

Absent Without Leaf

An adventure in a wizard's greenhouse by Sjoerd van Wijk

For ages now a decrepit greenhouse lies abandoned on land owned by the Cabirian Academy, the famed university of the seaside town Cabiria. Once upon a time the wizard Hortensia researched plants and their potential magical properties there. She displayed her own creations in the arcane garden which included Mountainglow, a plant only known from myth.

Dwarven scholar Wruck asks the the adventurers to retrieve this plant. But some unknown botanic dangers may lurk inside...

The Greenhouse

This algae-covered structure is made of enchanted unbreakable glass. 6 **Shrubby Blights** hide in ambush in the overgrown grass around it. A broken down moss-covered door leads to area G1. Another option is to enter from the top through an open window which leads to the place marked X in area G3. Some flowers with a wide open red calyx will scream if someone goes past - **squealers**.

Areas

G1. Tunnel: The tall grass hides piercing thorns.

G2. Entrance Hall: The vines in the center grapple anyone passing by just as they let their guard down.

G3. Rosarium: A hedge covers the northern walls. Search the flowers for some *Blue Moon Roses* granting divine inspiration and a pair of sturdy *Green-Fingered Gloves* which improves your climbing skills.

G4. Herbal Garden: A small figure with two silvery eyes is covered in vines. This *Garden Gnome of Gotcha* can be used to cast an illusion. Watch out for all the piercing thorns hidden in the grass.

G5. Wizard's Workshop: Its doors are firmly locked. A *Magic Seed* that enlarges its eater lies in a jar on one of the tables. Search the drawers in the walls for 2 *Potions of Healing* and a chest with jewels and gold.

G6. Cactus Garden: Watch out for the cactuses with blue wide open calyxes. They make you fall unconscious. A skeleton in withered robes sits hidden behind some rocks and holds a key to G5 if you can withstand the poisonous mold that flies up if you touch the robes.

G7. Arcane Garden: A blue faint light shines from the place marked M: Mountainglow! It's surrounded by **squealers**.

G8. Storage Cellar: In the mess lies a *Rake of Warning* that glows if Blights are nearby. And there's a *Watering Can of Wackiness* that catches fire if you say "Turbo Turbo".

G9. Fruit Walls: The **Queen Bee** guards the magical honey that restores your health. And underneath the berry bushes at the place marked X lies a rotten trapdoor that leads to G5. It just needs a little weight to break...

Monster Roster

Monsters can walk freely around the greenhouse (drawn by some noisy adventurers?) but start in the following areas:

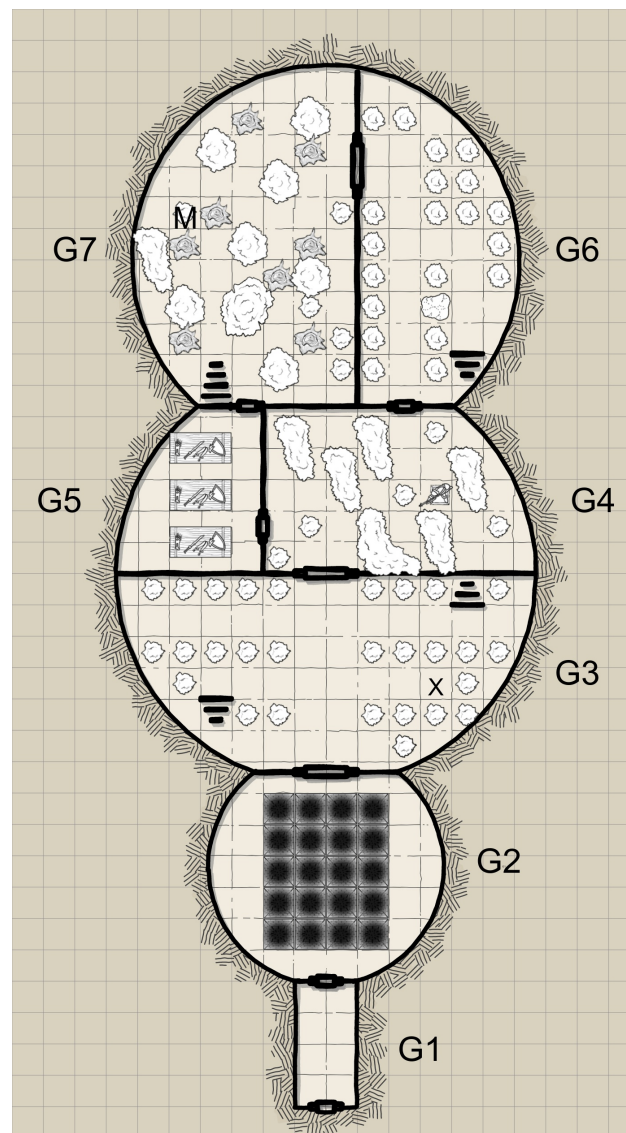
G2: 4 **Hanging Garden Blights** that shoot their needles at unsuspecting adventurers.

G3: The **Twig Golem** that still maintains the place with some rusty oversized hedge shears. He doesn't allow intruders to steal anything and will pursue you if you do...

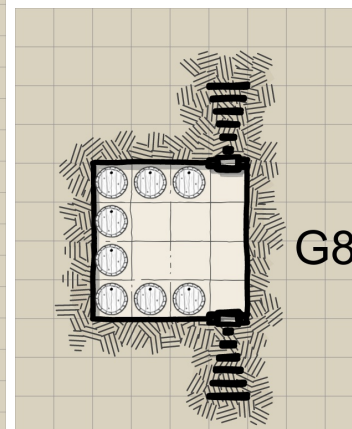
G6: 4 **Cactus Blights** & 2 **Hanging Garden Blights**.

G7: 4 **Shrubby Blights** & 2 **Pollen Blights** whose spores make you sleepy.

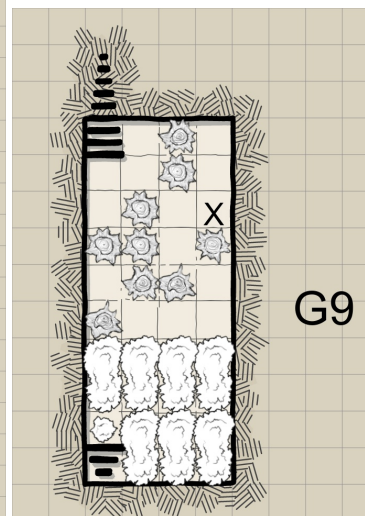
G9: 2 **Swarms of Bees**.



Go down from G3 or G6 to:



Go up from G5 or G7 to:



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