

Like most of the tenements and manor-houses in Six Towers, The Golden Plum has seen finer days. Past the faded sign and across a cracked marble floor stands the owner, **CHEF ROSELLE** (creative, friendly). She offers you a creaky chair at a table stacked high with dark bread, cured eel, and pickled fish.

“Cooking and baking’s th’ only things I can really remember how to do proper-like. Didn’t recognize my own cat the night before last, poor thing. Physiker said there’s no way for me t’ get my mem’ries back... But you might be able to help! I found an old recipe—I just need one more ingredient!”

She places an antique cookbook on the table, opened to a page with a sketch of a blue flower—a **MOUSE EAR**. An elaborate recipe describes how to brew a potion to restore memories. In the margin, a note about a possible source of the Mouse Ear flower points to a **GREENHOUSE** in Brightstone.

APPROACH & OBSTACLES

APPROACH: janitor disguise — adjacent manor — delivery dock — a fiery distraction — zipline sewer tunnel — plant nursery pickup — shattered skylight — an underground passage — bribery
Each area of the Greenhouse contains possible challenges and opportunities.

THE ROOT CELLAR: An underground chamber for harvesting root vegetables.

- ❖ A cache of **FERTILIZER**
- ❖ Mutant insect infestation
- ❖ Security patrol

PEST LABORATORY: Flasks of viscous liquid and cages of strange, shaggy creatures.

- ❖ Sad creatures rattle cages
- ❖ Technicians move busily
- ❖ Temperature controls

SUN DOME: Artificial sunlight fills a huge room, keeping the many plants alive.

- ❖ **STAR ORBS** affect senses
- ❖ Carnivorous plants
- ❖ A visiting Imperial dignitary

“Hurry back, you hear? Now, where did I put that mushroom bake? The oven, yes, of course.”

SCENES & COMPLICATIONS

Two giant ants emerge from an abandoned crate. Mandibles clacking angrily, they scurry across the cellar floor toward you.

- ❖ An ant latches onto you with its mandibles
- ❖ One of them sprays foul-smelling acid
- ❖ Security guards arrive in pest-control gear

Star Orbs hang like glowing pools of light from the Greenhouse roof. Among man-high flesh-eating plants, you spot a single Mouse Ear.

- ❖ A carnivorous flower chomps your leg
- ❖ You’re blinded by a faulty Star Orb
- ❖ Touching the Mouse Ear makes you remember something about your past

One of the strange creatures breaks free from its cage and launches itself at the nearest technician.

- ❖ It sees you and barrels in your direction
- ❖ The creature howls. More cages burst open
- ❖ Its humming disables **MAGIC** in the room

*“You thought you could just steal from me and get away? Surely, you jest.” **MARIUS BAL** (arrogant, fencer) blocks your path, his sword raised.*

- ❖ You gasp for air as he pins you to the wall
- ❖ Marius swings wide, shattering a Star Orb in a white flash, starting a fire in the Sun Dome
- ❖ Your foot gets caught in a soil planter

After only a single sip of the potion, Chef Roselle’s eyes brim with tears. She sways slightly, stunned. For a moment, it seems like she might tip over. Then, with immense effort, she pushes the words out.

“I remember everything.”