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.

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| 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.”* |

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| 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 | *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 | | *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 | *“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.”