

## Roll *d20 + Current Layer* to grow the Gardens

	LOCATIONS	DETAILS	DAYTIME ENCOUNTERS	NIGHTTIME ENCOUNTERS
1	Manicured Lawn <i>p15</i>	Empty <i>p35</i>	Black Cat <i>p45</i>	Black Cat <i>p45</i>
2	Herb Garden <i>p15</i>	Treasure Pile <i>p35</i>	Emerald Serpent <i>p45</i>	Hopping Lantern <i>p45</i>
3	Vine Trellis <i>p15</i>	Graffiti <i>p35</i>	Bottle-Hermit Crab <i>p45</i>	Blue Foxes (d4) <i>p45</i>
4	Orchard <i>p15</i>	Well Maintained <i>p35</i>	Mossrats (d6) <i>p45</i>	Shadow <i>p45</i>
5	Ponds <i>p15</i>	Dead Explorers <i>p36</i>	Plant Skeletons (2d4) <i>p45</i>	Plant Skeletons (2d4) <i>p45</i>
6	Rose Garden <i>p16</i>	Nests <i>p36</i>	Giant Frog <i>p46</i>	Walking Hive <i>p46</i>
7	Gazebo <i>p16</i>	Rumbling <i>p36</i>	Bonsai Turtle <i>p47</i>	Myconid Composters (d4+1) <i>p47</i>
8	Hothouses <i>p17</i>	Lamp Post <i>p37</i>	Salamander <i>p48</i>	Salamander <i>p48</i>
9	Orchid Houses <i>p18</i>	Silver Filigree <i>p37</i>	Golem Gardener <i>p48</i>	Golem Gardener <i>p48</i>
10	Silk Garden <i>p18</i>	Glass Tubes <i>p37</i>	Carnivorous Plant <i>p48</i>	Shadows (d6) <i>p45</i>
11	Chess Lawn <i>p18</i>	Steel Frames <i>p37</i>	Giant Caterpillar <i>p48</i>	Giant Caterpillar <i>p48</i>
12	Hedge Maze <i>p18</i>	Dead Birds <i>p37</i>	Rust Bumblebees (d6+1) <i>p48</i>	Parasitic Wasp <i>p49</i>
13	Kennels <i>p19</i>	Flooded <i>p37</i>	Glass Butler <i>p49</i>	Glass Butler <i>p49</i>
14	Statuary <i>p19</i>	Burned <i>p37</i>	Hybrid Beast <i>p50</i>	Hybrid Beast <i>p50</i>
15	Woods <i>p19</i>	Frozen <i>p37</i>	Animate Statue <i>p51</i>	Animate Statue <i>p51</i>
16	Mausoleum <i>p19</i>	Ivy-covered <i>p37</i>	Pack of Peahawks (2d4) <i>p51</i>	Pack of Peahawks (2d4) <i>p51</i>
17	Shooting Range <i>p19</i>	Singing <i>p38</i>	Ambulatory Pudding <i>p52</i>	Ambulatory Pudding <i>p52</i>
18	Fountain Court <i>p20</i>	Glass-roofed <i>p38</i>	Walking Topiary <i>p53</i>	Candle Golem <i>p53</i>
19	Shadow Theatre <i>p21</i>	Sidhe Skeletons <i>p38</i>	Praying Mantis <i>p53</i>	Jellyfish <i>p53</i>
20	Gearworks <i>p21</i>	Clockwork Parts <i>p38</i>	Flock of Glass Birds (3d6) <i>p53</i>	Pack of White Apes (2d4) <i>p53</i>
21	Tower <i>p22</i>	Inverted <i>p39</i>	Choir of Rose Maidens (2d4) <i>p54</i>	Basilisk <i>p54</i>
22	Ice Rink <i>p24</i>	Floating <i>p39</i>	Floral Spiders (d4) <i>p55</i>	Floral Spiders (d4) <i>p55</i>
23	Fire Pit <i>p24</i>	Chasms <i>p39</i>	Clockwork Lawnmower <i>p55</i>	Swarm of Parasitic Wasps (2d4) <i>p49</i>
24	Cemetery <i>p25</i>	Smouldering <i>p40</i>	Chess Set <i>p56</i>	Chess Set <i>p56</i>
25	Steam Pipes <i>p26</i>	Churning <i>p40</i>	Drake <i>p58</i>	Dream <i>p59</i>
26	Cliff Garden <i>p26</i>	Predatory <i>p40</i>	Hybrid Beasts, all the same (d4) <i>p50</i>	Hybrid Beasts, all the same (d4) <i>p50</i>
27	Mushroom Beds <i>p27</i>	Fleshy <i>p40</i>	Animal Servants (2d6+1) <i>p60</i>	Animal Servants (2d6+1) <i>p60</i>
28	Mask Gallery <i>p28</i>	Entrancing <i>p41</i>	The Questing Beast <i>p61</i>	The Jabberwock <i>p61</i>
29	Settlements <i>p29</i>	Fertile <i>p41</i>	The Unicorn <i>p62</i>	The Worm <i>p62</i>
30	Splicing Vats <i>p30</i>	Luminous <i>p41</i>	Choir of Rose Maidens (2d10) <i>p54</i>	Myconid Composters (2d10) <i>p47</i>
31	Incubation Beds <i>p31</i>	Zero Gravity <i>p41</i>	Shepherd of the Trees <i>p63</i>	Shepherd of the Trees <i>p63</i>
32	Vivisection Theatre <i>p31</i>	Hypnotic <i>p41</i>	Empty Robed Ones (d6+1) <i>p63</i>	Empty Robed Ones (d6+1) <i>p63</i>
33	Electrodyne Thicket <i>p32</i>	Parasitic <i>p42</i>	The Idea Of Thorns <i>p64</i>	The Idea Of Thorns <i>p64</i>
34	Winery <i>p32</i>	Doorway Out <i>p43</i>	Sidhe <i>p66</i>	Sidhe <i>p66</i>
35+	Ruins of Ynn <i>p33</i>	Tangled Madness <i>p43</i>	Roll again*	Roll again*

\*Instead of rolling *d20+Current Layer*, roll *d20+d10+d6-2* (results in 1–34)

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## Roll a Location, Detail, and Event for Layer 0. From here, the characters can:

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STAY HERE	GO DEEPER	GO BACK
When the characters <i>Stay Here</i> , they remain in their current Location to explore it.  <b>Roll an Event</b> every turn after the first.	When the characters <i>Go Deeper</i> , they push forward to a new Location on the next Layer.  <b>Roll a Location</b> and <b>Roll a Detail</b> .	When the characters <i>Go Back</i> , they travel back to a previously visited Location.  They may visit any Location that is one line away.

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## Roll *d20* each turn the characters choose to Stay Here in a Location

*Roll *d12* instead if the characters are not exploring or not paying attention.*

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### EVENTS

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| <p><b>1</b> A sudden change in the weather wells up. Choose one: howling winds, torrential rain, heavy snow, a thunderstorm, rapidly-encroaching wall of fog.</p> <p><b>3</b> Something turns up. It is hostile. Roll an Encounter.</p> <p><b>5</b> Something is eating when it is disturbed by the characters. Roll an Encounter.</p> <p><b>7</b> A fight spills into the Location. Roll two Encounters. They're already fighting before the characters get involved.</p> <p><b>9</b> Something turns up, badly injured, totally lost or otherwise at a disadvantage. Roll an Encounter.</p> <p><b>11</b> Tracks, litter, or other signs of passage are found. Roll an Encounter to see what left them. The next Encounter in this Location will be with that.</p>         | <p><b>2</b> An ominous ticking can be heard from beneath the ground. Nothing happens yet. Next time an Event is rolled in this Location, roll two Events instead.</p> <p><b>4</b> Something turns up. It is merely curious. Roll an Encounter.</p> <p><b>6</b> Something is found trapped: caught in tangled vines, or locked in a cage, or its foot is in a snare. Roll an Encounter.</p> <p><b>8</b> Something's territory is disturbed by the characters and it defends its lair. Roll an Encounter.</p> <p><b>10</b> Something is returning to its home, and is surprised to find the characters here. Roll an Encounter.</p> <p><b>12</b> Something churns beneath the earth's surface and changes ripple through the garden. Roll a new Detail. All present must <i>Save + Intelligence</i> or roll for an Ynnian Alteration.</p> |
| <p><b>13</b> A set of steps are found, leading to a subterranean passageway. The passage is lined with black and white tiles, and lit with candles. It leads somewhere else on the map. Draw a line leading to a previously explored Location, ideally one less deep than the current Location.</p> <p><b>15</b> A cache of hidden treasure is found under a paving slab. Roll for what the treasure is.</p> <p><b>17</b> A neat brick pathway is found, covered in an arch of thick hedgerow that hides the sky. It leads to an area <i>d6+1</i> Layers deeper.</p> <p><b>19</b> A sunken canal is found, a few feet down, concealed by an iron grille overgrown with plants. The little canal boats in here will take you to a new Location <i>2d6</i> Layers deeper.</p> | <p><b>14</b> Something's home is found, but whatever lives there is currently away. Roll an Encounter to see whose home it is, and roll for treasure to see what it left behind. Next time you would roll an Encounter in this Location, instead the creature whose home you found comes back.</p> <p><b>16</b> A cache of hidden treasure is found in a wooden box. Roll for what the treasure is.</p> <p><b>18</b> A set of railway tracks are found, complete with a little trolley. If you ride the trolley, it takes you to another Location you've already explored, preferably one quite deep.</p> <p><b>20</b> The pathway crumbles away, collapsing in on itself and vanishing under rapidly-growing ivy and rose brambles. Erase one of the lines leading from this Location.</p>   |