

PALE BLOOM'S DYING LIGHT

The air hangs thick and cold within the Sunken Gardens, a once-vibrant valley now choked by Pale Bloom's sickly luminescence. Phosphorescent Withering Mist drifts through crumbling archways and petrified flora, staining the stone with an unsettling green glow and whispering forgotten memories into the adventurers' minds.

HOOKS & RUMORS

- A Warden patrol reported a group of travelers succumbed to the Withering Mist, their minds consumed by visions of a forgotten ritual – could it be connected to the bloom's genesis?
- Rumor speaks of a hidden cache of ancient druidic scrolls detailing a method to purify the land, guarded by a fanatic Warden convinced only sacrifice can stem the tide.
- The local village elder claims a spectral echo warns of a 'corrupted seed' deep within the gardens, pulsating with unnatural light and driving creatures mad.
- A desperate cartographer seeks assistance locating a lost sanctuary of the Wardens, believing a vital component to combating the bloom resides within its crumbling walls.
- Strange, luminous fungi are rapidly spreading along the riverbed, attracting mutated insects. Investigating this growth might reveal a pathway to the bloom's central source.

RANDOM EVENTS (D6)

1	Phantom Echoes	Chamber of Echoes: A chorus of mournful voices fills the corridor, briefly revealing fragmented memories of the valley's past. Players must make a Wisdom saving throw to resist the unsettling visions.
2	Mist Surge	Echoing Corridors: A sudden surge of the Withering Mist floods a section of the corridor, reducing visibility to near zero and inflicting a level of exhaustion. Tactical repositioning is crucial to...
3	Root Snare	Warden's Bloom Chamber: A massive root emerges from the floor, attempting to ensnare a player. A successful Strength saving throw is required to break free.
4	Wardens' Patrol	Warden's Bloom Chamber: A small group of Wardens emerges from a hidden passage, alerted by the party's presence. They immediately initiate combat and attempt to contain the Bloom's expansion.
5	Lost Memory	Sunken Vestibule: A player momentarily loses a significant memory, triggered by a burst of spores. The lost memory is revealed through a cryptic clue or NPC interaction.
6	Shifting Corridors	Echoing Corridors: The layout of the corridors subtly shifts, creating new pathways and blocking old ones. Players must rely on their intuition and observation skills to navigate the ever-changing...

LOCATIONS

The Sunken Vestibule

A circular chamber, perpetually shrouded in the phosphorescent Withering Mist, radiating a cold,...

Echoing Corridors

Narrow, winding passages lined with petrified, skeletal branches.

Warden's Bloom Chamber

A vast cavern dominated by a pulsating, fleshy growth the concentrated essence of Pale Bloom.

The Warden's Crucible

The heart of the Wardens' desperate efforts, this chamber is dominated by a massive, pulsating fu...

ENCOUNTERS (D6)

1	Guardian Golem	A hulking stone golem animated by Pale Bloom rises to defend the corridor, its eyes glowing with an eerie light. The golem is resistant to slashing damage, but vulnerable to lightning. Utilize the crumbling pillars for cover, and attempt to overload its circuits with a well-aimed lightning bolt.
2	Kaelen's Plea	The Warden Kaelen, desperate and clutching a withered sprig, begs the party to aid his escape from the Wardens. He claims the Bloom is a perversion of nature and offers knowledge of a hidden path in exchange for safe passage. Betraying him will earn the ire of the remaining Wardens, while aiding him could reveal vital information.
3	Mistwraith Patrol	Three Mistwraiths, spectral guardians born from the Withering Mist, patrol the corridors, seeking to extinguish any lingering life force. These wraiths are vulnerable to radiant damage and can be temporarily stunned with a well-timed sonic blast. Careful movement and tactical positioning are key to survival.
4	The Warden's Ritual	A group of three Wardens, led by Sister Lyra, frantically work to reinforce the Bloom's connection to the crystalline conduits. They are heavily armored and possess a limited array of botanical-based spells. Disrupting the ritual will cause a surge of energy, potentially harming the Wardens but also accelerating the Bloom's expansion.
5	Silas's Bargain	Silas, a desperate scavenger, offers a rusted key in exchange for information about the mechanisms behind the iron gate. He speaks in riddles and claims the key unlocks a forgotten cache of Warden supplies – but the supplies might be cursed. He's clearly driven by greed and willing to lie to achieve his goals.
6	Echoing Corruption	As the party navigates, the Withering Mist intensifies, triggering a vivid flashback for one player – a personal memory warped and distorted by the Bloom's influence. The player suffers a temporary penalty to a relevant skill check due to the overwhelming emotional distress.

TREASURE

Bloomshard Amulet — A pulsating amulet radiating Pale Bloom's energy. Grants resistance to psychic damage but slowly drains the wearer's vitality, inflicting a minor necrotic effect each round. Found within the Warden's Bloom Chamber.

Warden's Botanical Blade — A razor-sharp blade crafted from petrified wood and infused with arcane energy. Deals extra damage against plant-based creatures but is vulnerable to fire. Recovered from Kaelen's Plea.

Cartographer's Scroll — A detailed scroll depicting a section of the dungeon's layout, including hidden passages and points of interest. Found within the Echoing Corridors, partially obscured by the Mist.

Vial of Purified Dew — A small vial containing a potent, shimmering liquid. When applied to a living creature, it temporarily suppresses the effects of the Withering Mist, restoring vitality. Obtained from Silas's Bargain.

Cursed Seed of Bloom — A single, luminescent seed pulsing with Pale Bloom's essence. Planting this seed instantly corrupts a nearby area, accelerating the growth of the Bloom. It offers a temporary boost to healing spells, but at a terrible cost.

NPCS

Sister Lyra: A hardened Warden, obsessed with containing the Bloom at any cost. She believes all outsiders are a threat and will employ ruthless tactics to protect the remaining Wardens and the Bloom. She's a powerful spellcaster specializing in plant manipulation.

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Silas: A desperate scavenger, driven by hunger and the promise of valuable resources. He offers cryptic clues and trinkets in exchange for assistance, but his motives are suspect. He possesses a keen eye for valuable objects and a surprising knowledge of the dungeon's layout.

Corvus, the Silent Observer: A spectral figure bound to the Echoing Corridors. He offers cryptic warnings and insights into the Bloom's nature, but his words are often veiled in riddles and require careful interpretation. He is neither friend nor foe, merely a witness to the unfolding tragedy.

PLOT RESOLUTIONS

The adventurers could destroy the Warden's Bloom Chamber, triggering a massive, uncontrolled expansion of Pale Bloom,...

The adventurers might purify the corrupted seed deep within, restoring the valley's natural balance but incurring the...

The adventurers could broker a truce between the Wardens and a rival group seeking to exploit the Bloom's power, secu...

The adventurers might choose to aid Kaelen's escape, receiving vital information about hidden Warden sanctuaries, yet...

The adventurers could utilize Silas's bargain to secure the rusted key, unlocking a forgotten Warden cache containing...

