

Blooming Shadows - 511SuBlSh

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The annual Battle for Botanica festival that was held in Morrowell had a long tradition in sourcing, growing and finding the plant that wins the high druid's prize. The winning plant gets accepted into the garden of harmony and the village celebrates with a festival that trumps all others.

However, this year one of the entrants has disappeared without a trace and the only suspect is foul play. Will the party be able to locate the truth behind the disappearance in time or will others become plant fertilisers?

DM: (The yearly competition to grow a rare and beneficial plant has welcomed a particularly dangerous carnivorous plant that hunts for food at night until it reaches maturity. The villagers start to go missing while the plant grows - but the druids of the village, Morrowell, rule out the plant being dangerous.)



The party arrived in Morrowell, a vibrant village renowned for its lush greenery, rare herbs, and medicinal plants cultivated under the guidance of the head druids. The village was alive with the Festival of Botanica, an annual event

where participants showcased unique and healthy plants in hopes of earning a spot in the druids' cultivated gardens. Morrowell's earthy charm was reflected in its mudbrick and wood homes, inhabited primarily by elves, halflings, and gnomes. The main street, lined with crates and barrels of plants, led to a tiered hill of vibrant gardens. While the village's small tavern, general store, and blacksmith catered to the community, the festival filled the air with excitement and animated discussions about plants. One plant, unusually colorful and tropical in appearance, caught the party's attention. Surrounded by large vines and emitting a dizzying scent that attracted insects, the plant sparked curiosity and controversy among the villagers. Its human owner, who claimed to have found its tendrils in a bag of beans, faced accusations of using magic to sustain it—a violation of festival rules. Despite the owner's insistence that he nurtured it naturally, rumors and skepticism swirled. While other gardeners dismissed the plant as a cheat, the enthusiastic crowd hinted at its captivating allure and unique mystery.

DM: (All the competition for Colter Danier - the plants owner - are outright hostile as they haven't seen a plant as large or colourful as this before. They believe foul play, magic or some other unsportsmanlike material is being used to give Colter the edge, Refer to **511MoBaBo**)

The party settled at the inn after gathering all but one alchemical ingredient, which they discovered would bloom soon as part of the Festival Botanica. While waiting, they witnessed a tense altercation between Jiggo Greenthumb, a fiery halfling, and Colter Danier, who was accused of cheating in the festival. Despite Jiggo's claims, the druids cleared Colter of any wrongdoing, leading to increased admiration for his plant, though some participants remained skeptical.

Jiggo stormed away, vowing to expose Colter's supposed deceit, a statement that lingered ominously in the party's thoughts. The next morning, the party passed Colter's plant, stunned to find it had nearly doubled in size, with a swollen bud and two smaller ones reaching



skyward. Colter seemed just as bewildered as the druids verified no tampering or magic was involved. Their amazement was interrupted by an angry halfling accusing Colter of Jiggo's disappearance. Chaos ensued as vines erupted to disarm the mob, separating Colter and the party. Amidst the commotion, the party felt a mysterious tug near Colter's plant, which now reached towards the earth with eerie determination. Was it imagination, or was the plant more peculiar than it seemed?

DM: (The plant ate Jiggo after paralyzing it with its pollen. The Halfling is being digested within the bud but otherwise is undetectable with the flowers hindering any attempt to locate the man smell, Refer to **511TuCoDa**)

The party spent the day engaging in local competitions and searching for Jiggo at the innkeeper's request. They found a scrap of Jiggo's tunic caught on a crate nail, with drag marks on the ground leading between houses before mysteriously disappearing. There were no footprints, blood, or signs of a struggle, nor any noise reported by nearby residents, as if Jiggo had been taken silently. This unsettling discovery somewhat diminished the hostility toward Colter but left lingering unease. The next morning brought chaos, with the high druid announcing that two more villagers—Jiggo's friends—had vanished after investigating his disappearance.

Colter had another solid alibi, as he spent the night under the druids' supervision. However, the growing number of missing people indicated that something sinister was at work, stalking the village under cover of darkness. The party, with their monster-hunting expertise, was encouraged to help uncover the culprit and rescue the missing villagers. Investigating the disappearances yielded the same puzzling signs; drag marks with no evidence of a struggle or perpetrator. Then, the party encountered a familiar plant, its vines spilling over the barrel onto the soil, causing them to trip.

DM: (The Plant has consumed the other men that were searching for Jiggo - and wanting to destroy Colters Plant. However, the plant is mature now and if it's attacked or the party gets too close it will attack them during the day. However it will prefer to attack during the night where it is naturally active. Refer to **511WeCrCa**.)

The village transformed into a sinister landscape as thick, questing vines slithered through the streets in search of prey. A sweet, heady aroma filled the air, causing an unsettling itch on exposed skin. At the heart of the



disturbance was Colter's plant, its towering flower open and spreading golden pollen over the surroundings. Yet, it was not alone—smaller blooms had emerged on the roofs of nearby houses, their vines extending hungrily, amplifying the

creeping menace.

As the adventurers prepared for battle, the carnivorous plants struck first, their vines lashing out with alarming speed and strength, attempting to ensnare the party. The sweet aroma intensified, threatening to dull their senses, but the adventurers pressed on.

DM: (The encounter should be **challenging to hard** focusing on multiple opponents each trying to restrain and devour the party. Since the plants don't move it may be very easy for the party to attack from range but the ranged attack strategy may be circumvented by having the plant grab onto villagers. The buildings also being made from straw, wood and mud brick makes them quite flammable - so this may reduce the amount of "fireball" that the party may wish to partake in. Refer to the map on the next page as well as **511ThMoVi**, Refer to **511FrCaCr** for encounter guidance.)

The party pushed back the infestation, severing the main vine of Colter's plant. As the towering flower collapsed, the remaining blooms withered, leaving behind silence and the unsettling realization of how close the village had come to disaster.

