

The Glasshouse After Midnight

120-minute plan · 4 players · Explore changing places

The royal glasshouse changes its paths after midnight. A night gardener is inside, and the morning inspectors want every door sealed.

Content notice: Moving enclosed spaces; the fixed outer service route is available immediately. Keep any cold damage to plants offstage.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Glasshouse porch

A sheltered stone porch stays outside the moving beds.

Potting annex

A warm room holds spare wraps and coiled silver cord.

Moon pool

A moonbeam falls onto a round pool between turning beds.

Fern gallery

A fixed high walk passes above the fern beds.

Central potting room

Three patient knocks come from a room inside the ring of beds.

Cloud shutter

A vine threads the shutter catch above a fixed railed platform.

Outer service walk

Stone paving and outward doors form a fixed route around the glass.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Glasshouse After Midnight - known places

