

Tales from the Cotting House Player's Guide

Part Three: Adventuring

1990: Mount Overmarsh Closes its Doors

At the best of times, goblins do not make good neighbors. They frequently get into things and take things that don't belong to them. Typically, upstanding people do not seek them out. But goblins are great burrowers, and from their warrens they pull the greatest supplies of precious metals in the world. So despite their role as society's estranged, it was very clear when, about twenty years ago, they faced a crisis. Mount OverMarsh, considered the capitol of things goblin, sealed its doors, cutting off the goblins outside from those within.

For a society whose magicians specialize in making doors to almost instantly transport themselves from one place to another, the event was also very curious. The goblins have no answers.

Recent Events, 2012 to 2026

2012: The Cotting House and the Woods Awakens

Vigo Cotting announced the opening of the Cotting House, an Inn near the center of Cottington Woods, just about halfway between the cities of Faraway and Collamoor. Gathers commenced wherein the settlers around the woodland agreed to meet at the Cotting House at regular intervals to conduct business.

The large number of travelers awakens the Old Forest, and houses and people are swallowed by the Woods and disappear. A call goes out to Adventurers to help, and after much trial, a bargain is struck with the Guardian of the Woods, the high fairy Arafel, speaking on behalf of the Spirit of the Forest. The Adventurers plant four anchors within the Woods that extends the protection of the Woods to the Cotting House settlement.

2013: The Burning of the Grim Abbey: The Abbey of the Grim Brotherhood is burnt to the ground, and the Abbot dies in the fire. Many books are lost. The Church remains without an Abbot for some time.

The Burnt Tree

An ancient Treant is awakened in the Woods and gathers an army of Treants that begins to lay waste to the southern Clublands. The adventures of Cottington Woods come together to put the Burnt Tree back to peaceful slumber.

The High King's Wedding

High King Aaron falls in love with the Lady Arislin, and plans a wedding at the Cotting House. The people of Cottington Woods uncover that the Lady Arislin is in fact the Evil Fairy Queen Baeldannen in disguise, who has bewitched the High King. They also discover that Aleena Crofter, the True Love of High King Aaron long believed to be dead, is still alive, and bringing her together, undo the spell on the King and thwart the wedding, instead uniting the High King and his Love.

2014: Nightmares Walk

For a time, Nightmares walk in the Cottington Woods, consuming and harming many, and the Church of the Word sends a contingent to bring an end to the threat. The adventurers of the Cottington Woods gather to confront the Lady of Nightmares, who had taken possession of the Head Sandman, Ishariel, and used her to Invert the Waking and Nightmarish worlds. They defeat the Nightmare Lady and restore the Woods, though Ishariel falls into a deep coma.

Ulkarion, the Demon Wolf

Among the Wolves, they proclaim a King, Ulkarion, who unites the Wolves of the Woods and begins a war against the Woods, the Riding Hoods, and the Clublands -- something that is against the nature of Wolves. It is discovered that Ulkarion is possessed by a Demon, and the adventurers of Cottington Woods come together to help the Paladins, the Riding Hoods, and the southern Army of the Clublands defeat the Wolves and banish the Demon.

The Telling

Once every hundred years, the Telling occurs, where those so blessed by the Moon bear the Mantle of the First Patron and tell a story that is true. The Moon children tell a tale of the Awakening of Ishariel, who then recovers from her coma.

The High War Begins

The High Queen takes control of the Houselands when it is believed that the High King was bewitched by the people of Cottington Woods. The kingdom becomes divided when the High King, accompanied by a small force of the Cottington Woods, sneaks into the Castle and attacks the High Queen, who flees to the safety of the Clublands. King Roderick, himself recently married to a mysterious lady, Belladonna, takes the side of the High Queen and declares war against High King Roderick.

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2014-2016: The High War (or the War of the Curse)

The Kingdom is torn by the War between the High King and High Queen. At first the Heartlands and the Diamondlands come to the aid of the High King, with the Clublands on the side of the High Queen. The Spadelands initially refused to take sides, but eventually joined on the side of the High King.

The Lady Belladonna Collamor forges an alliance with Simrock, King of the Frostwroth, and gives them entry to the Houselands, where they begin to lay waste. The city of Faraway City is set afire by the invading army.

The people of the Cottington Woods again come to the rescue, revealing that the High Queen was cursed by the Evil Fairy Queen and that Belladonna is none other than the Evil Fairy Queen Baeldannen herself, who ensorcelled King Roderick of the Clublands. Arafel, Guardian of the Woods, comes to the aid of the Woods to declare war against the Evil Fairy Queen, and in the end, the adventurers of Cottington Woods defeat and entrap the Evil Fairy Queen. King Roderick gives his life in the process to save the High King and High Queen.

It is revealed that the notorious brigand, Robin of the Hood, is the bastard son of King Roderick, and he takes the throne upon his father's death. Princess Virtue Faraway and Prince Robin are betrothed.

The Invasive

While the war began to rage, a strange plant began to overtake the Woods, called *the Invasive*. At first it choked out and consumed plants, destroying crops and causing starvation, but it soon began to consume and twist animals and people, turning them into creatures controlled by the hive-mind of the Invasive Queen. The Woodlanders eventually discovered it was a plant from Fairy, put there by the Fairy Queen, and with great effort they managed to find the Moths of Fairy that could consume and destroy the Invasive, returning the Woods.

The new Patron, Alice

During this time, a new Patron arises: Alice, whom many call the Patron of Madness due both to her paradoxical tales and because she was a long-time patient of the Asylum.

The new Brother Abbot of the Grim Abbey

The rebuilding of the Grim Abbey continues, but the Written Word reveals a new Grim Abbot: Father Nolan, formerly of the Cyprian Abbey of the Cottington Woods.

2016: The Wedding and Rebuilding

Princess Virtue and Prince Robin are wed, and begin the process of rebuilding the Clublands while the High King and Queen begin rebuilding Faraway. A period of peace in the Houselands begins, though animosity between the other Houselands towards the Clublands remains.

2021: The Naming Day of Prince Roderick

Princess Virtue and Prince Robin have a son whom they name Roderick, and bless him in a small Naming Day ceremony at the Cotting House deep within the Woods.

(Additional details on current events may eventually be added).

2026: (The Start of the Tales): The Library of the Cotting House

Abbot Nolan declares that a Library will be blessed and established in the Cotting House, recognizing that this was one of the locations where the new Patron, Alice, had often told her Tales.