



# THE ROSE GARDEN

To the south of both the Chess Board and the Aviary, the Rose Garden is a true marvel to behold, and sure to capture the party's attention upon arrival.

## FLOWER EFFECTS

Should the party approach within 5 ft. of any of the stunning roses within this area, they will have to make a Con Save against the various different effects of the flowers.

### **RED ROSES**

DC 12 Con Save. On failure, the player is put into a deep sleep for 1d4 hours or until they take damage.

### **BLUE ROSES**

DC 11 Con Save. On failure, the player is blinded and deafened for 1 minute.

### **YELLOW ROSES**

DC 10 Wisdom Save. On failure, the player is put under an effect similar to the *charm person* spell. They see all creatures as friendly acquaintances for 1 hour or until they take damage.

## DESCRIPTION TO READ TO PLAYERS

Here you find a series of wooden fences almost straining to hold back masses of vibrant and beautiful roses of all different colours and sizes. [Cont.]

### **Description Continued**

Nestled amongst the sheer amount of colours present, you will find 3 large statues of overly jolly fat men in monks' robes, each one depicted laughing and carrying gardening troughs.

## ENCOUNTERS

- Garden Ghosts

## RIDDLE

The Rose Garden contains the answer to **Riddle 3**.

### **CREDITS:**

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