

The Glasshouse After Midnight

GM reference | 120 minutes | Edition 2.0.0

At a glance

Give the public ring of rooms at once. The central crossing is blocked until players observe the pool rhythm; the fixed service route reaches Edda without that discovery. Eight places have different purposes: porch is safety, annex supplies wraps, pool explains timing, fern gallery reaches the roof, central room holds Edda and the seed-vault key, service walk bypasses motion, seed vault holds portable plants, and shutter ends the rotation. Work turns represent approaching dawn, not every conversation or move. Use the first spent turn to demonstrate the repeated three-breath pause. A full repair needs a steadying cord or Edda's help. A blocked roof route changes the outcome to evacuation; it never traps the party. Ask whether preserving the collection is worth spending the last work turns after everyone is safe.

Truth

A vine holds the cloud shutter open. Direct moonlight on the moon pool rotates the beds; their three-breath pause is predictable. Edda waits safely in the central potting room. Closing the shutter stabilises the collection; opening the service doors rescues people and portable seedlings but chills rooted plants.

120-minute route

10m opening; Equip and map the fixed edges 20m; Observe the pool and discover its shortcut 25m; Reach Edda and compare rescue priorities 20m; Repair the shutter and return 35m; 10m closure.

Use annex - pool - central via the discovered crossing, then service - fern - roof and return through fern - service. Nine turns permit optional tray packing after the repair; extra wraps consume one of those remaining turns.

People

Fen: Bring Edda out before the inspectors arrive. Offers: A warm refuge, head count and directions to the fixed doors. Boundary: Will not seal a door while anyone remains inside.

Ari: Keep the portable rare collection warm. Offers: Two wraps, cord, and two more wraps after a work turn. Boundary: Will not carry loose unwrapped trays through cold vents.

Sol: Replace an unreliable chalk map with an observed rhythm. Offers: Counts three breaths and marks fixed architecture. Boundary: Does not promise that a turning bed will stay still.

Edda: Leave safely and stop the damaging rotation. Offers: A steadying partner and the seed-vault key. Boundary: Will not cut the old vine just to save a minute.

Events

Work turns before inspection at most 2: A bell sounds outside. Two work turns remain at most; list the repair still needed and the direct service evacuation before another action.

Closures

Daytime paths before dawn: Beds stationary is true and Edda accompanies the group is true

A nursery on the porch: Portable seedlings wrapped is true

The collection waits: Available

Recovery

A blocked pool-to-centre crossing has the porch/service route. A blocked fern-to-roof stair prevents full restoration but leaves the vault evacuation. No wraps or no work turns means close-for-night: a complete people rescue, explicitly incomplete plant work.