This encompasses all the Errata/Rules changes made since the start of Cottington Woods. All of these changes have been incorporated back into the main Cottington Woods Rulebook, but are listed here for historical record and ease of access.

Event 3 Errata
September 2013

We have removed the following skills:

Search an Area
This skill was utilized only a handful of times, and only successfully once.

Codex Scholar
The implementation of the Codex itself has changed dramatically, and while this skill remains relevant, it is no longer appropriate to require the PCs to purchase it with CP.

Appraisal
This skill was just too difficult to implement.

We have changed the following skills:

General Skills

"Ranged: Bow"
change "three seconds" to "ten seconds" for restringing (to be consistent with the Archer skill).

Racial and Cultural Skills

Wealthy
lowered cost to 5

Priest Skills: Scholar

"Witness, or Writing the Word"
Added: Priests who formally Witness and Record events, contracts, or other things of importance should include in their PELs what they have Witnessed and Written.

"Cure Doubt"
Added: You also gain the ability to "Diagnose Doubt." You may touch a packet to a person, spend three seconds analyzing the individual, and call "Diagnose Doubt."

"Blessing for the Departed"
Changed the description to: You may protect one who has died from the effects of harmful enchantments. Say an incant assuring the target that his spirit is safely in your hands (they don't have to understand you – you do not have to speak with spirit), touch or throw a packet to them, and call "Imbue to Dead by Faith." The target may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once they go Spirit), including "Inflict to Dead/Spirit" unless that call is made by Corruption, Insanity, Nightmare, or Faerie Magic. This effect ends if the target loses the Dead trait.

        If you possess this skill, you may choose to create and print your own Imbue tags with the following:

Imbue to Dead by Faith

You may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once you go to Spirit), including "Inflict to Dead/Spirit" unless that call is made by Corruption, Insanity, Nightmare or Faerie Magic. This effect ends if you lose the Dead trait.

Sharing the Written World

Changed the description to: Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witness, or instructing or teacher others. At the end of those two minutes, you may call out one of the following: "By My Voice, Heal 2 by Faith", "By My Voice, Cure Will by Faith", or "By My Voice, Grant 1 Protection by Faith." When making the call, the volume of the call must be at the same volume level as the conversation itself.

Priest Skills: Healer

Remove Death
Lowered the cost to 30, 40, 50

Witchery Skills: Wood Witch

Craft Wood Stick Doll
Changed the skill as follows (replaces existing skill) - note that this is now an instant skill, and that the healing ability has been separated out to a new skill, "Heal by Wood Stick Doll" (see new skills below):
Character Points
 Hearth Witch: ---
 Wood Witch: 5
Reset: Instant
Prerequisite: Wood Witch header, Healing Salve
Restriction: None
Skill Points: 1 Craft
Notes: You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.
 Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Witchery Skill: Hearth Witch

Extend Hospitality
Lowered the cost to 5,5,5

Attune To Other Hearth
Lowered the cost to 10,10,10
Added: If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

Bestow Hearth Trait
Added: Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the hearth witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, each Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

Heal to Hearth
Add Prerequisite: Bestow Hearth Trait

Desperate Showing The Door
Lowered the skill cost to 5 per level

Hearth Healing by Wood Stick Doll (replaces Craft Stick Doll)
Changed the skill as follows (replaces existing skill):
Character Points
 Hearth Witch: 10
 Wood Witch: ---
Reset: Encounter
Prerequisite: Wood Witch header, Heal by Wood Stick Doll, Place of Healing
Restriction: None
Skill Points: 1 Craft
Notes: This skill is designed for use by those characters who are trained in both wood and hearth craft. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

Craft Hearth Stick Doll (replaces existing skill)
Changed the skill as follows (replaces existing skill) - note that this is now an instant skill, and that the healing ability has been separated out to a new skill, "Heal Hearthmate by Hearth Stick Doll" (see new skills below):
Character Points
 Hearth Witch: 5
 Wood Witch: ---
Reset: Instant
Prerequisite: Wood Witch header, Craft Stick Doll, Home of Healing
Restriction: None
Skill Points: 1 Craft Notes: This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their

finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prereq for other skills.

Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Sandman Skills:

Sandman Skills: Empath:

Heal Dream
Changed the skill description as follows (replaces existing skill): Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 4 Points of "Heal to Sandman". Touch or throw a packet to the recipient and call "Heal X to Sandman," where X is the number of points you wish to heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Sandman." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberlands if you have the Awakened Dreamer skill. If used outside the Slumberlands, the call changes to "Heal X to Dream."

You may attempt to use this on targets outside the Slumberlands that do not have the Dream trait, but it will not affect them unless they possess the trait.

Accurate Heal Dream
Changed the skill as follows (replaces existing skill) - note that this is now an encounter skill:
Cost:
 Adept: ---
 Empath: 5
 Architect: ---
Reset: Encounter
Prerequisite: Heal Dream
Restriction: None
Skill Points: 1 Imagination
Notes: Say a phrase of 6+ syllables and call "By Your Name, <Name>, Heal 2 to Sandman." You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait. This skill may only be used in the Slumberlands.

Greater Heal Dream
Changed the skill description as follows (replaces existing skill): You may say a phrase of 8+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 6 Points of Heal to Dream. You may also choose to cast this healing "to Sandman" instead of "to Dream." You may use these 6 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Dream." You would then have 3 points of Healing remaining in this pool.

You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberlands.

Accurate Greater Heal Dream
Changed the skill as follows (replaces existing skill) - note that this is now a twilight skill:
Cost:
 Adept: ---
 Empath: 5
 Architect: ---
Reset: Twilight
Prerequisite: Greater Heal Dream, Accurate Heal Dream
Restriction: None
Skill Points: 1 Imagination
Notes: Say a phrase of 6+ syllables and call "By Your Name, <Name>, Heal 4 to Dream." You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait. This skill may only be used in the Slumberlands.

Bard Skills

"Greater Audience"
 Updated the skill description to include: "As the Audience skill, but you may combine your performance with one or more other Bards to create a larger circle. You both must possess this skill, and both must expend a point of verse and participate in the performance. You cannot use this skill as a solo performance.
Added to end of skill description: NOTE: Anyone who hears this call will gain the trait. Be careful in using this in situations where your enemy may hear you, as they too will become part of your audience.

Fighter Skills

"Ranged: Bow"
 Updated the description to include:
 You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds roleplaying as you "re-strings" the bow.
        You are encouraged to roleplay the drawing back and aiming of the bow before firing the packet at the target. As a general rule, there should be at least three seconds between shots.
        Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack. For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend five minutes "fletching" a new set of twenty arrows

"Bow Parry"
 Removed the line: "If struck, you call, "Parry." Attacks by Corruption, Insanity, Nightmare, or Faerie cannot be parried."

"Weapon and Bow"
 Added Prerequisite: Medium Weapon
 Lowered cost from: 25 CP to 10 CP

Magician Skill: Ritualist

Strength of the Staff
Lowered the skill cost to: 10 CP

We have added the following skills:

Free Everyman Skills

"Answering the Call of Nature"
Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross you hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may only be used to go to the bathroom or to obtain medication or similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.

Priest Skills: Scholar

Blessing of the Witness
Character Points:
 Paladin: ---
 Healer: ---
 Scholar: 5
Reset: Event
Prerequisite: Witness, Sharing the Written Word
Restriction:
 Season: 1 2 3
 Max Purchase: 2 4 6
Skill Points: None Notes: This skill may be used if a Priest Witnesses and Records (writes down) a significant event, moment, contract, oath, or other such event to bless the participants of that moment. (This is most often used when a Priest is explicitly asked to bear witness, but it is not required that a Priest be asked to do so). Take a moment to state that you have formally witnessed this moment -- such as "My name is <Your Name> and I have Witnessed these Words as Truth" or "Let it be known that this is been Witnessed and the Words Written by the hand of <Your Name>." You may then touch a packet to each participant (such as two individuals who exchanged a vow) and say one of the following: "Heal by Faith" or "Grant 1 Protection by Faith." If the event included all visible individuals (such as a decisive battle in a war), you may instead call out "By My Voice" rather than touch a packet. However, to do so, those present all must have participated in the event, act, etc, being Witnessed. If they were just bystanders or witnesses, they cannot be so imbued.
The Protection granted from this effect cannot stack with any other granted protection or armor.
When making the call, the volume of the call must be at the same volume level as the conversation itself.

Priest Skills: Healer

Remove Comatose
Character Points:
 Paladin: ---
 Healer: 5
 Scholar: ---
Reset: Event
Prerequisite: Stabilize, Remove Greater Injury
Restriction: None

Season: 1 2 3
 Max Purchase: 2 4 6
Skill Points: none
Notes: You are able to tell the tale of how one in a coma awakens again. Spend 10
seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it.
Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it.

Sandman Skills: Adept

Greater Imagined Missile
Cost:
 Adept: 10
 Empath: ---
 Architect: ---
Reset: Instant
Prerequisite: Imagined Missile, Imagined Strike
Restriction: None
Skill Points: None
Notes: You may choose call your Imagined Missile attacks as "1 Damage to Dream."

 Witchery Skill: Wood Witch

Heal by Wood Stick Doll
Character Points
 Hearth Witch: ---
 Wood Witch: 5
Reset: Encounter
Prerequisite: Craft Wood Stick Doll
Restriction: None
Skill Points: 1 Craft
Notes: Role play pricking your finger to mix your blood with the salve and call "Imbue by Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you would heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.
 You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Craft Wood Stick Doll pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

Witchery Skill: Hearth Witch

Heal Hearthmate by Hearth Stick Doll
Character Points
 Hearth Witch: 5
 Wood Witch: ---
Reset: Encounter
Prerequisite: Wood Witch header, Craft Stick Doll, Home of Healing
Restriction: None

Skill Points: 1 Craft
Notes: While holding the doll created with the "Craft Hearth Stick Doll" skill, you may
spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

Magician Skill: Ritualist

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
Physical Focus: Ritual
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 tools 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
Physical Focus: Ritual
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.
 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.

Below, please find a Rules Errata for 2014.

There is an addition and a couple of changes, as well as a few clarifications of existing rules.
If you have any questions, please let us know.

RULES ADDITIONS

*We have **added** the following skills:*

<u>**Archer Skills:**</u>

Fast Fletcher
Cost: 20 CP
Reset: Instant
Prerequisite: Archer header, Ranged:Bow
Skill Points: N/A
Notes: Reduces fletching time by two minutes (making fletching time 3 minutes).

RULES CHANGES

*We have **changed** the following skills:*

<u>**Sandman Skills:**</u>

Awakened Dreamer:
Added: If a "Cure Dream Trait" is called in conjunction with a "Exit the Slumberlands/Exit the Dreamscape" or a "Cure Manifest Slumberlands/Cure Manifest Sandman" call, the Dream trait granted by this ability is not cured.

You may call "no effect" but are not required to

Sandman Skills: Empath

Cure Mind:
Added: This skill may also be used to Cure Illusion.

Witch Skills: Wood Witch

Herbalism: How To Create a Potion:
Added: You no longer need to find Geoffrey and turn your ingredients in to receive your potions. PCs will now be given potion cards for potions they can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

RULES CLARIFICATIONS

Clarification: "Drain <Header>"

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

Clarification: Ambient

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

Clarification: Gates

Magical Gates are most often represented by strings of colored lights, usually around a door or other gateway/portal. There will usually be a tag associated with the gate, but sometimes they are represented solely by string/rope lights.

If the lights are off, the Gate is closed. No one may enter or exist, unless you possess a skill or other means that allows you to open the gate.

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

White lights are used to represent "open" Gates that anyone can traverse through: you do not need a Guide or other Magical Means. **Colored Lights** (of any color other than White) are "restricted" Gates. The Gate is there, but unless you have a Guide, appropriate skill or item, or some other means of traversing the Gate, you may not go through it.

Clarification: Influence Tokens

Once an Influence Token has been placed on the Merchant Board, the only person who can move or remove that token is the person who placed it.

Clarification: Entering and Exiting the Slumberlands

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

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

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

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

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

Clarification: Manifest the Slumberlands

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

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

Note: If the call is made "Imbue/Inflict by Fairy Mists" then it is clear this is occurring because one is with the Fairy Mists in a place where the Slumberlands overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy.

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

Clarification: Trait: Corruption, Anathema, Demon, Undead

The trait, "Corruption" is both an effect and a "creature" trait.. If Diagnosed or Exposed, characters with this trait are under some kind of effect (ie, Inflict By Corruption, Stricken by Corruption, etc.), possessed by a demon, or in some other ways have a taint of Anathema or a twisting of the Word upon them.

The trait, "Anathema" is a *character/racial* trait. IE, Creatures of Anathema in-game will now have the trait, "Anathema," and any attack which would directly affect them will be called "to Anathema." (IE, "5 Damage to Anathema.") If exposed or diagnosed, something with Anathema is now innately a thing of Anathema. Demons of Anathema will also have the trait, Demon. It is possible that some Demons may have other traits, or that you may encounter Demons without the Anathema trait.

Undead will have the trait, Undead and Corruption. It is possible that some Undead may have other traits.

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

Clarification: Trait: Terror and Nightmare

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

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

Non-Combat Rules:

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

1) Halos must glow bright yellow in the dark--the color must be unmistakably yellow (not orange, not red, not white, etc.) and we prefer it to be at least an inch wide. We recommend the use of EL tape for this. (Such as: http://www.ellumiglow.com/electric-optics-citron-yellow-el-wire-with-welting)

2) Halos must also have dayglow yellow fabric, again, at least an inch wide, for use during the day. You may have a Day Halo and a Night Halo if you wish.

3) Halos must be worn around the head (not neck) and must be visible from all angles. Armbands are insufficient for this requirement.

4) Individuals wearing halos may not wear costuming that matches the Halo in color or scheme. The entire point of the Halo is to act as an Out of Game warning sign. The Halo cannot be hidden.

5) If you are non-combat, you may not participate in combat *in any capacity* and may **not** use skills with Attack effects. This is to prevent you from accidentally being hit because an NPC or Player mistakes you for combat-active due to being hit by an effect from you. If you find yourself unexpectedly in the middle of combat, you may call "Caution - Disengage" as needed and then quickly remove yourself from the situation. If you are in a module or other location where you cannot retreat, please remove yourself away from the combat, cross your arms, and go to Spirit. Remain this way until the combat ends, at which point drop your hands, call Purge Spirit, and then rejoin the module.

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

Please note the following Rules Errata in effect as of the May 2014 event:

Added Skills/Rules:

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

Changes to Existing Skills/Rules:

Priest Skills:
Resist Doubt: cost is now 5/10/15
Foresight: Imbue Shield - change from Event to Twilight
Foresight: Imbue Protection - change from Event to Twilight

Magician:
Paralyze by Earth - cost is now 15/15/15 (remains Event)
Drain by Water - cost is now 15/15/15 (remains Event)

Sandman
Resist Dream: reduced cost to 5,10,15

Bard:
Resist Inspiration: cost is now 5/10/15
Inspiring Healing: reduce cost to 10
Stabilizing Song: this is now an Encounter skill (instead of Twilight)
Inspiring Performance: this is now a Twilight skill (instead of Event)
Greater Inspiring Performance: reduced cost to 15 (remains Event skill)

Under Man of Science
Create Schematic - does not count against your 1 Active Use Between Events/Info Skill

Under Magician (Ritualist)
Ritual Research - does not count against your 1 Active Use Between Events/Info Skill

Under Everyman Skills
Break Empathic Link - can also be used to break an Empathic Connection

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Errata: Heroic Headers, Secret Sub-Headers, Secret Skills

In Cottington, there a number of "secret" or "lost" headers and skills that may be found throughout the course of gameplay. Among these are unique headers in Cottington Woods that we call "Heroic Headers." Dragon Slayer and Werewolf Hunter are two of these. These are available in-game through specific teachers.

Players may only have *one* Heroic Header in the course of the campaign. The dedication and focus required to learn these skills and channel your will to them precludes learning another Hero Header while you are mastering the first. (Yes, in theory, you could learn more than one throughout your lifetime, but in the scope of the campaign, you can only choose one).

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