

Heart of the Rose

a role playing game by Emily Care Boss
prepared for the Game Chef Workshop Competition
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*In the world, magic runs underground. Through the roots of trees. In the still silent water dark beneath stones and the quiet dead.
In the world, magic drifts among the clouds. Suspended in raindrops falling, shedding invisible rainbows on the fields below.
It breathes in the heart of the fire that knows the name of all being, and speaks its secret tongue to those who know how to listen.*

*It walks amongst the works of men. It flies in the wings of a bird. It shows its face unannounced, unlooked for in the tears of a widow,
in the laugh of a child. But silently, unknown and unheard until need arises.*

*When shadow breaks the peace, magic arises. When blood desecrates the land, the seeds of magic blossom,
a mysterious rose blooming in the heart of those who hear its call.*

ABOUT THE GAME

WHAT IS THE GAME ABOUT?

The collision between mortal and Fae or Other realms. Due to the actions of the powerful, perhaps a well-intentioned mage, or a power-hungry Lord, the lines between worlds are weakened and dangerous events ensue. Those drawn into the conflict may seek out or find themselves gifted in magic to right the wrongs, or balance the scales.

WHAT DO THE CHARACTERS DO?

The characters unravel a mystery about what is causing strife in their world, discovering their own path to magic, as well as doorways to other worlds close to their own. One character hounds the others, while they fight to discover its secret, and turn it from its trajectory toward destruction or conquest.

WHAT DO THE PLAYERS DO?

Characters occupy various roles in the story. Each player creates a Power. One will become the Shadow, one the Rose, one the Thorn, one the Hidden, one the Shorn. The Shadow becomes the threat of the game, driven by ambition, corruption, madness to throw the world inhabited into chaos or despair. The Rose is the hope, newly budded in power and growing stronger to face the Shadow. The Thorn is close to the Rose and poses a threat, perhaps unknown to himself. The Hidden does not know its own nature, and its nature is obscured from those around it. It may be equal in power or greater than the Shadow, but has no access to it at the start. The Shorn was once as powerful as the Shadow, but has lost that power and now must be helped by one of the others, or guides them with its wisdom and experience.

The player of the Shadow chooses a Realm. The player of the Rose chooses an Art. The World is formed around these things.

The Realm is sacred to the Shadow, it lies as a mirror to the mundane world. It may be the Ocean, the Winter Forest, the Night Sky, the Under City, the Caverns of the Earth. At the start, only the Rose and the Shadow may cross over, but others may do so--or are forced to--later as the walls between worlds break down.

The Art is a thread to be followed that leads to magic. It is from the mundane world, but it leads the Rose, and others, beyond. It may be Music, or Dance, Writing or Weaving, Gardening or Scrubbing Pots. It is a path the Rose walks, learning more about the nature of magic in the world as the story unfolds.

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CHARACTERS

In heart of the Rose, players take the role of five pivotal figures, known as POWERS, in a fantasy world: The SHADOW, the ROSE, the THORN, the HIDDEN and the SHORN.

The players may choose their Powers or divide them up randomly. Each Power plays a different role, and gives the player some different responsibilities. For four players, do not use the Hidden. For three, make the Shorn an Ally.

POWERS

The SHADOW is a looming threat confronting the land, a fearful face of unlight, not the restful peace of night or winter. The Shadow rules over a Realm sacred to it. The Realm may be an otherworldly mirror of the mundane world or a dimension hidden but close. The Shadow begins the game with many resources and an overwhelming advantage over the other characters including being able to corrupt and influence them. But this power diminishes over time, and to be eclipsed or reveal a very different nature than was once thought.

The person who plays the Shadow is responsible for putting the other players' characters into dangerous situations and endanger what they care about. This player chooses the Shadow's REALM.

Starting Power: 50 (10 X number of players)

Example Realms: The Forest, The Sea, The Under City, Behind the Walls, The Sky, Dreams, The Desert

The ROSE is a seed of hope in this despairing world. The Rose wields magic through an Art. It begins with the strongest power to work for good but may not realize that it has the responsibility to do so. The Rose can transform the Shadow's power. The Rose grows in power over time as it transforms the Shadow's power into magic through its Art.

The player of the Rose is responsible for noticing when conflicts are called for. This player chooses an ART for the Rose.

Starting Magic: 20

Example Arts: Dance, Writing, Talking to Fire, Scrubbing Pots, Listening to the Wind, Unmaking, Knitting, Gardening, Sculpting with Light

The THORN is a thrust of action against the Shadow. The Thorn may try to protect the Rose, or scheme against the shadow. It is seeking power to fight against the evil in the world. The Thorn moves best through the mundane world and may move others to fight beside it. It may also wield power of its own, but be tempted by the evil to use hate to fight hate. The Thorn creates allies in the world.

The player of the Thorn is responsible for suggesting when

scenes should end. This player chooses a second ARCHETYPE for their character.

Starting Magic: 0

Example Archetypes: Crown, Wand, Sword, Hound, Swan, Salt, Mask, Earth, Corn, Pot, Nail

The HIDDEN is a the unknown strength of the world. The Hidden begins with the least power but has the greatest potential. A veil has been thrown over its true nature, but as it learns more about itself so does its magic grows, and a new ally arises to fight the Shadow. The Hidden gains self-knowledge and power.

The player of the Hidden is responsible for describing the world around the characters or prompting other players to do so. This player chooses an ARCHETYPE for the Hidden.

Starting Magic: 0

Example Archetypes as for Thorn. Choose a different one.

The SHORN is the remnant of past power, giving counsel and guidance in the present crisis. The Shorn was once a great power, great as the Shadow or the Rose may yet be, but something took all of that away. The Shorn retains great knowledge and shares this with the others. It can shield them from the Shadow's bite, but at great cost. The Shorn may turn other characters' failures into successes by taking the corruption onto itself instead. Describe some aspect of the Shadow's power when doing so.

The player of the Shorn is responsible for suggesting what scene comes next or soliciting suggestions, balancing focus the on characters. This player chooses an ART for the Shorn.

Starting Magic: 5

Example Arts as for Rose. Choose a different one.

ARCHETYPES

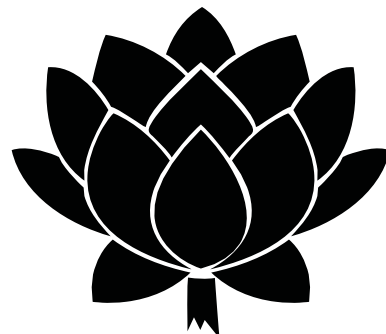
The Archetypes are: Crown, Wand, Sword, Hound, Swan, Salt, Mask, Earth, Corn, Pot, Nail

Values for Archetypes are listed in the Magic and Fighting Conflict Section. Some are below:

CROWN: Part of the royal family. Enter play with an Ally with Fighting Conflict value of 10.

WAND: Part of a magical order. Begin play with 10 magic points.

SWORD: A trained warrior. Gives additional value of 5 in Fighting Conflicts.



SETTING

The Setting is collaboratively created by the players. Based on the Archetypes, Realms and Arts chosen, they people the world with places and groups.

The player of the Shadow begins. Create a place that borders on the characters' Realm.

Example: Realm = Ocean, Place = Citadel of Dolphins, by the Azure Sea

The player of the Rose goes next. Create a group from which the Rose learned the Art.

Example: Art = Music, Group = The Bardic Guild

The player of the Thorn creates a Place where it meets people of its Archetype.

Example: Archetype = Sword, Place = The Barracks of the City Guard

The player of the Hidden creates a Group of people who belong to its Archetype.

Example: Archetype = Crown, Group = The Royal Family, the House Marsouin

The player of the Shorn creates a Place where it plies its Art.

Example: Art = Writing, Place = The Royal Library

These form the basis of the world the characters live within. These places may be added to over time. Individuals from the groups will be created. This is the framework within which the characters will play out their stories.

CHARACTER RELATIONSHIPS

The characters begin the game in relationship with one another. All but one begin the game under the influence of the Shadow in varying degrees. They also have relationships with one another. Flesh out who the characters are within their Archetypes, Realms and Arts, and create connections between them.

To determine the influence of the Shadow over each character, choose each of the other Powers in turn, randomly.

The first chosen is free from influence and begins with 0 Corruption Points.

The second chosen feels the touch of the Shadow and begins with 5 Corruption Points.

The third chosen feels the chill of the Shadow, and begins with 10 Corruption Points.

The last, is in the clutch of the Shadow, and begins the game with 15 Corruption Points.

The players then determine the relationships between the characters in the game. Each character with Corruption Points must have some contact or connection with the Shadow. The higher the points, the closer the connection. The players also chose one other Power that their character has a relationship with.

The player of the Shadow chooses what their character's Need is: Power, Love, Greed, Conquest, Revenge. From this, the player determines what the Shadow's agenda is in the world.

Using the Setting example characters, say the following were chosen:

*Rose=5 corruption
Thorn=15 corruption
Hidden=10 corruption
Shorn=0 corruption*

The Shadow is the manipulative Queen of the Citadel of the Dolphins, Aleira. Her Need is Power. The Hidden, is her heir, Cylene, the daughter of her Late Lamented sister. The Thorn is the Captain of the Guard, Parque, who is also Aleira's lover. The Rose is a Bard, Destrin, who plays in their Court and travels the kingdom. The Shorn is the Librarian, Gavin, lost and forgotten amongst his books and scrolls.

*Cylene seeks solace from the backstabbing court in the dusty pages of the library. She is friends with the Shorn, Gavin.
The Rose, Destrin, grew up with Parque in the village near the Citadel. She tells him about her travels when it brings her home to Court.*

CORRUPTION AND INFLUENCE

The Shadow player has special power over characters with Corruption points. The points can be spent to influence what the character sees, does and even feels.

For 1 point, the Shadow may give another Power a *dream*. The player of the Shadow describes the setting, and events of what a character sees while sleeping. The Power's player describes what their character does in the dream in response.

For 2 points, the Shadow may influence what another Power *sees*. The Shadow's player describes haunting or frightening images that the Power sees during waking hours.

For 3 points, the Shadow may influence another Power's *footsteps*. The Shadow's player chooses a path for the other character, and frames a scene with the Power in a place not of their own conscious choosing.

For 4 points, the Shadow may influence another Power's *heart*. The Shadow's player chooses an emotion that the other character now feels. That Power or another must successfully best the Shadow in a magical challenge to allow this feeling to pass.

Points spent are removed from the character and go out of play.

MAGIC, ARTS AND REALMS

MAGIC

Magic in the world of the Rose and the Shadow creeps forth from the undermind, like mist arising from the meadow as light begins to lessen the weight of the night. Magic is around corners, and beneath stones. It is behind your eyes and under your hand, soft and warm, pulsing with breath and life, yet quick to disappear before you can grasp it and examine its whiskers.

The player of the Rose describes how the Art is plied, and how the magic arises from it. The Rose has some knowledge, but is mainly discovering along with the player as the game is played.

There are no spells in the magic of the Rose, unless there are Spells that your character weaves from fire or water, hunting newts in darkness, crawling beneath the roots of trees to scabble stones of Forgetting and Hope from the soil. Or tying a feather to a bone in the sunlight, burning the bone, casting sage, comfrey, cedar on the coals, watching the smoke rise, the bones break, the message within.

ARTS

The Art is a thread of exploration. The magic ties to it. The player of the Rose creates the logic, the craft of the Art.

The Art may be metal smithing. The Rose may create trinkets, jewelry, boxes that contain magic within them. Iron boxes bound with glass and moonlight, holding powers within that can be released with a word: storm winds, silence, darkness, light. Rings that keep the bearer hidden. Rings that let the bearer fly.

The Art may be knowledge of the ways of plants or animals. The Rose may know the songs of birds, and the muttered grumble of porcupines. She may speak to the Caribou, they let her ride upon them and show her the ways of living in the cold wastes: the rock lichen that will keep you alive when all is dead around you, the settlement of humans who will warm and feed you.

OTHER ARTS

The player of the Shorn also creates an Art. The Shorn had deep knowledge of the Art. What this player reveals has been known long and hard by the Shorn, though aspects and ramifications of it may be revealed to it as they go along. The Shorn has some small power left, but has little ability to employ the Art. They may teach another, such as the Rose or the Hidden or the Wand who does have the ability to do magic.

If there is a character in play of the Wand Archetype, it also has an Art, chosen by the player. There are more restrictions on the descriptions of this Art. It is part of an organized magical tradition, held by mages or witches or sorcerers as

desired. The Wand's Art has rules and boundaries. It has spells that may have been written down, perhaps are recited from memory by practitioners who began learning them as they suckled on their nurse's breast.

The Wand's Art may be the same as the Shorn's if the players so desire.

REALMS

In Heart of the Rose, there are worlds that lie side by side with the normal, mundane world. They may be the Faery halls under hill and dale, timeless twilight labyrinthine corridors, lit by by candles twinkling silently that cast no shadows. Another world may open from the garden path that leads into the tangle of the dark forest beyond the castle walls. Inhabited by giant looming creatures, twisted trees and clearings that appear and disappear before your eyes. The Realms may reach into the sky above the plains city where the people live. Starlight making paths downward for children to climb, or hawks gently touch down to take you upward to the outer limits of the atmosphere, to visit the castles of clouds sculpted by the eddies and currents of the wind.

In each game there is one Realm accessible to the characters at the beginning of play. This Realm is under the sway of the Shadow character. All roads, all exits, all Doors are controlled by the Shadow. All that is seen within is described by the player of the Shadow. Characters must use magic in order to be able to enter or leave.

One character, the Rose, has the power to find the Doors and entry ways. At the start of play, the player of the Rose may describe one Door to the Shadow's Realm. Other characters would need to use magic in a conflict against the Shadow to be able to see the Door. The Rose may use magic to enter or to allow another to leave. The Shadow player may try to block them using magic, or allow entries and exits whilst placing other plans in motion, only later springing the trap which the Door has now become.

THE REALM IN PLAY

During character creation the player of the Shadow chooses a Realm. This influences the creation of the rest of the setting and can be used as a marker for tone of play. If the Realm is under the sea, the magic used by the Shadow may have a murky, fluid otherworldly feel. If it is the forest, the Shadow's magic may be full of tugging and prying branches or roots. When other characters enter the Realm, the Shadow character describes their surroundings, until such time as control may have been wrested from the Shadow. However, the Shadow player may only affect the characters in the Realms through use of magic or intervention of a Minion, as in the mundane world.

For example, if the Rose and the Thorn are finding their way out of the Shadow's court in the forest, the Shadow player

may describe the dark, twining vines and the trees, the damp moss hanging from the trees tickling their faces and confusing their sense, but in order to actually keep them from escaping, the player of the Shadow must frame a conflict using magic, in which the roots of the trees reach up and wrap around their feet, or using Minions such as baying Hounds of Hell, pale silver-white with glowering leaf green eyes that come hunting after them in the gloom of the woods.

CREATING A DOOR

The Rose may create a Door by investing magic into a passageway. The first time this is done creates a class of Doors, through which the Rose and others may enter the Realm. For example, a door into the Forest Realm may be a fall of light, or a pool of water (example from *Winter Rose* by Patricia McKillip, whose works inspire this game). Doors to the Ocean Realm may be eddies and tide pools, or underwater caves that one must swim to through the undertow.

There are Door types and Doorways. The Door type is a general description of what a passage into the Realm will look like (eg riding on a hawk, starlight ropes or paths). A Doorway is a particular instance of one of these entrances. It is a Door that has been created and remains stable unless destroyed.

At the start of the game, the Rose creates one type of Door and a particular Doorway freely. After this, the Rose may create other Doorways of the same type by investing them with magical points, and describing what they look like and where they are. Door are special Places. All Doors must be distinct in some way. The Rose may enter through a created Doorway freely unless opposed in a magical or fighting conflict by the Shadow. Other characters must first engage in a magical conflict to see the Doorway, unless accompanied by the Rose who helps them see it.

New Door types can be created during play by the Rose by means of a magical conflict with the Shadow. In case of a failure, the player of the Shadow may choose to create a Door type, but make it invisible to the Rose except by means of a magical conflict, just as other characters must do.

Characters with no magic, or failing to best the Shadow may not pass through a Door. The Rose may be shut out. The Thorn may be shut in. The Shadow may trap unwary characters on its side of the world, locked beneath the ice in the stream, inside the roar of the wave, moaning in the sigh of the wind.

To trap someone, the Shadow need only win a magical contest. Characters with magic may try again to leave

from a different Doorway. For characters with no magic, once entering a Realm they may be held indefinitely until someone frees them.

OTHER REALMS

Other Realms may be created later in the Game. The character who creates it Rules the Realm and holds all the powers that the Shadow holds over its Realm.

Realms may be created if another character becomes the Shadow through a Shadow Shift. Or that character may take over Ruling the Shadow's Realm.

The Hidden will also have a Realm. This is the last secret of the Hidden that is revealed in play.

INVESTING IN THE WORLD

Players may create other characters, places, objects and so on as they will in narration. However, in order for any of them to have mechanical weight in a Conflict, they must be invested in. There are different ways that the various characters may do so.

INVESTING MAGIC POINTS:

The player of the Shadow can spend magic points at any time to create a MINION or other place or object that has inimical will. They can use what has been invested in for Fighting conflicts. Mundane minions have corruption points equal to the points invested. Magical minions have corruption points equal to half the points invested.

The player of the Thorn may invest points of good will into ALLIES or other elements of the world as a successful outcome of a conflict with the Shadow or Minion. Invest as many points in the character etc. as the Shadow or Minion used against the Thorn.

Players of non-Shadow characters can invest in the world using their own Magic points, with the same costs as those listed for the Shadow.

Example: The Horned Monster of Rhinn has a fighting score of 5, and a magical score of 3

The player of the Shadow spent 5 points (fighting) + 6 points (magic) to give it those levels.

An Ally or Minion may have both types of scores, simply spend enough points to pay for both types.

Elements are reduced by a number of points equal to those spent against them if they lose a conflict.

If a minion is reduced to 0 points, it leaves play. Explain why it is gone from the story: it dies, it runs away, it becomes quiescent (eg an animated stone tiger turns back into a statue).

If a Minion is not reduced to 0 points after a Conflict, the Shadow player may re-invest points into it. Or a Power may try to redeem it. Allies may be re-invested in by non-Shadow players, or corrupted by the Shadow.

REDEEMING OR CORRUPTING A MINION OR A CHARACTER

Redeeming reduces a character or ally's Corruption points.

The Rose or other magical Power may initiate a Conflict to do so for a character, or an object etc. The Conflict is handled the same as a Magical Conflict, but the Shadow must be present in order to lend any magical points. If it is not, the character or Minion defends with its own points. If unmagical, it gets 1 card.

Conflicts with the Shadow can increase a Power's Corruption. If a Power fails in a Magical Conflict with the Shadow, that character gains Corruption points equal to the number of points spent by the Shadow.

PLAYING MINIONS AND ALLIES

When a Minion, Ally, object or place is created, it is written down on a character sheet followed by its value and whether the value is for Fighting or Magic. The player who creates it assigns it to a player who will then control it. The player assigned it may reject it, unless the Shadow forces assent by using Corruption points to make it desirable. If taken, it is written on the player's character sheet.

PLACES are places of power, either mundane or magical. When in a place a character controls, that character may add its value to Fighting or Magical conflicts depending on the type of value invested in the place. Doors are special places that allow entry to the Shadow's Realm. Their score only determines how hard they are to destroy.

Example Places: the Grotto, the Priestess' vestry, the Tower of Glass, the Tavern on the Docks.

OBJECTS hold strength or magical ability. They add value to their controller's power in the same way Places do. The character must hold the object.

MINIONS are characters created by the Shadow. They are inimical or questionable in motivation. Regardless of whose character sheet they are written on, the Shadow's player controls them. If they are written on a non-Shadow player's character sheet, they may involve themselves in Conflicts with the character, or help as the Shadow player sees fit.

ALLIES are characters created by non-Shadow players. They are beneficial or stalwart in motivation. They are controlled by the character upon whose sheet they are written. They may be created by anyone, not just the player who eventually controls them.

Allies and Minions fight along side the Powers in magical or fighting conflicts. They may be reduced or redeemed as described above.

MAGIC AND CORRUPTION POINTS

Some characters have Magic: the Rose, the Hidden, the Shorn and the Wand. For the Rose and the Hidden, their magic will increase over time. The Wand and the Shorn may not go beyond a certain initial level.

All characters begin with or may gain corruption points. Corruption points show the level of fell will in the character. At an extreme juncture, these points may be used to do Magic, but doing so changes a character and may alter the world irrevocably.

The Shadow has one pool of points, that are used for Magic and Investing in the world. The Shadow does not gain Corruption, but may use other characters' Corruption points to influence them.

MAGICAL AND FIGHTING CONFLICTS

In a Conflict, a character can fight or use magic. If initiating a conflict, they player may choose which of these to do. If the target of a conflict, they must respond with the appropriate levels.

In a Fight, a character has a set number value, as determined by its Power and Archetype. When opposing, the player of the Shadow portrays the opposition and uses the points Invested in a Minion. The fight may be described as social or physical in nature.

In a Magical Conflict, the characters spend their Magic points for cards. When defending, all non-Shadow players get two free points to use, as their base resistance.

RESOLVING A CONFLICT:

The initiator declares whether it is a Magical or Fighting Conflict.

Both sides discuss what the conflict is over, and what is at risk. Describe how the characters are pursuing their goals.

The players determine how many points they will use. Defending non-Shadow characters get two cards for their base resistance.

Choice of number is open and each side may change the number in answer to the other side's choice.

Once both sides have made their final choice, deal that number of playing cards to each player, face down.

Reveal the cards and tally the red cards on each side. The side with the most red cards wins.

In case of a tie, the highest card wins. If a tie of highest card, determine winner by suit of the highest card in the order: Spades, Hearts, Diamonds, Clubs.

The Winner narrates the outcome.

If the Shadow or Minion wins: the points used by the Shadow become corruption points attached to the other character in the Conflict. The Shadow takes the power points used by the other--minus the two base resistance points--and adds them to its power.

If the other Power or Ally wins: the opposing side loses its magic points used, but the Power or Ally retains their own.

However, exceptions to this are:

If the Rose wins a Conflict: it may add the Shadow's points to its power.

If the Thorn wins a Conflict: it may invest the Shadow's spent points in an ally, object or place in the world.

If the Hidden loses a Conflict: it learns more about its nature, and its magic increases by 10.

If the Shorn is with a character who loses a Conflict: the Shorn may take on the corruption, and change the failure to a success.

POWER AND ARCHETYPE FIGHTING VALUES

To determine a character's Fighting Value, add the values:

POWER + ARCHETYPE = FIGHTING VALUE

Power Fighting Value:

Rose 3

Thorn 5

Hidden 3

Shorn 2

Archetype Fighting Value:

Crown 2 (Ally of 10)

Sword, Hound, Swan and Nail 5

Corn, Mask, Salt and Pot 3 (Add 1 to base resistance)

Wand 3 (Magic 10)

USING CORRUPTION AS MAGIC

Any character may use its corruption points as magic points in a conflict. This must be decided before cards are drawn. Once having done so, that character may no longer use its Magic. When doing so, the character must narrate their character acting in a cruel, ruthless, betraying, cold or callous manner to those that it loves, calls friends or that have been gentle to it.

If a character is successful in a Conflict when using Corruption points as Magic, add as many points as were used by the character to the Shadow's magic points.

However, if the conflict was targeted against the Shadow, points spent by the Shadow increase the characters corruption whether the Shadow succeeds or fails.

If a character begins using its Corruption for Magic, it may trigger a Shadow Switch, described below.

CHARACTER DEVELOPMENT

The Powers change over the course of the game. Some grow in magical ability. Some learn more about themselves. Others wax and wane in the influence of the Shadow, or find themselves lost in their own worst aspects.

CORRUPTION INCREASES occur as the outcome of failing in a magical contest against the Shadow. This is described in the Magical and Fighting Conflicts section.

CORRUPTION DECREASES occur as the outcome of Redemption conflicts by Powers with magic. This is described in the Investing in the World section.

CHARACTER CHANGES

The Rose grows in magic as the character is successful in Magical Conflicts against the Shadow. This is described in the Magic and Fighting Conflict section.

The Hidden changes over time in the following way: it comes into play with an Archetype and no magic. When it takes part in and fails conflicts with the Shadow, it gains magic and information about itself. Each time is different. Only one change may occur each session.

The first change: the Hidden gains magical ability. The character's magical level increases to 10, and the player chooses an *element*, some aspect of the world that the character's magic resembles or flow through.

The second change: the Hidden's magic increases up to 20. The player then chooses a *doubt*, some aspect about its life and nature that is untrue or uncertain.

The third change: the Hidden's magic increases up to 30. The player then chooses a *truth*, the character's true nature is revealed.

The fourth change: the Hidden's magic increases up to 40. The player then chooses a *Realm*, like the Shadow's realm, but one which relates to or connects with the Hidden's element.

The last type of change is a Shadow Switch, which may happen to any character, and is described below.

SHADOW SWITCH

When a character grows high in Corruption, it becomes vulnerable to taking part in a SHADOW SWITCH.

In a Shadow Switch, a new character takes the role of the Shadow. In order for this to occur, a non-Shadow Power must:

- 1) have more Corruption points than the Shadow has Magic points
- 2) choose to use its Corruption as Magic
- 3) win a conflict against the Shadow.

All the characters grow in corruption when they fail in a magical conflict with the Shadow. Due to its special ability, the Shorn may grow in Corruption faster than the others. This makes it the most likely to Switch with the Shadow.

WHEN A SHADOW SWITCH OCCURS

The Shadow character now assumes the Power of the other character. It retains all its magic power, but takes on the abilities of the Power.

The player of the Old Shadow reveals how their character had been misunderstood, or held in the sway of some greater power to create the chaos that it has. The Shadow now helps the other Powers fight the New Shadow.

The player of the New Shadow reveals what has driven their character to cross the line, a past failure or mistake, drive for vengeance or ambition overcoming its better nature.

The player of the New Shadow chooses a Realm. It may be the same Realm as the Old Shadow, or one newly created and chosen. It may not be the same as that of the Hidden, if that has been revealed.

The Hidden may continue its development against the New Shadow.

The doors to the Old Realm may be closed. If the Old Shadow is reduced to 0 points in the final conflict with the New Shadow, then all entryways to the old Shadow Realm become useless and sealed. If a character is on the other side at that moment, it is trapped within. A new Door must be found and successfully opened in order for that character to return from the Old Realm.

ENDING THE GAME

The game concludes when the Shadow is defeated, or when all hope is lost for the other Powers.

In some games, the spell is broken. The thrall of fear and hatred lifted.

In other games, untruth prevails. The heart of the rose is broken and the land subsides deeper into the power of fell forces.

The Shadow is defeated: when its power is reduced to zero.

All hope is lost for the Powers: if the Rose gains more corruption than the Shadow has Power plus points invested in its surviving Minions.

AFTER THE GAME IS COMPLETE

The players may revisit this same world, choosing a different land or country in it that has different Realms, people and places. Choose one character to cross over from the prior game. Its Power Change is thus based on the role it held at the end of the preceeding game:

Shadow becomes Hidden or Shorn
Rose becomes Shadow or Thorn
Thorn becomes Rose or Hidden
Hidden becomes Shadow or Shorn
Shorn becomes Thorn or Rose

The latter game may well be a prequel to the former.

In a tower to the west stands a tower dark as night. At the base of the tower the waves break, both night and day.

The light of the dawn touches the threads upon the loom of the Spinner. Under her hands the threads come to life weaving the lives of mortals, immortals, the Fae. Their lives intertwining in a sacred dance of desire and love and fear.

At her touch, the powers of magic flow once more through the lives of mortals. Lost loves and betrayed hopes bring it into a family. Destruction, vengeance, betrayal suffered.

In the woods, a horn is sounded, the hunt begins....



CREDITS AND THANKS

GOOD LUCK

Good luck to all the Game Chefs! You have won by taking part. And the real gift is what you do with your game.

CONTRIBUTORS

Great thanks all the members of my Game Chef Workshop group Mu. Thanks to all who took the time to read my notes. You all had awesome ideas that made this game much more than I ever could have alone. Thank you to: Rskennan, GentlemanOwl, Clarice B., Dave Cleaver, Daniel Wood, Troy Costisick, Jess Hammer, Guy Shalev, Eric Finley, The_Hitcher, Nick Brown, Eric J. Boyd, Joseph Breitreiter, Stefan Lahr, Echo, misterduck and Arturo G.

And thanks to all the judges in advance for your critiques.

IRON GAME CHEF COMPETITION

This game was created as part of the 2007 (Iron) Game Chef Competition (www.game-chef.com/workshop/ & www.game-chef.com/). This contest was originally inspired comments made by Clinton R. Nixon Jared Sorenson on the rpg discussion forum, Gaming Outpost.

Like the popular cooking show Iron Chef, aspiring designers are challenged to create a game utilizing certain “ingredients”, themes randomly chosen, and in some years to incorporate design constraints, and come up with a tasty and delicious (and potentially playable) game. Descended from creativity spurring exercises like Scott McCloud’s 24-Hour Comic challenge, this is a great way to jump start your creative juices. There are now 24-Hour game design contests too.

Mike Holmes held this contest on the Forge (www.indie-rps.com) from 2002-2004. Andy Kitkowski has hosted it from 2005 to present and all games from this period (and some from earlier) are available at One Thousand Monkeys, One Thousand Typewriters (www.1km1kt.net/).

This is my third Game Chef entry (2003-Sign in Stranger, 2005-City of the Moon), and hope one day soon to have all three in published form. This contest made me believe I *could* finish a game, and therefore be a designer, so Mike, Andy and everyone who has made them possible has my eternal gratitude.

THE FORGE AND ITS DIASPORA

Without the work of Clinton R. Nixon and Ron Edwards, and all the others who made the Forge what it was and is, neither this competition nor any of these games would exist. A great debt of thanks is owed.

RELATED SITES:

The Forge <<http://www.indie-rpgs.com>>
Story Games <<http://www.story-games.com>>
GameCraft <<http://gamecraft.7.forumer.com/>>
KnifeFight < <http://www.i-would-knife-fight-a-man.com/forum/>>

PATRICIA MCKILLIP

The ideas and concepts of the Powers and their relationships in *Heart of the Rose* are inspired in great part by the later fantasy novels by Patricia A. McKillip. But the real reason this game was written was to try to capture in some small way the flow of magic that Ms. McKillip creates in her worlds.

There is a sense of an unfolding of magic in each place and time that is beyond empirical collection of data about how to change this or that about the world based on these ingredients or words of will. Instead, the magic she writes of trickle up from the world around us. From the forests and fields that feed and shade all beings large and small. From the twists of a heart and mind that cannot bear a burden of guilt.

Her magic is hard to pin down, so in writing this game I hope to help players to write outside the lines as they play. To follow the threads of their unconscious mind and weave in their own sense of magic as they see it in the world around them.

RECOMMENDED READING:

The Book of Atrix Wolfe, Patricia McKillip
Winter Rose, Patricia McKillip
The Tower at Stony Brook, Patricia McKillip
The Farthest Shore, Ursula K. Leguin
Water, Robin McKinley and Peter Dickinson
The Black Company, Glen Cook

INFLUENTIAL GAMES

Polaris, Ben Lehman
My Life with Master, Paul Czege
Universalis, Ralph Mazza and Mike Holmes
Primetime Adventures, Matt Wilson
Face of Angels, Clinton R. Nixon
Unfinished fantasy game, D.Vincent Baker

YOU

Thank you for taking the time to read this! If you play, email me at keirgreeneyes@yahoo.com, or come visit the Black and Green forum at the Forge.

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Heart of the Rose - characters and world

SHADOW

Realm _____

Need _____

Magic 

Minions

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Places

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Objects

_____ () F/M

_____ () F/M



_____ () F/M

_____ () F/M

_____ () F/M

ROSE

Art _____

Magic  Corruption 

Minions

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Places

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Objects

_____ () F/M

_____ () F/M

_____ () F/M



_____ () F/M

_____ () F/M

THORN

Archetype _____

(Art _____)

Magic  Corruption 

Minions

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Places

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Objects

_____ () F/M

_____ () F/M

_____ () F/M



_____ () F/M

_____ () F/M

HIDDEN

Archetype _____

(Art _____)

Magic  Corruption 

Minions

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Places

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Objects

_____ () F/M

_____ () F/M

_____ () F/M



_____ () F/M

_____ () F/M

Element _____ *Doubt* _____ *Truth* _____ *Realm* _____

SHORN

Art _____

Magic  Corruption 

Minions

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Places

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Objects

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

_____ () F/M

Heart of the Rose

Entry in Game Chef Competition

March 2007

Emily Care

Group Mu

Sacred Rose Thread

Mortal and Fae realms collide. The lines between worlds are weakened and strife stalks the land. In answer, Powers arise. One will become the Shadow, one the Rose, one the Thorn, one the Hidden, one the Shorn. The Shadow hounds the others, while they fight to discover its secret, and turn it from its trajectory of destruction or conquest.

Players create a fantasy world and weave threads of magic through realms of light and shadow. A role playing game of magic and intrigue for 3 to 5 people.

Thanks Andy!!!!
