To imbue an individual with the ability to walk through the Door, touch a packet to the target and then place a hand on the Ward. Concentrate for 10 seconds and say "Imbue by Magic." Inform the recipient that they may pass through the Ward by touching it and concentrating for 3 seconds. The Imbue will go away if they receive a Remove or Destroy Magic effect, or if they die.

Once the ritual is complete, touch the Door and call "Imbue by Magic." You must hang a large yellow octagon with the following, and it must sit on top the Ward Tag:

On the Front:

MAGICIAN'S SIGHT / SEARCH AN AREA

If you have either of these skills, you may turn over this tag.

On the Back:

You can sense that there is Magic on this Door, and that there is a Ward here.

If you are a Magician with an Enchanted Wand and you have the skill, Ritual: Enchant Warded Door, you may attempt to solve the Maze to disarm the Ward. If you are successful, call "Imbue by Magic" and you may walk through the Door without taking the effect.

Warded tag, on the front:

WARDED DOOR

<place a small maze underneath this>

Warded tag, on the back:

Take the effect "DOUBLE <ATTACK> by <EFFECT">" when you walk through this Ward, unless you were Imbued by the Magician who enchanted the Door to cross through it, or you are a Magician who solved the Maze.

You may negate the effects of this door with a defense, but you need two defenses to negate both effects.

This Ward may be removed with a Destroy Magic effect (remove the tags if you use a Destroy Magic).

If you trigger this Ward effect, remove the tag as the Ward has been expended.

The Magician who created this Ward may remove it at any time with 10 seconds of concentration.

The effect on the Ward will be double the effect placed in the soak stone. Thus, a "4 Damage by Fire" becomes a "Double 4 Damage by Fire." If the skill placed in the Soak Stone is a weapon skill with no trait/by weapon, its call becomes "by Force" in the Ward.

The Magician who created the Ward may remove it at any time with 10 seconds of Concentration.

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Part Two: Skills

Staff Rituals

These ritual require an enchanted Magician's Staff to use.

Staff: Channel Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic Component + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff
Gesture/Incant:	You must complete a ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment, but it must include these elements:
	* it must be a minimum of 5 minutes in length.
	* the enchantment must include some form of gestures/movement and incants.
	* the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).
	* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: You may perform ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Staff for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Staff. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter), provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Staff: Greater Channel Magic

Cost:	15
Reset:	Instant
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	None
Ritual Skill Level:	2
Component:	2 Magic Components + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff
Gesture/Incant:	Performed as Staff: Channel Magic, but the ritual now takes 10 minutes.
Notes:	This enhances the use of Staff: Channel Magic to allow the Magician to store 2 Magic Points into his Staff for later use. Though the ritual takes longer to perform (10 minutes), an additional Magic Component, and Ritual Skill Level 2, the effect remains for an encounter: the Magician is -2 next encounter, and

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may call "Imbue 2 Magic Skill Points by Magic" at any time for the remainder of the event. You may only have 1 Channel Magic, Greater or not, at one time. You may still cast Channel Magic as 1 Magic Point if you choose.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter.

Only the Magician who stored the Magic Point may use it.

Staff: Improved Channel Magic

Cost: 20
Reset: Event
Prerequisite: Staff: Channel Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 1 1 1
Skill Points: None
Ritual Skill Level: 2
Component: 4 Magic Components + Component for each type of Focus Magician has
Physical Focus: Liminality, Staff
Gesture/Incant: Performed as Staff: Channel Magic, but the ritual now takes 10 minutes. It is 10 minutes even if you use this in conjunction with Greater Channel Magic.

Notes: This enhances the use of Staff: Channel Magic to allow the Magic Point stored in a Magician's Staff to remain for the Twilight period in which it was invoked. It may be Well Rested back as per normal Magic Points. Only 1 Magic Point may last for the Twilight Period, even if you have 2 Magic Points Stored.

For example: A Magician has 4 Magic Points and casts this ritual with Greater Channel Magic. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter. He chooses to use it in a fight against Werewolves that night, around 9pm. Because he also cast Improved Channel Magic, when the encounter is over, his total Magic Points is now 5, and he may Well Rest back 5 Magic Points. He has five until dawn/he goes to sleep. When he awakens in the morning, he is back to 4 Magic Points.

You may only cast Improved Channel Magic once per event. Only the Magician who stored the Magic Points may use it.

Staff: Transfer Channel Magic

Cost: 10
Reset: Instant
Prerequisite: Staff: Channel Magic
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: None
Physical Focus: Staff
Gesture/Incant: Touch Staff to recipient. No incants required, but cannot do this if Silenced.
Notes: The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the staff to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it. If the Magician has channeled 2 Magic Points, he may choose to transfer 2 points.

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Staff: Strike by Magic

Cost:	15
Reset:	Encounter
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	1 Magic
Ritual Skill Level:	1
Component:	None
Physical Focus:	Staff
Gesture/Incant:	Wave hands over staff, and say an incant of 6+ syllables
Notes:	Perform the action above, spend 1 Magic Point, and call "Imbue to Staff by Magic." You may call your next swing, "2 Damage by Magic," or you may call one "Deathstrike one, Deathstrike two, Deathstrike three by Magic."

Ritual: Staff of Spell Storing

Cost:	10
Reset:	Event
Prerequisite:	Magician's Staff, Staff: Channel Magic
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic + Focus type of spell being stored
Physical Focus:	Ritual and Staff
Gesture/Incant:	The Magician may perform a ritual to store a single Encounter spell into his Staff. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:

* it must be a minimum of 5 minutes in length

* a circle must be laid out around the staff, and the staff must be in the center of the ritual

* the enchantment must include some form of gestures/movement and incants

* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Staff

* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count

Notes: Once the enchantment is completed, the Spell is stored in the Staff. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Staff is destroyed, the Stored Spell is lost.

Staff: Spell Strike

Cost:	5
Reset:	Instant
Prerequisite:	Ritual: Staff of Spell Storing
Skill Points:	None
Physical Focus:	Staff
Gesture/Incant:	None
Notes:	You may cast a Stored Spell (stored through the Staff of Spell Storing ritual) through your staff instead of throwing a packet. Call the spell effect and strike your target with the staff.

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Staff: Channeled Spell

Cost: 10

Reset: Twilight

Prerequisite: Spell Strike, the spell to be channeled

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None (although the spell so channeled still has the normal cost.)

Physical Focus: Staff

Gesture/Incant:

Notes: The Magician may deliver a spell that has an Agony, Damage, or Maim Effect through the Staff, rather than deliver it by throwing a spell packet. The Magician must complete the normal requirements for the spell, but then must add an additional incant of at least 5 syllables, then call the delivered effect and strike with the weapon.

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Circle Rituals (Field Rituals)

These are rituals that may be performed upon a field of battle with a hastily constructed circle. A Magician must first use the Ritual: Bind Liminality upon themselves to use these rituals.

Circle of Forbiddance		“You Shall Not Pass!”	
Cost:	20		
Reset:	Event		
Prerequisite:	Enchant Magician's Staff, Ritual: Bind Liminality		
Restriction:			
Season:	1	2	3
Max Purchase:	1	2	3
Skill Points:	None		
Ritual Skill Level:	2		
Component:	1 Magic Component or 2 of any other kind		
Physical Focus:	Circle		
Gesture/Incant:	Both		
Notes:	You may perform a quick enchantment to force others away from an area.		
To cast this spell:			
* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.			
* You must touch your staff in the four directions around you (front, back, left and right).			
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc).			
* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "By My Voice, Short Repel by Magic."			
* Every 60 seconds (or whenever someone approaches you with the obvious intent to cross the circle) you may make the call again.			
* This effect ends when you step out of your circle, let go of your staff, fall unconscious, or die; after which you may not make the call again.			
* A Remove or Destroy Magic will also end the effect.			

Greater Circle of Forbiddance		“You Shall Not Pass!”
Cost:	20	
Reset:	Instant	
Prerequisite:	Circle of Forbiddance	
Restriction:	None	
Skill Points:	None	
Ritual Skill Level:	3	
Component:	2 Magic Component or 4 of any other kind	
Physical Focus:	Circle	
Gesture/Incant:	Both	
Notes:	The Magician must have already performed the Circle of Forbiddance, but his initial call may be "By My Voice, Repel by Magic."As long as magician remains with hands on staff concentrating within the Circle of Forbiddance, they may continue to call "By My Voice, Short Repel by Magic" every minute (60 seconds). * With this use, you may also draw the circle large enough that others may step inside it with you and NOT be affected by your repel. To do this, keep one hand on the staff, touch them with a packet and call "Imbue by Magic." If they do not understand the effect, explain it, or hand them a tag. * You may only protect 4 other people in this fashion. They may Resist by Magic any of your "By My Voice, (Short) Repel by Magic" while they remain within the circle. If they step outside the circle, they may no longer call resist.	

Protection of the Circle of Forbiddance (Imbue by Magic)

So long as you remain within the Circle, you may call "Resist by Magic" to the "By My Voice, (Short) Repel by Magic" that the Magician of the Circle is calling. If you step outside the circle, you may no longer call

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resist, even if you then step back within, unless you receive another imbue. This also ends if the Magician drops the circle.

Circle of Protection

Cost:	15
Reset:	Event
Prerequisite:	Circle of Forbiddance
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	1 Magic Component or 2 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to protect yourself from harm.

To cast this spell:

- * You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
- * Trace four symbols at four points of the circle (you can draw them in the dirt or with chalk, lay out stones with the symbols on them, or just trace them invisibly with your finger).
- * Other details of the ritual are up to you, but it must take at least 30 seconds and must include an incant (or incants) of at least 20 syllables.
- * Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
- * You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "Imbue Spirit Trait by Magic."
- * You have the "Spirit" trait and may call "Spirit" to any attacks as long as you remain in that position. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.
- * Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect.
- * This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die.

Greater Circle of Protection

Cost:	20
Reset:	Instant
Prerequisite:	Circle of Protection, Greater Circle of Forbiddance
Restriction:	None
Skill Points:	None
Ritual Skill Level:	4
Component:	2 Magic Component or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual ("circle ritual") to protect yourself and others from harm.

This allows you to expand your casting of Circle from Protection, if you desire, to include others.

To cast this spell:

- * You should ensure that those you are protecting understand how the circle works before you protect them.
- * You must perform circle of protection as above, but the length of time is now increased to 2 minutes
- * The circle must be large enough that everyone you seek to protect may fit within it. The circle can be no larger than 5' in diameter, and no more than 6 people (including the Magician) may stand in it
- * Once you have imbued yourself, you may Imbue others. This is the only time you may move. Speak 10+ syllable incant, touch a packet to them, and call "Imbue Spirit Trait by Magic."
- * You and they have the "Spirit" trait and may call "Spirit" to any attacks as long as you remain in that position within the circle. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.

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- * Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect on the person struck, but not on the others. They are no longer protected and cannot be re-imbued.
- * This effect also ends if you or they move, step out of your circle, fall unconscious, or die.
- * Those you are protecting may choose at any point to move and end the effect. They should call "Cure Spirit Trait" when they do so.

Circle of Power

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff, Detect Magic
Restriction:	
Season:	1 2 3
Max Purchase:	2 4 6
Skill Points:	None
Ritual Skill Level:	2
Component:	1 Magic Component
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with Magic.

To cast this spell:

- * You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
- * The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
- * Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
- * At the end of the Ritual call "Grant 1 Magic Point by Magic." You gain one additional Magic Point that you can use, but only while standing in the Circle
- * This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

Greater Circle of Power

Cost:	15
Reset:	Event
Prerequisite:	Circle of Power
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	2 Magic Components or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with greater Magic

To cast this spell:

- * You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
- * The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
- * Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
- * At the end of the Ritual call "Grant 3 Magic Points by Magic." You gain 3 additional Magic Points that you can use, but only while standing in the Circle.

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* You may spend an additional 30 seconds to make this circle last for the duration of the encounter, even if you leave it. This would allow you to cast it, then come back later to use the remaining Magic Points. To do this, you must prepare a yellow octagon tag to leave with the circle that reads the following on the front and has "Removed" printed on the back:

Circle of Power

This is a Magician's Circle of Power. You may move through it. It has no effect upon you, though you can sense the magic within. This Circle can be dispersed with a Remove or Destroy Magic effect. Flip this card over if you have Removed/Destroyed the Magic.

* This effect also ends if you step out of your circle (unless you spend the extra time to maintain it), fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect. This magic disperses at the end of an encounter regardless, and any unused Magic Points are lost.

Circle of Meditation

Cost: 15
Reset: Encounter
Prerequisite: Circle of Power, Strength of the Staff
Restriction: None
Skill Points: None
Ritual Skill Level: 3
Component: 1 Magic Component or 2 of any other kind
Physical Focus: Circle
Gesture/Incant: Both

Notes: You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 2 minutes of uninterrupted concentration to regain 1 Magic Point from a non-damage ENCOUNTER spell that you threw and missed your target (such as Agony). You must rest 2 minute per magic point recovered, so if you missed three spells, it would take 6 minutes to recover all 3 Magic Points.

* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

* Though this is an encounter usable ritual, it does not require 1 Magic Point to use, only 1 Magic Component.

Greater Circle of Meditation

Cost: 15
Reset: Event
Prerequisite: Circle of Meditation, Staff: Transfer Channel Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 0 1 2
Skill Points: None
Ritual Skill Level: 4
Component: 4 Magic Components or 8 of any other kind
Physical Focus: Circle
Gesture/Incant: Both

Notes: You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

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* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 5 minutes of uninterrupted concentration to regain 1 Twilight Spell that you have expended, or 10 minutes to regain 1 Event Spell. When regaining Event Spells, you may only use this once per spell, even if you have multiple uses of the target spell. For example, if you had 2 uses of this skill, you could use it to regain 2 castings of "Slam by Water" but could only regain "Drain by Water" once even if you could cast Drain by Water twice an event.

* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

Ritual of Destroy Magic

Cost:	5
Reset:	Twilight
Prerequisite:	Detect Magic, Circle of Power
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	2
Components:	1 Magic
Physical Focus:	Ritual, Circle
Gesture/Incant:	You must complete a lesser ritual to Destroy Magic on a person or item. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon, or the circle should touch it if it cannot encompass it. The Magician is free to design the enchantment, but it must include these elements:
	* the item or person upon which you wish to destroy magic must be at the center of the ritual
	* the ritual must be at least 5 minutes in length.
	* the enchantment must include some form of gesture/movement and incant.
	* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes:	This ritual grants you the ability to destroy or remove magic on the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. This will allow the Magician to cast "Remove Magic" on an item or person, removing any effects caused by the Magic attack trait, including Imbues or Inflicts (unless the Imbue or Inflict description states otherwise). This will not remove greater magical enchantments, nor will it remove Fairy Magic. This can also be used to cast a Destroy by Magic on an item, which will often destroy minor magical items. At the end of the ritual, touch the target and call "Destroy by Magic" or "Remove Magic by Magic." Some enchantments may be too powerful to remove with this simple enchantment.

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Summoning Rituals

These rituals allow a Magician to attempt to summon a creature, such as an Elemental or Fairy.

Ritual: Summoning: Elemental

Cost:	20
Reset:	Event
Prerequisite:	Path of the Ritualist, Circle of Protection
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	1 Magic + 4 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual
Gesture/Incant:	You must complete a lesser ritual in an attempt to summon Elemental. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements: * the item or person you wish to identify must be at the center of the ritual * the ritual must be at least 5 minutes in length. * the enchantment must include some form of gesture/movement and incant. * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes:	This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate elemental components, and the primary magician in the ritual must have the Elemental Focus of the element you are trying to summon. The more Ritualists participating, the better the chance of success. This spell does not guarantee that the elemental you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit. You may summon an elemental to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger elemental to be summoned. You may send the Elemental back at any time while it is in your circle by saying. "Begone! Inflict Banish to Elemental by Dismissal."

Ritual: Summoning: Elemental Command

Cost:	10
Reset:	Instant
Prerequisite:	Summoning: Elemental
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	2 Magic + 6 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual
Gesture/Incant:	see Summoning: Elemental
Notes:	Double the length of the elemental summoning ritual, and this will give you the ability to command the elemental summoned for the duration of the twilight period. The Summoned Elemental will not attack you, but there is no guarantee he will be friendly to those with you, depending on which elemental you summoned, the circumstances, and what others do to it. (Generally speaking, Elementals are likely to be friendly unless there are mitigating circumstances). You may give it Commands, and it will seek to obey the spirit of those Commands. Be careful, however, as abusing the trust of an elemental can have consequences outside of the summoning.

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Ritual: Summoning: Fairy

Cost:	25
Reset:	Event
Prerequisite:	Summoning: Elemental
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	4
Components:	4 Magic + 4 Illusion/Glamour/Fairy/Dream Components or appropriate Fairy items (4 Fairy-Touched may substitute; someone who bears the Trait of a Fairy, such as Jeweled, may count as 2 components in this ritual). 4 of any kind of component may substitute for the Magic components.
Physical Focus:	Liminality Ritual
Gesture/Incant:	You must complete a lesser ritual in an attempt to summon a Fairy. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements: * the item or person you wish to identify must be at the center of the ritual * the ritual must be at least 5 minutes in length. * the enchantment must include some form of gesture/movement and incant. * it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes:	This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate components for the type of fairy you wish to summon, and it is recommended to have someone who is fairy-touched in the ritual (though not required). The more Ritualists participating, the better the chance of success. Note that the Fairies themselves may contest this, or in the case of a Fairy under the control of a more powerful Fairy, contested by them, and thus have other unintended results (such as drawing the attention of the more powerful Fairy). This spell does not guarantee that the Fairy you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit, though if by chance you draw a sufficiently powerful fairy, they may be able to break through the circle. You may summon a lesser Fairy creature, monster, or being to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger fairy to be summoned. Multiple Magicians with this Ritual may attempt to pool their efforts together, either to help ensure success or to attempt to summon a more powerful fairy. Some fairies may be impossible to summon (or even just unwise if you could summon them). Note that fairies are capricious, and some Fairies are Monstrous and/or Extremely Powerful. Be careful what you try and summon, and how they are treated: Fairies are Immortal and Never Forget. You may send the Fairy into the Fairy Mists back at any time while it is in your circle by saying. "Begone! Inflict Banish to Fairy by Dismissal."

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Door Magic (Goblin Threshold Magic)

Door Magicians - called "Tricksters" among the Goblins - are skilled in using the Magic of Thresholds - of doorways and "the Ways" that lead between all things. Most Goblins have some sense of the Threshold, often able to step within it, even if they themselves are not skilled in Magic. But a Goblin who devotes themselves to the study of the Magic of Thresholds learns to find the Ways and can travel great distances. They are often sought out for just this reason.

A Note on Gestures: Threshold Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Threshold Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says otherwise

A Note on Anchors and Doors: Unless a skill explicitly states otherwise, Goblin Doors can only be opened to places within the (mortal) Written World. You may not create Anchors to other/outside Places, nor can you open doors to and from those other Places. This means you cannot use Fire Escape from another Realm, either. These other Realms include: the Deathlands, The Fairy Mists (and places within, such as Neverland, Candyland, etc), the Cloudlands, the Slumberland, Anathema, the Under Dark, etc.

There are, of course, certain legends and stories that Goblin Doors can, and have, been opened to the Fairylands, to the Under Dark, and even to the Deathlands, but if such skills still exist, they are beyond the average Trickster...

Magical Focus: Threshold (Door Magic)

Cost:	10
Reset:	Instant
Prerequisite:	Goblin, Door Magic, Magicians Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may manipulate Thresholds and weave the Ways to create magical effects and open Doors (sometimes called "the Ways"). Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other Threshold/Door Magic based spells and effects.

Create Personal Anchor

Cost:	10
Reset:	Event
Prerequisite:	Magical Focus: Door
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	5 minute rite involving gestures and incants
Notes:	To travel Home to and from the Ways, a Goblin Trickster must first create a Personal Anchor, a threshold within their Home that is their personal anchor. This allows them to travel the Ways and return home. To use this, create an anchor that you can easily return to within your cabin. This is a rite lasting 5 minutes, including incants and gestures, that will enchant the Anchor. The Anchor must be obvious and not hidden with the cabin, with a tag placed upon it to state: "MAGICIANS SIGHT: If you have the skill, Magicians Sight, you are able to sense that this is a Threshold Anchor. "

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If you are staying within a hearth, you must have the Hearth Trait of that Hearth in order to be able to open a Door within it. The Hearth Witch must also "Attune" the anchor to the hearth by spending 30 seconds attuning it to the hearth.

This must be placed in the cabin where you are sleeping.

Determine Destination

Cost:	10
Reset:	Instant
Prerequisite:	Create Personal Anchor
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may can read gate/door tags to determine what kind of gate and where it might lead.

Open A Door

Cost:	10
Reset:	Event
Prerequisite:	Create Personal Anchor
Skill Points:	1 Magic
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You can open gates/doors that require this skill to open. You may perform a ritual to use a Goblin Door per the tag on the Goblin Door, manipulate a Gate (if you are able per the tag on the Gate), or (with Plot assistance and permission) attempt to create a Door to lead to a place where you have an anchor or soil of the place allowing you to go there. This can be used for roleplaying purposes in some situations (for example, if you somehow had obtained soil from the Undermarsh, you could use this to take players into the "Threshold" of Undermarsh in a designated building or outside location that is set aside for such use to have a private conversation. However, if you wish to journey further within (beyond the Threshold), whether in search or pursuit of something, this would require Plot Assistance. If no plot member is nearby, please send word to monster camp with what you would like to do and where you plan on going.

Close A Door

Cost:	5
Reset:	Instant
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	Gesture to close door
Notes:	Allows you to close a Door that you have opened. Spend 10 seconds to do a small rite to close the Door, or follow the instructions on a tag if it is a gate or doorway that has such a tag.

Door to Personal Anchor

Cost:	15
Reset:	Event
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Physical Focus:	Door

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Gesture/Incant: 30 second rite, involving Gestures & Incants

Notes: You can open a Door to return back to your Personal Anchor, provided you are within the Written World. Perform a 30 second rite, involving Gestures and Incants, then call, "Imbue Spirit Trait by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." Clasp your hands before you and bow your head. Walk directly back to your cabin, as quickly as possible. You may cross barriers and other means in order to return to your cabin.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and call "Imbue by Threshold." The spirit trail is removed, and you appear in your cabin.

This will not work if you are located outside the mortal Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

Fire Escape

Cost: 25

Reset: Event

Prerequisite: Door to Personal Anchor

Skill Points: 1 Magic

Restriction:

Season: 1 2 3

Max Purchase: 1 1 2

Physical Focus: Door

Gesture/Incant: 60 second rite involving Gestures & Incants

Notes: You can open a door to return back to your Personal Anchor and bring others with you, provided you are within the mortal Written World. Perform a 60 second rite, involving Gestures and Incants, then call, "Imbue Door by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." You must keep your hand on the Door. You may then touch a packet to another, and call "Imbue Spirit Trait by Threshold" and instruct them to pass through - the must clasp their hands before them, bow their head, and walk through, going immediately to your Personal Anchor in your Cabin. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

You may do this for as many individuals as come up to you, but you may only hold a Threshold door open for 5 minutes. Once everyone you wish to pass through has gone, you may call "Imbue Spirit Trait by Threshold" and step through. You may choose to close the door behind you; if so, perform the Close A Door rite as above. If you do not have this skill, please inform Plot as soon as you can (or an NPC on the encounter) that the Doorway was left open.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and then touch each individual who you sent back and call "Imbue by Threshold." The spirit trail is removed, and they appear in your cabin. Once the last person is restored, you may call "Imbue by Threshold" and appear yourself.

This will not work if you are located outside the Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

You may also create a card to give those you send through your Personal Door as follows:

Crossing The Threshold Into The Ways

You gain the Spirit Trait. Walk with arms clasped before you and head bowed. Go directly back to the cabin of the Goblin who sent you through the Door. You will remain there as a Spirit until the Goblin arrives. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity. This will remain until you receive a Cure Spirit Trait effect, or a "Imbue by Threshold" from the Goblin who opened the door.

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If after 15 minutes the Goblin who sent you does not return, collapse to the floor. You take an "Inflict by Threshold" effect, and are Stunned for 10 seconds. You will awake dizzy and ill, with a feeling that something happened in the intervening time that you cannot recall. Please inform Staff in your PEL that this occurred.

Hide: Conceal Item

Cost: 20
Reset: Encounter
Prerequisite: Focus: Door Magic
Restriction: None
Skill Points: 1 Endurance
Notes: You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from) . You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. . No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

Standing Out

Character Points: 15
Reset: Event
Prerequisite: Focus: Door Magic
Restriction:
 Season: **1 2 3**
 Max Purchase: 2 2 2
Skill Points: None

Notes: Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Stepping Out

Character Points: 15
Reset: Event
Prerequisite: Focus: Door Magic, Standing Out
Restriction:
 Season: **1 2 3**
 Max Purchase: 2 2 2
Skill Points: None

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect.

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If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

Door Magic: Pick a Lock

Cost: 20
Reset: Event
Prerequisite: Focus: Door Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 2 2 3
Skill Points: 1 Magic
Notes: You may open a single lock, using a Magic Skill Point. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Magic Skill Point and using this skill. Then call "Short Inflict by Threshold" when you do. The lock is only unlocked for 10 seconds per use of the skill; after which the lock seals again.

Destroy Wards

Cost: 10
Reset: Twilight
Prerequisite: Open A Door
Skill Points: 1 Magic
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Focus: Door
Gesture/Incant: 10 second rite, involving Gestures & Incants
Notes: You can destroy a Ward placed on a Door or other gateway. Touch a packet to the Ward, do a short 10 second rite, and then call, "Destroy Ward by Threshold." You may then remove the Ward tag, unless the Tag otherwise indicates that a Destroy Ward or effects by Threshold will not affect it.

Sidestep

Cost: 10
Reset: Twilight
Prerequisite: Open A Door
Skill Points: None
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Physical Focus: Door
Gesture/Incant: None
Notes: You may temporarily step into a threshold to avoid harm. Call "Elude by Threshold" to any one weapon or packet attack that strikes you, including Special Traits, unless it is delivered by Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness or Nightmare.

Slip Out The Door

Cost: 5
Reset: Event
Prerequisite: Sidestep
Skill Points: None
Restriction: None
Physical Focus: Door
Gesture/Incant: None
Notes: You may call "Resist" to any one effect "by Threshold."

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Part Two: Skills

Turned Around

Cost:	10
Reset:	Twilight
Prerequisite:	Sidestep
Skill Points:	None
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may confound an enemy by turning them around in the threshold so that they find themselves moving away from you. Say an incant of 8+ syllables, and throw a packet for "Repel by Threshold."

Portal Trip

Cost:	15
Reset:	Encounter
Prerequisite:	Turned Around
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may trip up an enemy by opening a door briefly at their feet. Spend 1 Magic, Say an incant of 8+ syllables and throw a packet for "Slam by Threshold."

Stuck In The Threshold

Cost:	15
Reset:	Encounter
Prerequisite:	Portal Trip
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may trap an enemy temporarily in a threshold. Say an incant of 8+ syllables and throw a packet for "Root by Threshold."

Confounding Threshold

Cost:	15
Reset:	Twilight
Prerequisite:	Stuck in the Threshold
Skill Points:	None
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 4
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables
Notes:	You may confound an enemy by quickly moving them in and out of a threshold. Say an incant of 8+ syllables and throw a packet for "Short Drain by Confusion."