

# Tales from the Cotting House Player's Guide

## Part Three: Adventuring

### 14 Gear

“He who dies with the most toys, wins.”  
~Author Unknown

Following is a list of some of the gear you might find or need to survive adventure in the Written World. These items can only be purchased in game, not brought to game. Geoffrey Hamille is the Cottington town merchant, and he or one of his staff will usually be around. All items may be purchased with in-game coins.

This list is far from complete.

#### **Bottled Lightning**

Men of Science always have a use for these items.

#### **Spell Foci**

There are usually a few magical foci at the shop.

#### **Collectables**

Because one man's trash is another man's treasure, Geoffrey always has a collection of trinkets that have no obvious worth.

#### **Contracts**

Folks are always looking for work. Geoffrey holds many contracts that can be purchased and used to perform some Between Event Reactions.

#### **Feather Dye**

Other than the occasional brer, no one really has a use for these things.

#### **Grapple**

A grapple is a hook that ties to the end of a rope, and is used to anchor the rope. Without a grapple, a rope cannot be secured, and upwards climbing is impossible without the use of climbing colds.

#### **Healer's Bag**

This bag is stocked with every bit of gear designed to make a healer's life easier. A healer with a healer's bag automatically drops 10 seconds from the time it takes to perform first aid from a target. The bag must be replaced or restocked each event.

#### **Healer's Bag Restock**

For slightly less than the cost of a complete healer's bag, the restock replaces just the bits that are missing. Purchasing the restock

#### **Lists**

If you have the Appraisal Skill, this is where you'd go to pick up your list

#### **Plot of Land**

Occasionally, bits of cleared land become vacant and free to purchase. These bits of land will allow some occupations to increase in level without having to spend CP.

#### **Rope**

Lengths of rope can typically be purchased at the market. The length is about twenty feet. Ropes are useful for climbing and for binding prisoners.

#### **Well Fed**

Eating a hearty meal will grant you +1 Body for the duration of the event.

#### **Wire and Pliers**

These are certainly not for making lock picks, because lock picks are illegal.

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#### 15.1 Adventuring Notes: Climbing

“Just a reminder — a guidebook is no substitute for skill, experience, judgment and lots of tension.”

*—Charlie Fowler*

Climbing requires the use Climbing Holds. A rope can be substituted for Holds. For a downward climb, the rope or holds are all that is needed. For an upward climb, a grapple is also necessary. In any case, because a climb requires the rope to be secured at the top (with a grapple or a tight knot), after a downward climb a rope is often lost.

#### **How to Climb**

Climbing requires that the character have three points of contact on the surface being climbed. That means only one hand or foot may be moved at a time. Securing the contact requires that the character leave the hand or foot in contact with the surface for three seconds before moving again.

Use of the **Climbing Skill** (See Chapter 12. 2) allows you to climb faster. Instead of leaving a hand or foot in contact with the surface for three seconds, the character only has to make contact before moving again.

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#### 15.2 Adventuring Notes: Swimming

The water is your friend. You don't have to fight with water,  
just share the same spirit as the water, and it will help you move.

*- Aleksandr Popov*

Swimming is difficult, and progress while swimming is much slower than normal.

##### **How to Swim**

Swimming is represented using a Slow Walk, which requires that the character take a step, make a three second count, then take another step. Use of the **Swim Skill** (See Chapter 12. 2) allows you to move at a normal WALKING pace. Again, this is not a fast walking pace, just a normal one.

##### **Fighting in Water**

Fighting in water is also difficult. If you are under water, you may not flurry at all. The small weapon double attack may still be used, with the idea being that the attacker is stabbing and not slicing his target. The use of the Swim skill does not allow for faster combat.

Casting spells and using abilities while in water is very difficult. If the spell requires a verbal incant, it cannot be cast unless the character also has some way of breathing (and speaking while doing so).

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### 15.3 Adventuring Notes: Locks

"I have six locks on my door all in a row. When I go out, I lock every other one. I figure no matter how long somebody stands there picking the locks, they are always locking three."  
--Elayne Boosler

Expect the use of locks to be slightly more involved in Cottington Woods than in other games you might have played. Rogues should familiarize themselves with the following section.

#### Key Tags

Since locks will never be attached to a box in such a way as to actually keep the box closed (there are many skills to bypass the lock without using a key or picking it), we do not need to have hundreds of keys lying around to match them.

Keys will be represented using small rectangular tags. These tags will have a number on them, and that number, in theory, will match a lock that exists somewhere in the Written World.

#### Lock Tags

Many locks will have associated tags. If no tag is present, go about picking the lock as you normally would. Tags will typically indicate important information, so if a tag is present, be careful to read it. If the tag obstructs the lock, feel free to move it, but be aware that others rogues may also need that information. Please, if possible, put it back when you are done.

**Lock Number:** If the number on the lock matches the number on a key, then the lock can be opened without it having to be picked. If you don't have a matching set, the lock will have to be picked normally.

#### Normal Locks

A normal lock will sometimes have a tag that reads: "Normal Lock", followed by a number. A normal lock can be opened with the proper key. If the proper key does not exist, then the lock can be opened with any normal key, however the normal key will break the lock and be jammed inside.

Expect that most locks in most modules will be normal locks.

#### Normal Key

A normal key will be a tag that reads: "Normal Key", followed by a number. It will also state, "This key will open any normal lock, but will break inside and be useless. Once broken, the key cannot, by any means, be repaired."

Normal keys might be found as treasure, and in rare cases spare keys can be purchased in game. Some normal keys will not have numbers on them, or will be numbered "00000" to indicate that they do not match a lock. These are, effectively, one shot items that the player may feel free to use without worry that the matching lock will later be found.

#### Difficult Lock

A difficult lock will ALWAYS have a tag, indicating that it is a difficult lock and followed by a number. A difficult lock can only be opened using the key that matches it, or by being picked. A key other than the one that matches the lock is unable to fit inside the lock, and cannot be used to force the lock, thus there is no danger of the lock or the key being lost or broken.

#### Difficult Key

A difficult key will only open the lock it was built for.

#### Magical Locks

Extremely uncommon, magical locks will always have a tag. They can only be opened with the matching key. A rogue cannot pick a magical lock with normal picks. Keep in mind that to use any lockpick, the rogue still must actually pick the lock. Unless they have the skill "Pick a Lock" they cannot roleplay the lock open.

#### Lockpicks

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Lockpicks can be used to pick any common or uncommon lock. They cannot pick magical locks. While lockpicks cannot legally be sold in the houselands, the tools and materials to create them are often lying around or can be purchased in game.

#### **Enchanted Lockpicks**

Magical lockpicks can be used to pick any magical or nonmagical lock. The creation of magical lockpicks is against the King's Law. These tools are very illegal and highly sought after. They cannot be purchased openly.

Magical lockpicks will often expire or will have a limited number of uses per event, so rogues often seek to find as many of these valuable tools as they can carry with them.

#### **Enchanted Keys**

An enchanted key can open any lock as if the user had a single use of the skill: Pick a Lock.

#### **Further Complications**

It is possible that distant places will not have locks compatible with keys found in the Houselands. If this is the case, the numbers will not match. It is likewise possible that keys from distant places will not match common locks found in the houselands. Tags will be present to indicate if this is the case, and Out of Game clarifications will be made.

#### **Special Notes**

There are two types of locks that not every rogue is ever equipped to handle. These are magical wards, created by magical ritual, and Wave Locks, created by Men of Science.

First, do not expect to be able to bypass these locks. They are made of different stuff, and you are not expected to be able to handle them.

Second, a good rogue will always find a way. ;-)

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### 16.5 Currency

"For the love of money is the root of all kinds of evil."

--*Timothy*

10 silver points = 1 gold point

#### **Briardown**

Modern coins are minted in the Heartlands, in a well protected castle just outside the city of Briardown.

#### **The Shape of the Coin**

There is some controversy over the shape of the point. Ages ago the coins were fashioned after arrow heads, and that shape has been largely maintained. But there is no denying that the current silver and gold points bear as much resemblance to the symbol of the Heartlands as they do to the arrowheads of old. There is some movement by the other houselands, especially the House of Diamonds, to move the production of coins to a less partial location. Naturally they recommend themselves.

#### **Types of Coins**

##### **Curren Gold Points**

Around two thousand years old a couple hundred of these were minted. Most have been melted down or lost. They are larger than the common gold point, but because the gold content is less pure, they are still worth a single gold point. Collectors will often pay a great deal more to obtain these relics.

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##### **Common Silver Point**

These small coins are the foundation of the economy of the Written World. One silver point is the lowest coin value possible.

##### **Common Gold Point**

The gold point is about four times the size of the silver point. Ten silver points is equal to one gold point.

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##### **Paper Bills**

Conceived of by the Church of the Word, paper bills are the new thing in currency. They are maybe two generations old. They are legal and recognized by all the houses. They are available in several denominations, and valued on the bill in points (never stars), although the reference is understood when the bills are used.

Currently, there exists the 5 point bill, the ten point bill, and the fifty point bill.

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##### **Other Coins**

It is possible to find coins from places around the world. The Petal Kingdom and the Dustlands have their own form of currency. The natives of the deep Barumbi Basin and the Wikapapuji Islands, and the tribes of the Canyonlands each barter for trade, but some understand the value of points, and will sometimes trade for them. The Houseland cities, even as far as Lakuparoo and the Barumbi coast all rely on points.