

Molly and the Butter Thieves

y = Molly Butterfield (dairy farmer) i {fire poker}

[Kit] tbl (dish of butter) flower imprint, dish from gdpneats

x butter {Milliecat lous} x tbl {door creaks open} x door {points of light float in!}

x points {points of light are steady the butter!} close door {Not now! - butter, light go; door closed}

y put down the poker out => [Yard] red water pump, white pebbles, horse w, forest E, dish going E.

take pebbles. x forest {path obscured} e. [Forest Stream] new trees & brambles.

drop pebble {lights are going S, staying away from water}

(low leaning a trail)

S [Hollow way] vines, log, toadstools. take vine - or look in by {dirt forest d}

SE [Forest Slope] ground slopes d to E, grass & rocky layers interwoven, last pebble dropped.

x grass (strange) {lights go E} E [Bog] ghostly outline of castle i bridge E, forest W, cave NW.

x castle {thief goes to bunk} E {cave to bunk bridge, new light lavender/blue/gray.

x lavender {points suggest edges of petals & fabric}

talk to lavender - {welcome to banquet. Y my call me "Ye Majesty", words converge,

+ y no see can true ~~forest~~ } form. converge, banquet. {bring a fairy flower with you! she Lewis}

NW => [Cave] ledge, rats, vines. x vines. take blossom. i {fairy flower}

sit on seat {memory - fragments of forgotten dreams} se. [Bog] touch bring {it feels solid now, be of the flower}

E [Banquet Hall] tbl, doors N, Tom the Baker is here {he got the Lucinda 7 yrs ago + never seen since}

topes {ignore, mind} mind {h's song; don't drink wine or y can't leave; paper}

paper {h gives y a letter i LUCINDA on outside} wine {y see midwife, millie's son; they drink & can't leave;

if y drink too much, y forget the human world} forget {Tom wanted to give letter + abstains to warn new comers}

{Tom leaves as a fairy approaches} x sewer fairy {offers goblet: "Thank you / decline?"}

decline. {all fairies turn to look; sewer leaves} x table {ye butter is it there}

N => [Scullery] channel of water behind half wall N, grotto, doors S & W, dishes, ye butter dish

take butter dish. x grotto {fairies want the flower dry} W [Bog] {my has seen you + fairies are chasing you}

W => [Forest Slope] {memory: look for dewleaf, which grows by running water. Dip leaf in water,

& when y stand outch yr home, throw leaf on ground to be safe} NW => [Hollow way]

W => [Forest Stream] brush. take bush {y pull a dewleaf from bush} dip leaf in stream {it glows!}

W [Yard] throw dewleaf on ground {grd opens, trench of water surrounds horse, bringing part.

stolen dishes } *** YOU HAVE WON ***

if y dont throw the dewslaf: *** THE FAIRIES HAVE STOLEN BASIC THE DISH ***
if y try to ~~take~~ dish before it enters the castle: *** YOU HAVE SCARED AWAY THE THIEF AND NOW
YOUR FAIRY BUTLER DISH IS GONE FOREVER ***

(if @ Cave
sit, take flower, stand, out, * memory of singing lullaby in cave, & other child tells y that fairies
dont like rain

ignore \rightarrow server offers drink : thank you \rightarrow get a drink. No. I had drink. power goblet (it brings a hole
in the floor!)
(skip convo
Tom) ~~is~~ \rightarrow I can't return to help w/ I can't leave with goblet

drop flower {denied}

if y drink once, when y try to leave: *** YOU ARE TRAPPED IN THE FAIRY REALM
UNTIL THE END OF TIME ***
if y drink twice: *** YOU ARE TRAPPED IN OBLIVION ***