

The Glasshouse After Midnight

120-minute plan | 4 players | No combat

The royal glasshouse changes its paths after midnight. A night gardener is inside, and the morning inspectors want every door sealed.

Content notice: Moving enclosed spaces; offer the open porch route immediately for claustrophobia.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Glasshouse porch connects to Potting annex and Moon pool; either reaches Central room, then Roof shutter. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

The beds move when the moon pool receives a direct beam.

h-order | 1 copy

Fallback instruction

Outer service doors open from either side and lead to the sheltered porch.

h-fallback | 1 copy

Method diagram

Free the vine, then slide the cloud shutter across the moon beam.

h-method | 1 copy

Destination note

Edda's slate says CENTRAL POTTING ROOM: wait for the third breath.

h-note | 1 copy

Physical trail

Silver watering thread runs into the central potting room.

h-trail | 1 copy

Witness statement

Sol heard Edda knocking from the central room, not the roof.

h-witness | 1 copy

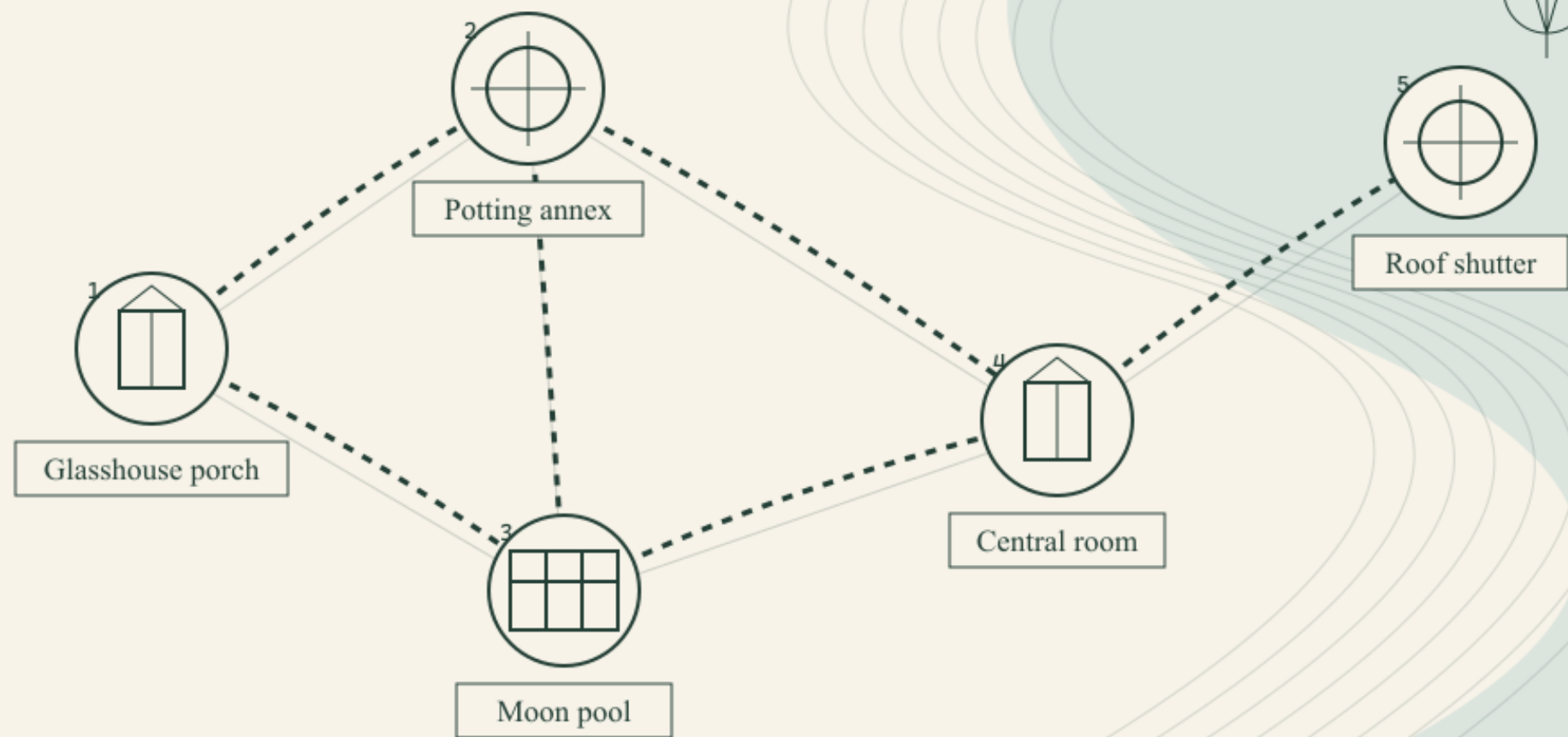
Player handouts

Safety marks

Beds pause for three breaths beside the room; crossing on the pause is safe. The service doors never rotate.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0