

Rosengarten



In the middle of a shining night, a valley inhabited by diaphanous people, a sacred border of red silk. It keeps the Rosophagiists away from the Ducal palace, a rose garden transformed in to a shining 6 towered mountain. The Rosengarten. Diaphanous crowd waiting to lean out of the balcony, in ritual clothing to chase away the annual bugre Sunnse, that could destroy the Valley. The Sun now is about to rise, but the Duke has been kidnapped by the Rasib, insect fairies who have been infesting the Rosengarten for centuries, nor fossil trapped and slowly came back to life due to erosion of the red silk. Players are Eunuknits: border guarantors and royal butlers. They have to find the Duke, dress it up and show him to the Sun.

The Duke has been replaced by his puppet-like version that follows the Eunuknits everywhere. Moreover, the ritual clothes have been enchanted and run around the castle. The Duke, an immortal and adulic humanois does not face the situation and hopes to die. He's the wizard behind the Rosengarten curse following a terrible he arteak.

As Eunuknits, you are Factotum warriors and keepers of the rites and the life of the Valley. Loyal to the Duke, you have sworn to (roll 1D per DC):

- Always be turned back in his presence
- He can't touch it directly, but only with a golden cloth
- Blindsight in his presence
- Must remain motionless in his presence

Off game preparation: Wrap, without tying, around the wrists of the players a fragile red thread and tie the ends forming a circle (without GM). If the thread breaks three times, the Rosophagiists will come and the Rosengarten will return in its old form.



How to play Rosengarten

- The Sun takes 16 turns to rise (same to go back, depending on the location). Moving from one room to another of the fortress takes 1 turn (applies to PC and DPC). Destroyed towers can no longer be visited.
- The characters have 7 keys gnawed by the Rasib (50% break), the Duke owns 2 more. Each tower has an entrance door and an exit door to a bridge that connects the nearby towers in a C shape from 1 to 6.
- The Duke's simulacrum can pick any lock in 1 turn. Wherever the simulacrum is, its tower and the adjacent ones are assaulted by the Rasib. In the other towers there is a 5/6D6 chance to find the Duke in the walls.
- Damaged clothing (less than 50%) in combat returns to normal.
- During the first 5 rounds players can hear the king crying in the towers without Rasib. On a 5/6D6 they can identify the tower can roll twice per turn.
- Ritual balcony is in tower 4. At the beginning all players and dummy are there.
- You can move from one tower to the other by crossing the rose garden below, but it takes 3 turns.

Twice per tower, roll on these three tables.

Walking Clothes (1D8)

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| 1. Hat | 2. Wig |
| 3. Jewels | 4. Cape |
| 5. Skirt | 6. Pants |
| 7. Socks | 8. Jilet |



Clothes power (1D8):

- Strangling and extendable;
- Harmless, but as soon as worn they take control of the body;
- Their absorbed soot 1L of water;
- When touched they change into another dress;
- Charmed if they leave the room;
- If touched with metal they are unstitched, shortly they recompose;
- Invisible;
- Stained and unbearable;

Situations (1D8):

- Living room: they founded a small kingdom of pillows, and put to death every intruder.
- Stables: They are playing a card game with the Rasib, and bet Jewels. Some rideable snakes are sleeping.
- Wardrobe: They will insist to be worn and will try to kill if necessary.
- Launderroom: clothes are upgrading themselves by sewing new parts. Roll again on Power and Walking Clothes: they now count as two different pieces.
- Armory: They founded a fighting pit.
- Kitchens: they do laundry.
- Throne Room: They behave like humanoids and have set up a house. They are very friendly.
- Rooms of the Royal Feline: the clothes torment him, as he has the reputation of Rasib-eater.