

BLUE ROSE



FAST PLAY

BLUE ROSE FAST PLAY CREDITS

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Welcome to the world of *Blue Rose*, a fantastic reality where brave women and men, gifted with arcane powers, live and work side-by-side with intelligent animal companions. The heroes of the peaceful Kingdom of Aldis strive to uphold the ideals of fairness, justice, and equality, while protecting their homeland against its aggressive neighbors.

THE WORLD OF ALDEA

Blue Rose is set in the world of Aldea, a fantasy world of ancient and powerful magic. Specifically, heroes arise in the land of Aldis, the fabled Kingdom of the Blue Rose. Some three hundred years ago, the people of Aldis threw off the yoke of the tyrannical Sorcerer Kings, who abused the arcane arts for their own selfish ends. With the aid of the mysterious Golden Hart, and the power of the Blue Rose Scepter, the Kings and Queens of Aldis have ruled fairly and justly, creating a realm where all people can live together in peace. Aldis has become a culture of art, learning, craftsmanship, and understanding.

The peace and prosperity of the Kingdom of the Blue Rose is threatened, however. To the north, beyond the Ice-Binder Mountains, lies the dark Kingdom of Kern, ruled by the last of the Sorcerer Kings, the evil Lich King Jarek. In his fortress tower, the undying ruler of Kern dreams of the day when his nightmare armies will sweep down over Aldis and reclaim all that once belonged to him and his kind. The Lich King's spies and agents work to undermine Aldis' defenses in preparation for that day.

To the east, across the treacherous Veran Marsh, stands a nation that should, by rights, be Aldis' ally. The Theocracy of Jarzon also threw off the chains of the Sorcerer Kings in the Great Rebellion, but where Aldis embraced justice and equality for all, Jarzon has become a fundamentalist theocracy. Under the rule of the tyrannical Hierophant,

the priests of the Church of Pure Light use their psychic arts to root out heresy and enforce the Church's ideas of right and proper behavior. Although a staunch foe of the Lich King and his unholy legions, Jarzon is just as opposed to the "immoral and decadent" ways of Aldis, and would like nothing more than to "save" its people: by conversion if possible; by fire and sword, if necessary. Aldin diplomats struggle to create an understanding between their nation and the Theocracy, knowing Kern will exploit any conflict between them to plunge the world back into darkness.

Perhaps worst of all, there are threats to Aldis from within. The ruins of the Sorcerer Kings' strongholds still stand in isolated places, avoided by all good folk. Ancient evil slumbers there, reaching out to taint the careless and foolhardy. In the Shadow of the world, the darkfiends lurk and plot and await their chance to return to the world. These embodiments of corruption whisper temptation into the hearts and minds of the people, turning them from the light and testing Aldis' belief in the fundamental goodness of all people.

To stand against these threats, the Kingdom of the Blue Rose needs men and women of courage, conviction, and character. In these trying times, the land of Aldis needs heroes. Will you be one of them?

THE GAME

Blue Rose is a roleplaying game of romantic fantasy, where you and your friends take on the roles of the heroes in this fantastic world. You create your own stories about the champions of Aldis, their triumphs and their tragedies. It is as if you are writing your own fantasy novel where *you* are the main characters!

Each player assumes the role of a hero from Aldis, except for one player, who takes the role of Narrator. The Narrator describes the action to the other players,

and handles the roles of the adversaries and supporting characters in the story, much like the third-person narrator of a novel. Together, the players and the Narrator cooperate to create the story.

You may have played other roleplaying games, or this may be your introduction to new worlds of adventure. Either way, welcome, friends, to the world of *Blue Rose*.

FOR ALDIS, AND THE QUEEN!

THE RULES

Blue Rose is based on a set of rules used in many popular roleplaying games called the *d20 System* that has been modified for the romantic fantasy genre. Some rules are discussed in the adventure; this section goes over the basics.

THE DIE

Blue Rose uses a single twenty-sided die, abbreviated “d20” or “1d20” (for “one twenty-sided die”). You can find these dice in game and hobby stores.

CHECKS

Actions in *Blue Rose* are resolved with a *check*, a roll of the die, plus or minus modifiers. The result of the check is compared to a *difficulty* number: if the result equals or exceeds the difficulty, the action succeeds. If it is less than the difficulty, it fails. Sometimes the degree of success or failure (how much the check result is above or below the difficulty) matters; other times, it does not. Specific examples of checks are given in the adventure.

DIFFICULTY

Any task in *Blue Rose* can be assigned a numeric difficulty, the result you need to get on a check to accomplish that task. General difficulties are automatic (0, you don't even need to roll), easy (5), average (10), tough (15), challenging (20), formidable (25), heroic (30), super-heroic (35), and nearly impossible (40). Only the greatest heroes can accomplish high-difficulty tasks on a regular basis.

DIFFICULTIES

Difficulty	Number
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30
Super-heroic	35
Nearly Impossible	40

MODIFIERS

Checks have *modifiers*, positive and negative numbers based on the hero's abilities and skills, as well as on the prevailing conditions. In general, positive conditions grant a +2 modifier, while adverse conditions impose a -2 modifier.

ROUNDS AND SCENES

Time in *Blue Rose* is generally broken up into *rounds* and *scenes*. A round is a six-second segment of time, enough for a hero to do one or two things in the midst of a fight or other action scene. A scene is an indeterminate length of time, generally long enough for something significant to happen. Think of a scene as a chapter in a story or a single scene in a film.

ATTRIBUTES

Looking over the sample heroes provided with this adventure, you'll see that *Blue Rose* defines heroes (and other characters) in terms of certain *attributes*. These are game-defined qualities, usually assigned a numeric value to act as a modifier for checks. The attributes you will find on the hero sheets include the following:

ABILITIES

The six basic attributes that define a hero: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score ranging from -5 (terrible) to +5 (outstanding), with the average at +0. A strong hero has a high Strength score, while a smart hero has a high Intelligence.

SKILLS

Trained abilities, things you learn to do. Training in a skill provides an additional modifier, added to one of your abilities, which you use when making checks involving that skill. If you're trained in Knowledge of arcane lore, for example, you get a bonus equal to your skill when making Intelligence checks to know something about arcana. Skills give heroes bonuses ranging from +4 to +20 or more at higher levels.

FEATS

are special capabilities, talents, or knacks heroes may have. Each feat gives your hero a special ability, explained in the hero's description. *Blue Rose* features many more feats that heroes can have.

ATTACK

Your hero's training in combat. It is the modifier you add to your rolls to hit an enemy in a fight.

DEFENSE

Your hero's ability to avoid attacks. The difficulty to hit your hero in combat is 10 plus your hero's Defense.

SAVING THROWS

(Also known as "saves" for short) are a hero's attributes for avoiding or resisting certain effects. *Toughness* is used for resisting damage and direct harm. *Fortitude* is used for resisting attacks on the hero's health, and is based on Constitution. *Reflex* is used for avoiding harm using speed and reaction time, and is based on Dexterity. *Will* is for resisting mental influences and arcane powers, and is based on Wisdom. A saving throw is like any other check: a roll, plus your hero's save modifier, against the difficulty of the effect you want to avoid.

CONVICTION

A special quality of heroes (and other important characters in the story). It represents their ability to overcome adversity and do important things when they need to. All of the sample heroes in this adventure have 3 points of Conviction to start. You can spend a point of Conviction to re-roll any die roll you make and take the better of the two rolls. If both rolls are below 10, you can choose to treat the roll as a 10, meaning you always get at least an average result if you spend Conviction. You can also spend Conviction to allow your hero to recover quickly from injury (see **Damage and Recovery**). Heroes regain Conviction by acting in accordance with their *natures* (see the individual hero descriptions for more information).

INTERACTION

Characters in *Blue Rose* interact in various ways. Heroes try to negotiate agreements between disputing parties, or go on diplomatic missions for the Queen. Villains taunt and threaten, or even try to sway heroes to their side. People get into disagreements or debates. The whole adventure may hinge on convincing the right person at the right time.

The Narrator determines the attitude of any character the heroes encounter during the game. The heroes can then try to influence the character's attitude using Charisma and related skills (such as Diplomacy or Intimidation). The **Interaction** table shows the effects of character attitudes and the Difficulty of attempting to change someone's attitude with a Charisma or skill check. Note that a particularly bad check result can actually make a



character's attitude *worse*. For example, rolling less than a 5 makes an unfriendly character turn hostile. In general, a hero can attempt to influence another character only once in any given scene.

While heroes can use their Charisma and skills to influence the attitudes of Narrator characters, heroes generally cannot affect the attitudes of other heroes,

— WELCOME TO BLUE ROSE —

nor can Narrator characters modify their attitudes. The players choose the attitudes of their heroes, and when they change.

INTERACTION

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

STARTING NEW ATTITUDE RESULT

Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20



CONFLICT

Although Aldins would prefer everyone to get along, such is not the reality of life in Aldea. Surrounded by enemies, the heroes of *Blue Rose* are often forced into conflict, and they must win, to keep their homeland safe. When conflict occurs in *Blue Rose*, follow these steps:

INITIATIVE

At the start of a conflict, each player rolls *initiative* to determine the order in which everyone acts. This is a d20 roll plus the hero's Dexterity score. The Narrator rolls for the other characters involved in the conflict. Everyone then acts in order from highest initiative result to lowest. Once the lowest result has acted, go back to the top of the list and start a new round. This continues until the conflict is resolved.

ACTIONS

During a round, heroes can perform one of several types of *actions*. Generally, heroes can perform one *move* action and one *standard* action. A move action is moving a short distance (whether running, climbing, swimming, etc.) or doing something equivalent to moving, like standing up, picking up an object, drawing a weapon, and so forth. A standard action affects something else, like making an attack, using an arcane power, and so forth. Heroes can give up their standard action for another move action (to move twice as far, for example). They can also give up their standard and move actions to perform a *full* action, something that takes the entire round to accomplish. Finally, some actions — like speaking, making saving throws, dropping held items, and so forth — are *free* actions, taking no real time. Heroes can perform as many free actions during their turn as the Narrator feels are appropriate.

ATTACKING

To attack an opponent, take a standard action and make an *attack roll*. This is 1d20 + your attack modifier. For melee attacks, add your Strength score. For ranged attacks, add your Dexterity score. The difficulty is equal to 10 + your opponent's Defense. If you succeed, your attack hits. If you fail, you miss. If you hit, you may inflict damage, see **Damage**.

DAMAGE

Anyone hit with a damaging attack makes a *Toughness saving throw*. This is a roll of 1d20 plus Toughness (which measures the ability to avoid or shrug off damage). Resisting damage is tough, so it has a base difficulty of 15 plus a modifier equal to the attack's *damage bonus*. For unarmed attacks, this is the attacker's Strength score. For weapons, this is the weapon's damage plus the attacker's Strength score. For example,

— WELCOME TO BLUE ROSE —

an attacker with Strength +1, wielding a short sword (damage modifier +2) has a total damage modifier of +3. So, resisting this damage is difficulty 18 (15 + 3).

If the Toughness saving throw succeeds, the target suffers no significant damage, nothing more than a slight scratch, bruise, or torn clothing. If the Toughness save fails, the target suffers damage. How much damage depends on the type of attack (lethal or nonlethal) and the amount the Toughness save result is below the difficulty.

A roll of 1 on a Toughness save is always considered a failure, regardless of your Toughness modifier.

NONLETHAL DAMAGE

Nonlethal Damage comes from unarmed attacks (punches and kicks) as well as specific nonlethal weapons like saps.

A failed Toughness save against a nonlethal attack means the target is *bruised*. Each bruised result imposes a -1 modifier on further saves against nonlethal damage (but does not affect saves against lethal damage). If the Toughness save fails by 5 or more, the target is *dazed*; mark down a dazed condition on the Damage Track. Each dazed condition also imposes a -1 modifier on further saves against nonlethal damage. If the Toughness save fails by 10 or more, the target is *staggered*; check off the staggered box on the Damage Track. If the Toughness save fails by 15 or more, the target is *unconscious*; check off the unconscious box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result. So if a target is already staggered and suffers another staggered result, check off the unconscious box. If the unconscious box is checked, and the character suffers more nonlethal damage, check off the first available lethal box (so go to wounded, disabled, etc.).

LETHAL DAMAGE

Lethal Damage is inflicted by weapons, from cutting and piercing weapons like swords and spears to heavy bludgeoning weapons like hammers and maces.

A failed Toughness save against a lethal attack means the target is *hurt*. Each hurt result imposes a -1 modifier on further Toughness saves. If the Toughness save fails by 5 or more, the target is *wounded*; mark down a wounded condition on the Damage Track. Each wounded result also imposes a -1 modifier on further Toughness saves. If the Toughness save fails by 10 or more, the target is *disabled*; check off the disabled box on the Damage Track. If the Toughness save fails by 15 or more, the target is *dying*; check off the dying box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result. So, if a target is already wounded, and suffers another wounded result, check off the disabled box (if that's already checked off, check off the dying box, etc.).

COLLATERAL DAMAGE

Additionally, lethal damage inflicts nonlethal damage as well. Whenever your hero suffers lethal damage, check off the corresponding nonlethal damage, so a hero who is wounded is also dazed, a hero who is hurt is also bruised.

The effects of the damage conditions are cumulative, except for bruised and hurt conditions (where only the highest value applies).

DAMAGE TRACK				
0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurt	Wounded	Disabled	Dying	Dead

DAMAGE CONDITIONS

Damaged characters in *Blue Rose* can suffer from any of seven *conditions*, given on the *Damage Track* and described here.

- *Dazed* characters lose one full action after suffering a dazed result; they can take no actions, but retain their normal defense. The following round, they can act normally.
- *Staggered* characters lose one full action after suffering a staggered result. They can take no actions, lose their Dexterity bonus (but not penalty) to Defense, and opponents get a +2 bonus on attack rolls against them. In the following rounds, staggered characters can only take a standard or a move action, not both.
- *Unconscious* characters pass out and cannot do anything until they awaken.
- *Wounded* characters are shaken, suffering a -2 penalty to all checks, including attack rolls and saving throws. This persists until all wounded conditions are eliminated. Additionally, a wounded character is stunned for one round after being wounded. They can take no actions, lose their Dexterity bonus (but not penalty) to Defense, and opponents get a +2 bonus on attack rolls against them.
- *Disabled* characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.
- *Dying* characters have to make a Constitution check (difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round). If the check succeeds by 10 or more (difficulty 20), the character's condition becomes disabled and unconscious.
- *Dead* characters are, well, dead. This usually means the end for the character, although some powerful healers in *Blue Rose* can restore life to the recently deceased.

RECOVERY

Recovering from damage, lethal or nonlethal, requires a Constitution check (Difficulty 10). A successful check

— WELCOME TO BLUE ROSE —

erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. Some damage may take multiple recovery checks to go away entirely.

You can make a recovery check once per minute for staggered and unconscious, once per hour for wounded, and once per day for disabled. Dying has its own particular check; once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled).

You can spend a Conviction point to get an immediate recovery check from nonlethal damage, rather than having to wait a minute. You can also spend Conviction on your recovery check, ensuring success (since Conviction always grants you a roll of 10).

Bruised and dazed conditions fade automatically at a rate of one per minute. Hurt conditions do the same at a rate of one per hour. You can spend a Conviction point to immediately erase all bruised, dazed, and hurt conditions after (but not during) a conflict.

FATIGUE

Characters can suffer from *fatigue* as well as damage. This usually results from tasks requiring great effort, such as moving all out, exertion in difficult environments, and using arcana. There are three fatigue levels: winded, fatigued, and exhausted.

- *Winded*: The character suffers a -1 penalty to effective Strength and Dexterity, and cannot move all out or charge. A winded character who suffers an additional fatigue result becomes fatigued.
- *Fatigued*: The character cannot move all out or charge, and suffers a -2 penalty to effective Strength and Dexterity. A fatigued character who suffers an additional fatigue result becomes exhausted.
- *Exhausted*: The character is near collapse. Exhausted characters move at half normal speed and suffer a -3 penalty to effective Strength and Dexterity. An exhausted character who suffers an additional fatigue result falls unconscious (and must recover from it normally, see **Damage Conditions**).

RECOVERY

Every hour of rest, a hero makes a Constitution check (Difficulty 10) to recover from fatigue. Success reduces the character's fatigue condition by one level (from exhausted to fatigued, from fatigued to winded, winded to normal). A full ten hours of rest allows any character to completely recover from all fatigue conditions.

THE ARCANE ARTS

The world of Aldea is a place of wonder, and many *Blue Rose* characters have certain arcane or mystical abilities at their command. These are known as the Arcane Arts or *arcana*. Each arcanum is like an individual skill, except

arcana require special feats (called arcane talents) to learn those skills. There are six arcane talents in *Blue Rose*: animism (animals, plants, and the natural world), healing (healing, or sometimes harming, the body), meditation (mind over body), psychic (affecting the mind), shaping (influencing the physical world), and visionary (perceiving beyond the five senses). Each talent has a set of arcana associated with it. Heroes can start out with various arcane talents, and can acquire them during play as well.

FATIGUE

The use of some arcana puts a strain on the adept's mind and body. When an adept uses a fatiguing arcanum, the player must make a *fatigue save*; this is a Will saving throw against a Difficulty of 10 + half the arcanum's rank. A successful save results in no ill effect. A failed save means the character suffers a level of fatigue (see **Fatigue**).

Rapid use of arcana in a short period of time makes it harder to overcome fatigue. Every time an adept uses a fatiguing arcanum within an hour's time, the Difficulty of successive fatigue saves increases by 1. So, an adept uses a fatiguing ability, making a fatigue save against the normal Difficulty. A minute later, the adept uses another fatiguing ability. This time the Difficulty is 1 higher. Use of certain arcana in rapid succession can tire out even powerful adepts.

To eliminate the cumulative fatigue save modifier, an adept must refrain from using any fatiguing arcana for at least an hour. The adept does not need to rest during that time, just avoid any further uses of fatiguing arcana. You can also spend a Conviction point to eliminate the cumulative fatigue penalty from using arcana, gaining a second wind.

ARCANA

The arcana known to the heroes in this adventure are described here. The *Blue Rose* rulebook contains these and many more arcana for adepts and dabblers in the Arcane Arts.

BODY CONTROL

You have great mental control over your body. You can make a Body Control check for a number of different tasks:

- *Sleeping*: A successful Body Control check (Difficulty 5) allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.
- *Slow Breathing*: You can deliberately slow your rate of breathing so that you consume less air. This is vital in situations where there is only a limited amount of breathable air available. Difficulty 10 for half rate, 15 for one-quarter.
- *Ignore Pain*: You can ignore the effects of pain or injury while awake or asleep, as long as you make a successful Difficulty 10 Body Control check.

— WELCOME TO BLUE ROSE —

- *Resist fear:* You can override your body's natural response to fear with a Difficulty 15 check, giving you a new saving throw against any fear effect, with a +4 bonus.
- *Speed Recovery:* You can speed your natural healing process with a Difficulty 15 check, gaining a recovery check in half the normal time, so long as you spend that time in a deep, healing trance.
- *Willpower:* With a Difficulty 15 Body Control check, you can continue to act while disabled without your conditioning worsening to dying. You still suffer additional damage normally.
- *Feign Death:* By exerting supreme control over your body (Difficulty 20), you can enter a deep trance almost indistinguishable from death. A Notice check with a Difficulty equal to your check result is required to determine you are still alive. Effects that detect life still work normally on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.
- *Overcome Disease or Poison:* By concentrating for a full round, you can substitute your Body Control skill check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the Narrator's judgment).

Time: Body Control is a full-round action. The effects last as long as you concentrate (requiring a standard action each round).

CURE

You can heal injuries by touch. With a full-round action, you can do any one of the following:

- Grant a subject an immediate recovery check using your Cure check result in place of a Constitution check. If the recovery check fails, you must wait the normal recovery time for that condition or spend a Conviction point before trying again.
- Stabilize a dying character with a Difficulty 10 Cure check.

You can use Cure on yourself. You can't cure your own staggered or unconscious conditions, or stabilize yourself while dying (since you have to be conscious and able to take a full action to use the arcanum). You can use Cure to cure your own disabled condition, but doing so is a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying.

Time: Cure is a full-round action. Using cure requires a Difficulty 12 fatigue save.

MIND TOUCH

You can establish contact with another mind. The base Difficulty is 10. If the subject has a Psychic Shield, you have to make a separate Mind Touch check to overcome it. An unwilling subject also gets a Will saving throw to

avoid contact (Difficulty 13). If the save is successful, no contact is made.

While you are in mental contact with another being, the two of you can communicate at the rate of normal speech, "hearing" each other's thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other mentally, not reading each other's thoughts. Mind Touch is two-way, meaning you are in mental contact with the subject for purposes of his arcana and vice versa.

If your Mind Touch is broken, any other arcana you are maintaining that require mental contact are also broken.

- *Rapport:* Two or more characters with Mind Touch can enter a *psychic rapport* with each other, if both are willing. A psychic rapport is an intense state of mental contact. Each character establishes mental contact with the other. Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences, and able to share information instantly. Characters in rapport cannot deliberately lie or deceive each other.

Time: Mind Touch is a move action. The contact lasts as long as you choose to maintain it.

MOVE OBJECT

You can move objects with the power of your thoughts. A Move Object check allows you to move an object in your line of sight. The Difficulty is based on the mass of the object that you want to move and whether or not you may suffer fatigue. A fatiguing use of Move Object can move 10 times the mass listed on the table (so 20 lbs. at Difficulty 10, up to 2,000 lbs. at Difficulty 40) and doubles the listed damage. The Difficulty of the fatigue save is 12.

MOVE OBJECT

Difficulty	Mass	Damage
10	2 lbs.	+1
15	5 lbs.	+2
20	10 lbs.	+3
25	25 lbs.	+4
30	50 lbs.	+5
35	100 lbs.	+6
40	200 lbs.	+7

You can move the object a distance of 5 feet times your Move Object rank, per move action.

If two adepts vie for control of an object, use opposed Move Object checks. The winner controls the object for that round. If a creature is holding the object, use an opposed Move Object and Strength check.

- *Striking With Objects:* You can hit opponents with moved objects. This requires a ranged attack roll and the object deals damage based on your Move Object skill check, as shown on the table. Since using Move Object is a move action, you can move

— WELCOME TO BLUE ROSE —

an object and strike with it (as a standard action) in the same round.

Time: Move Object is a move action. The skill use lasts for 10 rounds (1 minute) and must be maintained.

PLANT SHAPING

You can shape living plants and, to a degree, dead wood and other plant materials. You can accomplish the following tasks with Plant Shaping:

- *Plant Healing:* You can heal injured or diseased plants. This requires you to touch the plant and make a Difficulty 15 Plant Shaping check. If you succeed, the plant is restored to complete health. Plants must be living and reasonably intact in order for this arcanum to heal them.
- *Plant Growth:* You can promote rapid growth in plants. You can cause an area with plant life to become heavily overgrown, creating difficult terrain. This affects an area of your adept level x 40 feet in radius. You can also target a specific area of 40 feet radius. Plants there become so overgrown they entangle anyone in the area, who must make a Reflex saving throw (Difficulty 10 + half your arcanum rank + Intelligence bonus). A failed save means the target is bound and helpless, needing a Difficulty 20 Strength or Escape Artist check to get free. A successful save means the target isn't trapped, but must still contend with the difficult terrain created by the tangled plants. Finally, you can use plant growth to enrich an area with a radius of your adept level x 400 feet, increasing the yield and growth of plants there by 50% for the season.
- *Woodcraft:* You can use Plant Shaping like a Craft skill to shape objects out of wood. This takes a number of minutes equal to the hours of a normal craft project. Therefore, you can complete a simple woodcraft project in a minute, and a very complex one in an hour.

Time: Plant Healing is a full-round action. Plant Growth is a standard action. Woodcraft requires time based on the project.

PSYCHIC SHIELD

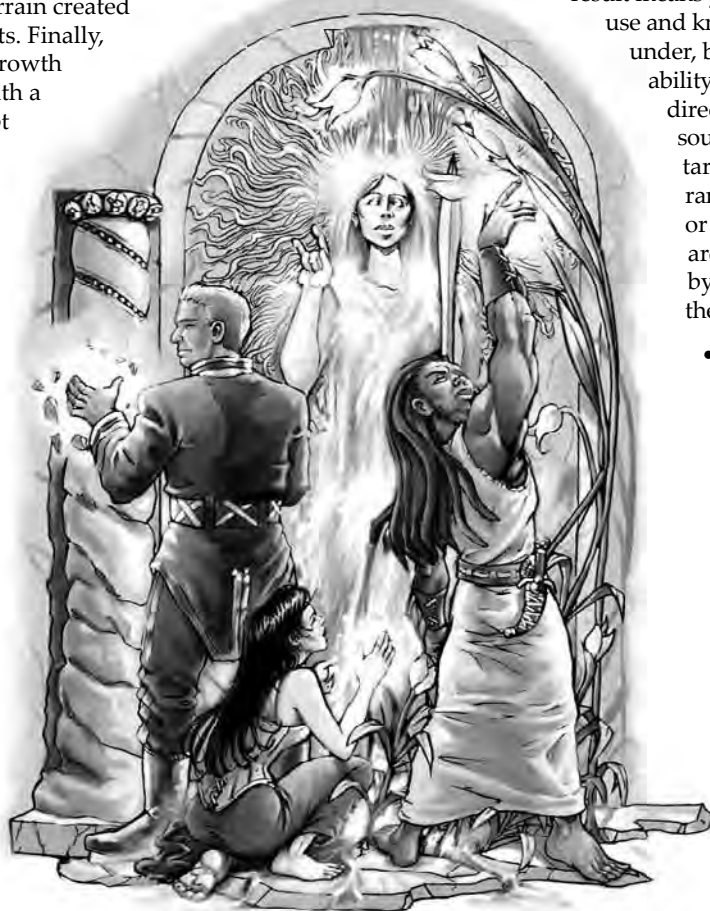
You can shield your mind from psychic influences. When you are the target of any arcanum granting a Will saving throw, you can make a Psychic Shield skill check. The attacker must make a skill check using the attacking arcanum. If your check result is higher, the attack fails. If the attacker's result is higher, the arcanum affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is always active, even if you are unconscious or sleeping.

SECOND SIGHT

You can sense the use of arcanum. Make a Second Sight check to detect arcanum in use in your vicinity, and to sense an attempt at mental contact.

- *Sense Arcana:* The Narrator makes a Second Sight check for you in secret whenever arcanum are used in your general area. The base Difficulty is 10 or the user's Psychic Shield check result, whichever is greater, and the Difficulty increases by +1 for every 10 feet between you and the user or subject of the arcanum (whichever is closer). A successful result means you sense an arcanum use and know which talent it falls under, but not necessarily the exact ability. You also know the general direction and distance to the source of the effect and its target, if both are within your range. If you succeed by 5 or more, you know the exact arcanum used. If you succeed by 10 or more, you recognize the user, if known to you.
- *Sense Mind Touch:* If someone is trying to secretly get into mental contact with you, make a Second Sight check against the telepath's Mind Touch check. If you win the check, you sense the attempt, although you may not be able to avoid it (depending on your Psychic Shield and Will save).

Time: Sensing psychic ability use and mental contact are reactions, taking no time.





BONES & FLOWERS

A BLUE ROSE INTRODUCTORY ADVENTURE

In this introductory adventure, the four heroes are all envoys of the Sovereign's Finest, special agents of the crown of Aldis. They're called to investigate the disappearance of some children from a village not far from the border closest to the Kingdom of Kern. Although there are unliving creatures involved in the disappearances, they are not tied to the agents of the Lich King, but to the ghost of a sad, lonely mother who simply wishes to be surrounded by the laughter of children once more.

Allow the players to choose one of the four sample characters, and to familiarize themselves with the *Blue Rose* basic rules. Then let the adventure begin!

SCENE ONE: SKELETONS IN THE MEADOW

Read the following text aloud to the players:

Five days ago, you received a psychic call for aid from the healer Layloh, in the town of Bashti's Ford. Apparently, several of the town's children have gone mysteriously missing. You rode quickly to the north, and are now among the rolling meadows and thick forests of the foothills of the Ice-Binder Mountains that tower in the distance. The town is on the edge of the great Pavin Weald forest. It is early autumn and the trees of the forest are ablaze with color.

Most of the flowers of the meadows have passed, but still, some flowers grow. Flowering vines twine in and around the bones of four skeletons, that walk through the tall grass of the meadow, carrying the limp body of a child clad in sleeping clothes.

The skeletons carry a sleeping 8 year-old girl with them. Initially, the unliving ignore the heroes. If the heroes approach or attack, the skeleton carrying the girl moves away as quickly as possible, while the others try to cover its retreat. The skeleton holding the girl does nothing to endanger her. If attacked, it puts her down and attempts to stop the heroes from following while the

girl sleepwalks in the same direction. The skeletons are heading towards a nearby outcropping of the mountains.

SKELETONS (4)

Medium 1st-level unliving; Initiative +5; Speed 30 ft.; Defense 13 (+1 Dex, +2 natural); Attack +1 melee (+2 damage, claws); Qualities: Damage reduction 2/bludgeoning, immunity to cold, unliving; Alignment: Shadow; Saves: Tough +2, Fort +0, Ref +1, Will +2; Str +1, Dex +1, Con —, Int —, Wis +0, Cha —5; Feats: Improved Initiative.

Damage Reduction: Skeletons reduce the damage bonus of any attack against them by 2. If this reduces the damage bonus below 0, they ignore the attack altogether (it does no damage). Bludgeoning weapons (like hammers and maces) and arcane attacks are not affected by a skeleton's Damage Reduction.

Immunity to Cold: Skeletons are immune to damage from cold.

Unliving: As unliving beings, skeletons are immune to many of the things affecting living creatures, including disease, poison, environmental conditions, suffocation, critical hits (like the Surprise Strike feat), and animism, psychic, and healing arcana.

WHAT THE HEROES CAN DO

The heroes can certainly fight the skeletons to rescue the child. However, keep in mind that they don't know the unliving won't harm the girl, so they should be cautious. The unliving are immune to psychic arcana (like Mind Touch) and the heroes can't communicate with them, since they're essentially mindless.

Dorian can try to use Move Object to pull the girl out of the skeleton's arms. She weighs around 50 lbs., so he'll have to use extra effort to have a chance of succeeding (making the Difficulty 15 instead of 30). You can inform Dorian's player of this. Have the player make a ranged attack roll for Dorian against Defense 13 to "grab" the child, and a Move Object roll (Difficulty 15).

If anyone asks, it looks like the flowering vines growing around the skeletons are alive. Brianna can use her Plant

Shaping to affect the vines, if she wishes; she can entangle the skeletons, or perhaps even lift the child to safety (Difficulty 15 check). Don't mention this unless one of the players does.

The child (named Rossi) is difficult to awaken. Unless the heroes deliberately awaken her, she attempts to sleepwalk in the same direction the skeletons are headed. Once awoken, she's groggy and remembers only going to sleep in her bed in town and having some odd dreams about a woman calling to her. She starts to cry and wants to go home immediately.

The heroes can simply choose to follow the skeletons (or the sleepwalking Rossi) to see where they go, but feel free to remind them they're placing an innocent child in potential danger. If they decide to simply follow the trail without trying to return Rossi home, skip ahead to Scene Three.

SCENE TWO: BASHTI'S FORD

The town of Bashti's Ford is small, with a population of less than a hundred living in small wooden houses located on the outskirts of the forest. They have glow crystals for light and heat, and running water from a nearby stream, but few amenities. The villagers are farmers who make extra income gathering rare herbs and wild mushrooms in the forest. The first thing visitors notice is that the windows of many of the houses are boarded up so nothing can slip in or out; this modification is clearly very recent and quickly done.

The villagers tell the heroes about children that went missing over a week ago. Four days ago, a search party found some tracks and encountered a band of skeletons that killed two (including the healer Layloh, who contacted the heroes) and drove off the rest. Around that time, the villagers also discovered two men who had been killed destroying a mad bear last fall were missing from their graves.

Rossi's parents are overjoyed to see her, and talk about how they found her gone that morning. They now suspect the children are leaving on their own rather than being abducted. The villagers are terrified of the threat of the unliving.

WHAT THE HEROES CAN DO

If anyone asks when the first child vanished, everyone talks about the incident nine days ago, but a few people

pause. A Sense Motive check (Difficulty 15) reveals they are uncomfortable.

Further careful questioning (Diplomacy or Gather Information, Difficulty 15) reveals another child, Kiya, vanished two weeks earlier, but everyone suspects she ran away. She was rebellious and overly curious, the child of a couple who live on the outskirts of town. Her mother, Essa, talks of how Kiya was always in trouble, and one of the village teens says she was always wandering in the mountains, and talked about running away. Intensive and discrete questioning (Diplomacy or Gather Information, Difficulty 20) reveals some people suspect Essa may have neglected or even beaten her daughter.

If they look around Essa's small, immaculately kept house (Search, Difficulty 10) the heroes find a box hidden under a loose board under Kiya's bed. It holds some feathers, a few dried flowers, attractive pebbles, and a human finger bone (Heal or Knowledge, Difficulty 5, to recognize it). The bone is quite old; a Difficulty 10 Notice check suggests over a hundred years, at least.

The heroes' best plan is to head toward the mountains in the same direction the skeletons were taking Rossi. They may also try finding and following any tracks or trails. Have Asta's player make a Survival check (Difficulty 15) to pick up a faint trail the unliving left, leading from the village to the outcropping of mountains.

SCENE THREE: INTO THE MOUNTAINS

When the characters venture into the mountains, they find an overgrown trail. Following it for an hour or so, they come across two skeletons out picking wild blackberries from bushes near the trail, and placing them in baskets they are carrying. These skeletons are identical to those from Scene One, including the flowering vines entwining them.

Further up the trail is a clearing alongside the mountain stream flowing down toward Bashti's Ford. In the

clearing, eight sleepwalking children play games with skeletons, as other unliving lay out food for them. The children appear happy, but also entranced.

WHAT THE HEROES CAN DO

The total number of skeletons in this scene depends on what happened to the unliving the heroes encountered in Scene One. For each skeleton the heroes destroyed, reduce

the number in this scene by one, to a minimum of six. If the heroes destroy the two skeletons gathering berries on their way to the clearing, then there are only four waiting in the clearing. If *none* of the skeletons have been destroyed, there are a full ten present in the clearing.

The heroes can attack the skeletons at any time. If any of the entranced children are present, however, they try to defend their “friends,” seemingly unaware the skeletons are unliving creatures. The children can’t cause any real harm to the heroes, but they can distract them and throw them off balance. Naturally, the heroes should be reluctant to attack with the children in their way.

No amount of persuading can sway the children or convince them they are in any danger; in their minds, everything is perfectly normal and they’re happily at home. Still, it’s clear to anyone who examines them (with

no check required) that the children are not in the best of health. They’ve been living outside for days, the weather is growing colder, and they’re eating only wild berries and roots. Most of them are unwashed and a few have minor cuts and scrapes. They all need baths, warm food, and a more comfortable bed than a mountain clearing.

A use of the Mind Touch arcanum to free a child from the trance may work. Have the player make a Mind Touch check against the result of the child’s Will save (assuming a Will save bonus of +0). If the hero is successful, the child awakens from the trance, and is likely quite disoriented and frightened (giving the heroes something else to worry about).

As soon as the heroes have started to run out of options, have destroyed about half of the skeletons, or have freed one or two of the children, move on to Scene Four.

SCENE FOUR: MOTHER’S GHOST

Heroes with a description of Kiya may notice (Difficulty 10 Notice check) that she is not among the missing children in the clearing. That is because Kiya is behind their disappearance, indirectly. The finger bone in the box underneath Kiya’s bed belongs to a woman named Eldreth, who drowned herself in the river near this very clearing, during the reign of the Sorcerer Kings. Kiya’s contact with the bone from Eldreth’s corpse allowed the distraught woman’s restless spirit to possess the girl.

Eldreth was a young mother who saw her children killed before her eyes. She is obsessed with safeguarding children and convinced that the parents of these children are entirely unworthy of them, based on Kiya’s memories and emotions. She used her arcane powers to animate the skeletons and to abduct the children from Bashti’s Ford to “keep them safe.”

Eldreth also animated the corpse of a recently dead bear from the mountains, which serves as her “pet,” guardian, and companion.

In this scene, Kiya shows up, accompanied by the clearly dead (but still moving) bear and demands, in a loud and hollow voice: “Leave my children alone!”

ELDRETH’S GHOST (POSSESSING KIYA’S BODY)

Medium 3rd-level unliving; Initiative +0 (Dex); Speed 30 ft., fly 30 ft.; Attack +0 melee (-2 damage, slam), +2 ranged (by object); Defense 10; **Alignment:** Twilight; **Qualities:** Frightful moan, malevolence, manifestation, move object, possession, unliving; **Saves:** Tough +3, Fort +1 (Kiya only), Ref +1, Will +5; Str -2, Dex +0, Con -1 (Kiya only), Int +1, Wis +2, Cha +2; **Skills:** Knowledge (arcana) +4, Notice +8, Search +8, Sneak +8.

Frightful Moan: The ghost can emit a frightful moan, causing all within hearing to make a Will save (Difficulty 13). A failed save means the subject flees in terror from the ghost as quickly as possible.

Malevolence: Once per round, the ghost can merge its incorporeal form with a living creature by touch. The target can resist the attack with a successful Will save (Difficulty 17). A creature that successfully saves is immune to that same ghost’s malevolence for 24 hours. If the save fails, the ghost vanishes into the target’s body and controls it.

Manifestation: A ghost dwells in the misty border realm between life and death and, as such, cannot affect or be affected by anything in the living world. When a ghost manifests, it partly enters the living world, becoming visible but incorporeal. A manifested ghost can be harmed only by other incorporeal creatures, arcane weapons, or arcana, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor, ignoring its bonus to defense. A manifested ghost always moves silently.

Move Object: The ghost can use the Move Object arcanum with a bonus of +15. Ghosts cannot expend fatigue on Move Object.

Unliving: As a ghost, Eldreth has no Constitution score and is automatically immune to effects requiring a Fortitude saving throw. Such effects work only on Kiya’s possessed body. If Kiya is rendered unconscious or killed, Eldreth is driven out of her body, but otherwise unaffected. She may attempt to use Malevolence to possess one of the heroes or another of the children.

UNLIVING BEAR

Large unliving; Initiative -1 (Dex); Speed 40 ft.; Attack +11 melee (+10, claws); Defense +8 (-1 size, -1 Reflex); **Alignment:** None; **Qualities:** Improved grab, scent, unliving; **Saves:** Tough +7, Fort +1, Ref +0, Will +4; Str +8, Dex -1, Con —, Int —, Wis +0, Cha -5; **Feats:** Toughness.

WHAT THE HEROES CAN DO

The challenge for the heroes is dealing with Eldreth without endangering the children. Fortunately, the ghost will do nothing deliberate to harm “her” children. However, she’s also mad from centuries of grief and loneliness, so her behavior is erratic. She won’t allow the heroes to take the children away from her, and will command her unliving minions to attack them, if they attempt it.

If the heroes try to negotiate, they have to convince Eldreth to surrender Kiya’s body and move on to her final rest. This is best handled through roleplaying on

— BONES & FLOWERS —

the part of the players, although you may want to ask them to make appropriate skill checks (such as Bluff or Diplomacy). They can find out Eldreth's story with fairly little effort, and can try appealing to her maternal sympathies, explaining (or even demonstrating, via Mind Touch) the misery of the parents in Bashti's Ford. Even Kiya's mother misses her daughter terribly, and might mend her ways, if given the opportunity.

If the heroes want to fight, they have to find a way to defeat Eldreth without harming Kiya. Here are a few possibilities. Feel free to create your own, or to encourage the players to do so:

- **Psychic Struggle:** One or more of the heroes with Mind Touch can initiate a psychic struggle to free Kiya's mind. First, the hero must successfully make mental contact. Then, make an opposed check of Wisdom between the hero and the ghost. If the hero wins two opposed checks in a row, the ghost is expelled from Kiya's body. Multiple heroes can work together in the struggle; each extra hero provides a +2 bonus to the hero with the highest Wisdom bonus. Heroes engaged in the psychic struggle cannot take physical actions, so they'll likely need protection against Eldreth's unliving minions.
- **Smite:** You can allow Brianna's Smite Unliving feat to affect *only* Eldreth, without harming Kiya's body.
- **Trickery:** A hero can attempt to trick Eldreth into leaving Kiya's body. This requires a Bluff check against Eldreth's Sense Motive check, and the ghost gets a +10 bonus on her check to resist the trick. If the hero wins, Eldreth leaves Kiya's body and tries to possess someone else (most likely the hero pulling the trick). Since most of the heroes have the Psychic Shield arcanum, they have a better chance of resisting Eldreth's Malevolence power.
- **Rejection:** If the heroes manage (through roleplaying and Diplomacy checks) to convince the children to awaken from their trance and reject Eldreth, then the ghost, bereft of purpose, abandons Kiya with a mournful cry and vanishes, never to be seen again.
- **Spirit and Bone:** The hero carrying Eldreth's fingerbone (if they found it under Kiya's bed), can strike the ghost normally, even though she is incorporeal, and gets a +1 bonus on damage done to her. A Difficulty 15 Knowledge (arcana) check reveals this as a possibility, but don't mention it unless the players ask.

EPILOGUE

Once Eldreth's ghost departs, willingly or by force, the unliving bear and skeletons fall to the ground, returning to the sleep of death. The children are free from the ghost's enchantment, and look to the heroes to help them return home.

The parents and people of Bashti's Ford are overjoyed to see their children once more, and are profuse in their thanks to the heroes. Even Kiya's mother swears to turn over a new leaf and to regard her daughter as the treasure she is, particularly if the heroes remind her of it. It seems

likely Kiya may have some latent arcane talent, and the heroes can recommend she be tested eventually, for later training in Aldis.

The townsfolk insist the heroes at least spend a night in Bashti's Ford, where they are treated to a fine meal and the best accommodations they have to offer. The grateful town also provides any supplies the heroes may need for their journey back toward the heartland of Aldis. That night, the envoys of the Sovereign's Finest can sleep soundly, knowing the children of Bashti's Ford are safely asleep in their beds once more.



DORIAN

1ST-LEVEL HUMAN ADEPT

Abilities		Combat		Saving Throws	
Strength	+0	Attack	+0	Toughness	+0
Dexterity	+1	Melee	+0	Fortitude	+0
Constitution	+0	Ranged	+1	Reflex	+1
Intelligence	+2	Defense	+2	Will	+4
Wisdom	+2	Total	13		
Charisma	+1				

Skills: Concentration +6, Knowledge (arcana) +6, Notice +6, Ride +5, Sense Motive +6

Feats: Arcane Training (x2), Familiar (owl), Psychic Talent, Shaping Talent

Arcana: Mind Touch +5, Move Object +6, Psychic Shield +6, Second Sight +6

Weapon	Attack Bonus	Damage Bonus	Range
Quarterstaff	+0	+1	—
Light Crossbow	+1	+3	80 ft.

Equipment: Quarterstaff, light crossbow, adept robes, belt pouches, traveling gear.

Familiar: *Isandra, snowy owl* — tiny 1st-level animal; Initiative +1; Speed 10 ft., fly 40 ft. (average); Defense 17 (+2 size, +3 Dex, +2 natural); Attack +5 melee (-3 damage, talons); Qualities: Low-light vision; Alignment: None; Saves: Tought +0, Fort +2, Ref +5, Will +2; Str -3, Dex +3, Con +0, Int -4, Wis +2, Cha -3; Skills: Notice +6, Sneak +17; **Feats:** Weapon Finesse.

BACKGROUND

Dorian was born and raised in a village founded by Jarzoni refugees in eastern Aldis. Although they lived in Aldis, Dorian's family held to many traditional Jarzoni values. This made life difficult for the adolescent Dorian, who was both arcanelly gifted and *caria daunen* (romantically attracted to the same sex). He confided his secrets to a male friend his age who revealed them to his family and, consequently, to Dorian's. Dorian has never entirely forgotten that betrayal.

Envoys of the Sovereign's Finest changed Dorian's life forever when they discovered his talents and offered him the opportunity to study the arcane arts in the city of Aldis itself. Dorian left home against his family's wishes and began to come into his own as a fledgling adept in the city. Although he's still shy and reserved around people he doesn't know, he's become

better at expressing himself, and his natural charm shows through.

ROLEPLAYING

Dorian is a somewhat shy and bookish young man. He's most outgoing when talking about some arcane subject matter, and becomes quite excited by new discoveries. He's quietly protective of his friends and keeps a close eye on everyone else. Dorian is entirely unaware that he's attractive, and still blushes fiercely when he's the subject of romantic advances (male or female). He doesn't hide that he's *caria*, and he endures his friends' good-natured attempts to find him the right man. He dearly loves his friend and companion Isandra.

DESCRIPTION

Dorian is a young man in his early 20s, with a thin build and handsome, even pretty, features. He has flaming red hair (common for Jarzoni with arcane talent) which he wears fairly short, and green-gold eyes. He nearly always wears the robes of an Aldin adept, and his owl Isandra is often perched on his shoulder or arm.

INNER NATURE

- **Alignment:** Light
- **Calling:** The Adept. Dorian seeks mastery through a deeper understanding of the arcane arts.
- **Light Nature:** Inquisitive (Page of Pentacles). Dorian regains Conviction when he satisfies his thirst for arcane knowledge through study of something new.
- **Shadow Nature:** Inhibited (Three of Chalices). Dorian finds comfort in retreating from the world behind what's expected of him. He regains Conviction when he shuts himself off from the world to focus solely on his arcane studies.

FEATS

- **Arcane Training:** You are trained in four arcana (two for each acquisition of this feat).
- **Familiar:** You have an arcane animal companion with whom you share a special bond.
- **Psychic Talent:** You can learn and use psychic arcana.
- **Shaping Talent:** You can learn and use shaping arcana.

DORIAN'S DAMAGE TRACK

0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Hurt	Wounded	Disabled	Dying	Dead

JANN

1ST-LEVEL VATA'AN EXPERT

Abilities		Combat		Saving Throws	
Strength	+0	Attack	+0	Toughness	+0
Dexterity	+1	Melee	+0	Fortitude	+0
Constitution	+0	Ranged	+1	Reflex	+3
Intelligence	+1	Defense	+2	Will	+3
Wisdom	+1	Total	15		
Charisma	+3				

Skills: Bluff +7, Diplomacy +7, Gather Information +7, Handle Animal +7, Heal +5, Ride +5, Sense Motive +5

Feats: Arcane Training, Armor Training (light), Healing Talent, Low-Light Vision, Rhy-Bonded, Sensitive

Arcana: Body Control +5, Cure +5, Psychic Shield +1, Second Sight +1

Weapon	Attack Bonus	Damage Bonus	Range
Dagger	+0	+1	—
Shortsword	+1	+2	—
Light Crossbow	+1	+3	80 ft.

Equipment: Shortsword, dagger, light crossbow, case of 10 bolts, fine clothing, leather armor, cloak, traveling gear.

BACKGROUND

Jann was born to human parents in the city of Aldis. Her birth was a great blessing to them, as the child was not only marked with the heritage of the Vata, but they were uncertain they would ever have had children. As Jann was their only child, her parents saw to it she had only the best. Rather than spoiling her, this treatment showed Jann how fortunate she was. She has always felt a need to live up to her heritage and the blessings bestowed on her by her family, her nation, and the gods. So it was no surprise when Jann chose to serve Aldis as a diplomat, mediator, and emissary, in preparation to hopefully become a traveling noble and administer an outlying region. Jann's ability to find peaceful and innovative solutions to conflicts is already well known. In one of her very first sorties outside the bounds of the great city itself, she met and bonded with the rhy-cat Asta, and the two have been inseparable companions ever since.

ROLEPLAYING

Moderation is Jann's goal. She likes to see everyone getting along, and does everything she can to keep the peace and promote understanding. Sometimes, she can be a bit manipulative when it comes to achieving her goals; the little girl who was her parents' darling is still there inside

her. Jann understands there are some creatures — like the unliving and darkfiends — with which even she cannot negotiate. Nevertheless, she prefers to avoid armed conflict whenever possible, which sometimes means restraining Brianna's more warlike impulses. Jann sees it as her job to mediate between the extremes of her companions: Brianna's forthrightness, Dorian's lofty intellect, and Asta's wild and feline attitudes.

DESCRIPTION

As Vata'an, Jann has long, straight silver-white hair and dazzling blue eyes. Her complexion is fair and almost translucent, her features delicate and refined. Jann is always impeccably dressed, but manages to carry herself with pride rather than arrogance. Her rhy-cat companion, Asta, is rarely far from her side.

INNER NATURE

- **Alignment:** Light
- **Calling:** Temperance. Jann seeks to balance opposing forces to create harmony.
- **Light Nature:** Diplomatic (Nine of Rods). Jann regains Conviction when she creates a skillful diplomatic solution to a problem of opposing forces.
- **Shadow Nature:** Manipulative (Knight of Chalice). Jann regains Conviction when she manipulates a situation to create balance, whether the solution is fair or not.

FEATS

- **Arcane Training:** You are trained in the Body Control and Healing arcana.
- **Armor Training (light):** You are trained in wearing light armor.
- **Healing Talent:** You can learn and use healing arcanum.
- **Low-Light Vision:** Vata'an can see twice as far in low-light conditions as humans.
- **Rhy-Bonded:** You have a psychic bond with the rhy-cat, Asta, who is your close friend and companion. The two of you are always in mental contact.
- **Sensitive:** You're particularly sensitive to the emotions and attitudes of other creatures. You gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with creatures with Intelligence -4 or higher. You do not gain this bonus against a creature with the Psychic Shield arcanum.

JANN'S DAMAGE TRACK

0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Hurt	Wounded	Disabled	Dying	Dead

BRIANNA

1ST-LEVEL HUMAN WARRIOR

Abilities		Combat		Saving Throws	
Strength	+2	Attack	+1	Toughness	+2
Dexterity	+1	Melee	+3	Fortitude	+3
Constitution	+1	Ranged	+2	Reflex	+1
Intelligence	+0	Defense	+3	Will	+1
Wisdom	+1	Total	19		
Charisma	+1				

Skills: Climb +5, Intimidate +5, Notice +5, Ride +5

Feats: Arcanum (Plant Shaping), Armor Training (all), Favored Foe (unliving), Smite Unliving, Weapon Training

Arcana: Plant Shaping +4

Weapon	Attack Bonus	Damage Bonus	Range
Longsword	+3	+3	—
Shield	+0	+2	—
Longbow	+2	+3	100 ft.

Equipment: Longsword, longbow, quiver of 20 arrows, chain shirt (+4 Defense), light steel shield (+1 Defense), traveling gear.

BACKGROUND

Brianna was born in a small farming village on Aldis' border, not far from the Ice-Binder Mountains. As a child, she showed a true green thumb, cultivating and nurturing plants in the fields and the family's small garden plot. She might well have become an honored shaper, but her home was attacked by Rezean mercenaries working for the Lich King Jarek that came seeking slaves for the crystal mines of Kern. Many people from Brianna's village were captured or killed, and their homes were burned to the ground. Brianna was among those who escaped, but she never saw her parents again.

Brianna was taken in by her aunt, and decided from that day forward to defend Aldis. As soon as she was old enough, she became a soldier, with the aim of eventually joining the prestigious Knights of the Blue Rose. She excelled in her training at arms, and learned to ride and shoot. She has fought sorties along the Kern border, and now serves to protect other envoys of the Queen's Finest in the region.

ROLEPLAYING

Brianna is a force to be reckoned with. She has had a hard life compared to many in Aldis. While she hasn't let it make her bitter, she is keenly aware that there are dangers in the world, and Aldis must be prepared to meet them. The living can be met with cautious overtures of friendship, but things like the unliving should be met only with destruction. Brianna sees it as her duty to protect her companions, not just physically (although that is

important), but also to watch out for dangers they might not see. She has sacrificed a measure of her innocence in order to protect the innocence of others.

Brianna is most at peace in natural surroundings. She still loves to garden and tend growing things. She delights in using her plant-shaping talent to perform small tricks such as producing early blossoms or fruit as gifts for children.

DESCRIPTION

Brianna is an athletic woman with a lithe, muscular figure. Her chestnut hair is wavy and worn fairly short; her brown eyes flecked with gold. She wears light armor and the tunic and treads of an Aldin warrior. Her sword is never far from her side. Brianna softens her look a bit with her plant-shaping gifts; she nearly always has fresh flowers for her hair, no matter the season or weather.

INNER NATURE

- **Alignment:** Twilight
- **Calling:** The Empress. Brianna seeks to protect the natural world from harm. For her, this includes protecting Aldis from forces that would destroy it.
- **Light Nature:** Courageous (Ace of Swords). Brianna regains Conviction when she demonstrates unwavering courage in the face of a threat to the natural world.
- **Shadow Nature:** Overzealous (Ace of Rods). Brianna regains Conviction when she acts immediately against any perceived threat to the natural world, whether it's actual or not.

FEATS

- **Arcanum (Plant Shaping):** You can use the Plant Shaping arcanum without any need for the Shaping Talent or Arcane Training.
- **Armor Training (all):** You are trained in the use of all armor and shields.
- **Favored Foe (unliving):** You gain a +2 bonus to damage against unliving creatures.
- **Smite Unliving:** You can charge a melee attack with arcane power. You can use Smite Unliving once per day. When you attack an unliving opponent in melee, you can activate your smite: add your Charisma bonus (+1) to your attack roll and +1 to your damage. If you accidentally smite an opponent that is *not* actually unliving, there is no additional effect, and the smite use is wasted.
- **Weapon Training:** You are trained with all martial weapons.

BRIANNA'S DAMAGE TRACK				
0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurt	Wounded	Disabled	Dying	Dead

ASTA

1ST-LEVEL RHY-CAT EXPERT

Abilities		Combat		Saving Throws	
Strength	+2	Attack	+0	Toughness	+2
Dexterity	+3	Melee	+2	Fortitude	+2
Constitution	+2	Ranged	—	Reflex	+5
Intelligence	+0	Defense	+2	Will	+4
Wisdom	+2	Total	15		
Charisma	+1				

Skills: Acrobatics +7, Climb +14, Notice +6, Search +4, Sense Motive +6, Sneak +11, Survival +6

Feats: Arcane Training, Psychic Talent, Rhy-bonded, Surprise Attack

Arcana: Mind Touch +5, Psychic Shield +6, Second Sight +2

Weapon	Attack Bonus	Damage Bonus	Range
Bite or Claws	+1	+4	—

Equipment: None (Asta lacks the means to carry and use most equipment).

BACKGROUND

Asta hails originally from the central valleys of Aldis, where he was raised in the wild. His first encounter with two-legged creatures was profound, because it was also when he met and bonded with the Aldin diplomat, Jann. The two have been inseparable companions ever since. Asta accompanied Jann back home to the city of Aldis, and has since been adjusting to life alongside so many two-legs. There's much to learn about Aldin society, but Asta believes he also has things to teach Jann, who's all too willing to compromise and mediate. Sometimes a more direct approach is required, and Asta is there to provide it.

ROLEPLAYING

Asta is a rhy-cat and, like many of his kind, can be aloof when dealing with people other than his bond-mate. He loves Jann and will do anything to protect her. When not spending time with Jann, Asta likes nothing more than to hunt, nap, and lounge in the sun. He enjoys music, but sees

little point in many of the tasks people occupy themselves with most of the time. Asta has a dry and biting sense of humor, although he fortunately confines most of his comments to Jann via mind touch. However, it's a tribute to her diplomatic skills that she manages to keep a straight face when Asta is around.

DESCRIPTION

Asta is a recently mature, male rhy-cat, about the size of a mountain lion, but with the grace and coloration of a Siamese feline. His coat varies from chocolate brown to cream colored and his eyes are brilliant sapphire blue. His tail is always in motion, lashing slowly from side to side, and it twitches when he's agitated or angry.

INNER NATURE

- **Alignment:** Twilight
- **Calling:** The Sun. Asta champions the cause of common people and creatures in Aldis, often reminding others of their importance in the scheme of things.
- **Light Nature:** Compassionate (Nine of Swords). Asta regains Conviction by showing compassion to those in need when it is not necessarily in his best interest to do so.
- **Shadow Nature:** Self-righteous (King of Rods). Asta regains Compassion when he self-righteously upholds the cause of the commoner, even when it's inappropriate or even hypocritical to do so.

FEATS

- **Arcane Training:** You're trained in the Mind Touch and Psychic Shield arcana.
- **Rhy-Bonded:** You have a psychic bond with the Vata'an Jann, who is your close friend and companion. The two of you are always in mental contact.

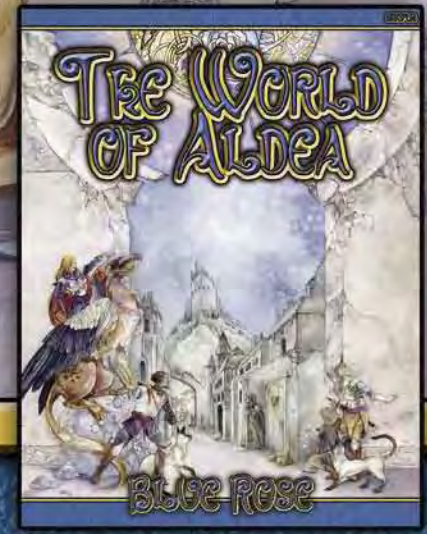
- **Surprise Attack:** When you gain initiative over an opponent, your first attack does an additional +2 damage. Opponents with no vulnerable spots (like the unliving) suffer no additional damage.

ASTA'S DAMAGE TRACK				
0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurt	Wounded	Disabled	Dying	Dead



BLUE ROSE

A ROLEPLAYING GAME OF ROMANTIC FANTASY



THE STORY BEGINS WINTER 2003

BLUE ROSE

"Marra!" The voice of an exasperated mother rose over the sound of the waves and the ever-present hiss of the sea wind. "Marra, you come home now! It's dinner time. Marra!"



Alyn walked up the sandbar, boots crunching on gravel and worn sea shells. Her attention was entirely on the small figure crouched next to a deep tide pool; she paid no mind to the child's mother up the beach. The child didn't stir, arm sunk elbow-deep into the water. She didn't move until Alyn's shadow fell across the pool, and its resident shrimp and crabs fled under rocks and into crevices. The dark-haired girl looked up with a frown: "You scared the fish."

"They'll manage well enough, child," Alyn smiled, gold pilot's ring glinting in her nose and green eyes bright in her weathered, tanned face. She crouched down beside the girl, worn oilskins rustling against the sand. "What have you found?"

"She's tickling me," the child giggled. Alyn peered past the reflections dancing across the pool's surface. The waves beyond whispered to her, speaking of the great whales traveling south for the winter and the storm rising in the west. The whispers had drawn her here, to this small village on the edge of the kingdom, filling her dreams with images of tangled black hair and—Alyn saw the iridescent gleam of an abalone shell in the water—blue shell. She'd had this dream for years, as she'd searched for her heir.

The girl had her hand under the abalone. No doubt the mollusk was scraping harmlessly at her skin, tasting her. Alyn reached into the pool as well, tickling an anemone. Because of Alyn's skills as an Adept, the creature neither stung her nor withdrew but allowed her to stroke it lightly, fronds waving in the gentle current.

"They always curl up when I touch them," the girl said, watching avidly. "I don't mean to scare them."

"There's a trick to it, Marra. It is Marra, is it not?" Alyn smiled again as the girl nodded, clearly impatient to learn the trick of tickling anemones. Behind Alyn, her small sailboat bobbed on the water. A flag with a quartered circle on it flapped from the top, marking her as an Adept offering her services to those in need. "Can you feel the stir

of the water?" she asked. "Breathe it in. Let your hand drift like kelp in the current. Then the anemone will not fear you, and neither will the shrimp or the little fishes." She paused, studying the girl's expression.

"Can you understand the water, Marra?" Alyn asked gently, hope ill hidden in her voice. "Does the wind speak to you?"

Marra lifted her gray eyes to meet Alyn's and nodded solemnly. "The wind told me you would come today. I've been waiting for you."

Alyn stood and smiled, her old knees creaking. She held out her hand, and without hesitation, Marra took it, as if grasping the hand of her mother. "And I have been waiting for you, child," Alyn said. "For a long time."

This winter, **Green Ronin Publishing** brings you *Blue Rose*, a roleplaying game of romantic fantasy. Inspired by the work of authors such as Mercedes Lackey, Diane Duane, and Tamora Pierce, *Blue Rose* focuses on heroic and good-hearted characters working together to defend the enlightened kingdom of Aldis from the dark forces lurking at its borders. Most characters have minor psychic powers and many have intelligent magical animals as their devoted allies.

Blue Rose has everything players need to get started, including complete rules for character creation, social interactions, reputations, psychic powers and even uses the innovative damage mechanic from **Green Ronin Publishing's** hit *Mutants & Masterminds* RPG. Perfect

for gamers both new and old, *Blue Rose* uses **Wizards of the Coast's Open Game License**. Check out www.blueroserpg.com this summer for more information!

Will you rise to the challenge, and become one of the Queen's Finest? Can you help the shining light of Aldis burn brighter still?

The Kingdom of the Blue Rose needs you!

