

ROS - IN - ROS

A small palace with many a sordid secret.

1: ENTRANCE.

Obvious: High ceiling. Outer gate is battered. Corridor shows traces of battle. No corpses. Wall paintings of hunts and animals. Door to ROOM 2 adorned with 24 goldwork leaves: 250 SP if carefully removed.
Less obvious: Paintings prominently feature snake like in ROOM 2 being killed by a dog. 1d4 usable weapons among debris. Wooden ceiling beams can be walked on: which is ROOM 5.

2: MAIN HALL.

Obvious: Smashed porcelain. 3 MANY-VOICED WARRIORS (6 DOLL TROLLS steering empty armor) are bullying 16 USELESS NOBLES. 1000 SP in assorted goblets. Silver hound statuette on ground. Door to ROOM 3 tightly locked. Door to ROOM 4 is pair of intertwined metal snakes. Dollhouse in a corner. Less obvious: Door to ROOM 4 uncoils when silver hound touches it. 10 DOLL TROLLS feast under tables, might retreat to the dollhouse. Dollhouse is ROOM 6. In the carpet: a tiny silver key and a tiny gold key. fingernail-sized.

3: CHANCELLORY.

Obvious: Stuffy. Riffling through papers is BAKKALAR SCHWARZSUD, dread magic-user, mistress of the DOLL TROLLS. Hates to be interrupted. Is after loathed wordsmith FABULUS, also curious what's up with the prince. Hundreds of documents (600 SP to forgers). 2 bottles of spirits (100sp). Wrinkled note from Prince Peu-á-peu in bin: „I'm OUT.“
Less obvious: 26 boring ledgers on shelf, one letter on each's back. Taking out O, U, and T swivels the wall, opening ROOM 8.

Ros-in-Ros used to be one Prince Peu-á-Peu's summer residence and home to his lavish, braggard, decadent court. Several days ago, however, his palace fell. Fleeing guards and knights tell tales of black magic, tiny trolls and unguarded gold... For dungeon-crawling fantasy. Assuming Silver Standard.

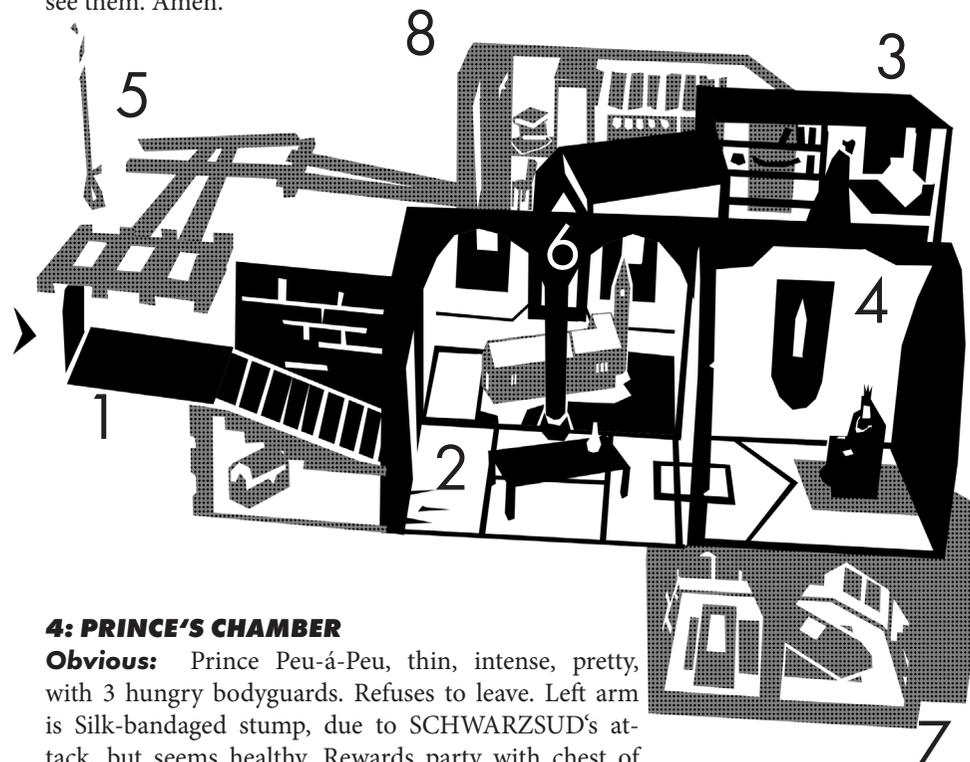
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5: ON THE BEAMS

Obvious: 6 BROTHERS OF THE ROPE, unemployed marauding executioners with nooses and knives. Not visible from below. Plan to strangulate from above anybody carrying riches through ROOM 1. Easily cowed by lawpersons. It's possible to climb onto ROOM 2's ceiling beams undetected.

Less obvious: Tattered prayer book wedged between beams. Admonishes prince to recite the prayers while sitting on the throne, judiciously. One prayer has been violently crossed out, may be deciphered: „May the sinners before me see me as I will see them. Amen.“



4: PRINCE'S CHAMBER

Obvious: Prince Peu-á-Peu, thin, intense, pretty, with 3 hungry bodyguards. Refuses to leave. Left arm is Silk-banded stump, due to SCHWARZSUD's attack, but seems healthy. Rewards party with chest of 2000 SP in rings if they clean out ROOM 1-3+5. 2000 sp in jewelry on his person. 4 paintings, each 500 SP.
Less obvious: Prince Peu-á-Peu is a painted automaton made from the bones of his ancestors. Throne moves aside to reveal hole to ROOM 7 by sitting on it and reciting the expunged prayer from the book (ROOM 5).

6: THE DOLLHOUSE

Obvious: On a table in the main hall: A diminished replica of Ros-in-Ros. Opening by hinges. Hidden areas (ROOM 5-9) are folded into space until they are found by the players.
Less obvious: If the Tiny Gold Key is used to unlock the front door, the door opener and everybody in a 2 meter radius is shrunk down and placed inside the dollhouse (in ROOM 1). The dollhouse works exactly like the full-sized Ros-in-Ros, with 3 exceptions: Door to 3 can be opened with the tiny silver key. Touching the tiny dollhouse inside the dollhouse will restore them to their former size and position. And DOLL TROLLS from ROOM 2 are live-sized trolls here.

7: THE CRYPT

Obvious: All graves have been opened. 3 SWEATY COURTIERS, dabblers in dark arts all, are working on Peu-á-Peu's arm with spare bones and glue. They are masterful bluffers and backstabbers. The real Prince, an ugly melancholic thing, is imprisoned in a coffin and lotos dreams.
Less obvious: 3 rings (300 SP), 4 shirts of silk (800 SP), Heavy copper bell with reliquary-clapper (a minute of ringing works like turn undead but forces the undead prone to the floor)

8: THE LIBRARY

Obvious: Between books and scrolls sits FABULUS THE BACTRIAN at the light of a single candle and frantically writes his play about an ugly and a handsome, fake prince. In the past, his comedies have killed kings. Can be allowed to finish this one?