

1: The Boathouse, the player's point of entry

2: The Aqua Dome, an interesting viewpoint . Waterlevel controls here

3: The Botanist Lab, a place where the players can inspect plants in more detail

4: Overhydrated Thorns, this room is rather prickly. Something shiny is hanging nearby.

5: Flytrap Hall, this room has some mean plants with an important item in their mouths

6: The Study, this room appears to contain many books and trinkets

7: The Dancing Plants, the plants in this room have a very strange behavior

8: The Gloom Tree, unusual magic flows from this tree, something about it makes you uneasy

9: The Shambles, this room is in a complete mess with overgrown plants and destroyed furniture

10: The Howl, the door to this room is securely locked. Odd moans come from the other side. Once inside, the warnings begin.

11: The Great Willow, moths of all kinds flood this room. The roots of the tree will begin to seek water once someone opens the hatch up to it.

12: The wires which hold the conservatory up. They have seen better days.

The players will explore this curious conservatory . Studying plants will give them valuable insight to their behavior. The great willow at the top does tries to seep through the ceiling to reach the water. While other plants seek to cause all kinds of disturbances. The magic that fills this place is not one of happiness. Can you find out what strange ailment is possessing the plants?

