

Blossom

A solitary RPG about flowers, waiting, and hidden meanings

For three weeks now, you've received flowers from an anonymous person. Each arrangement has been beautiful and unique. In an attempt to understand this mysterious flower-sender, you've begun to research the meanings of the different flowers. And maybe, just maybe, you've considered sending something back.

Materials

This is a solitary game, meaning you play by yourself. You will need two six-sided dice, and a way to write things down.

Opening the Story

You've received three sets of flowers so far: one each week. For each arrangement, roll four times from the table below. These are the flowers you've received. Write down the composition of each arrangement and the meaning of the components.

For each arrangement, write a short paragraph - two to three sentences - about what you think the flower-sender is trying to tell you. Now write a paragraph about what you think of the flower-sender. Who might they be? How might they know you? What might they be trying to communicate? How does this make you feel? You could write about any or all of these, or something else entirely.

Decide whether you want to write back to the flower-sender. If you decide to write back, write down what you say to them. If you decide to leave them any flowers, write down what they are, and what they mean.

Leave your note in the place where you always find the flowers. Wait one week.

The Week

Each week of play, you receive a new set of flowers. Roll four times to determine the arrangement. Write down each flower and its meaning.

After you receive the flowers, write a short paragraph about what you think the arrangement is trying to say. Write another paragraph about what you think this means for your relationship with the flower-sender. Then, decide whether you want to leave a reply. If so, write down what you say to the flower-sender, and what flowers you leave for them, if any.

Meeting the Flower-Sender

At any time during play, you may try to meet the flower-sender. You have two options for doing this: request a meeting, or try and catch them.

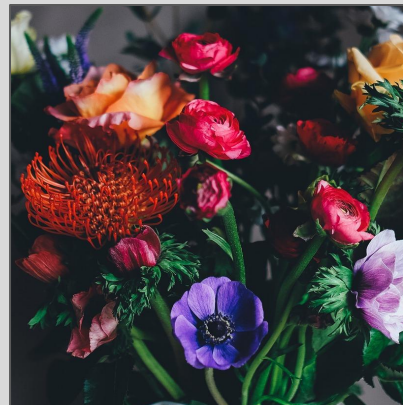
If you request a meeting, specify a time and place in your reply to the flower-sender. To see if they show up, roll 2d6. Add the number of red roses you've received to your roll, and subtract the number of black roses you've received. On an 8 or above, they come to meet you.

If you try and catch the flower-sender, hide near the place where you find the flowers. Are they happy to see you, or angry that you've changed things without asking them?

Write a few paragraphs about what it's like to meet the flower-sender. Who are they? Did you guess who it was? Did they take you by surprise? How do you feel when you see each other? Did either of you bring flowers to the meeting?

Closing the Story

If you meet the flower-sender, the nature of your relationship has changed, and the game ends. If five weeks pass and you don't respond to the flower-sender, they take the hint, and the game ends. If you ask the flower-sender to stop, they respect your wishes, and the game ends.



Flowers

Roll 2d6 to determine each
flower you've received



2
Black Rose
Hatred



3
Foxglove
Insecurity



4
Asphodel
My regrets follow you to
the grave



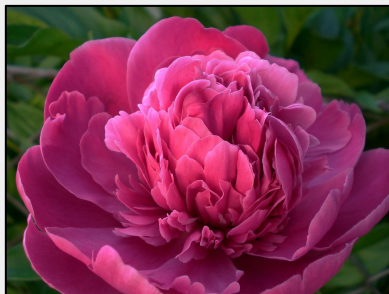
5
Begonia
Beware



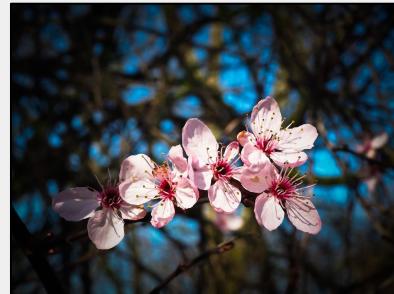
6
Geranium
Determination



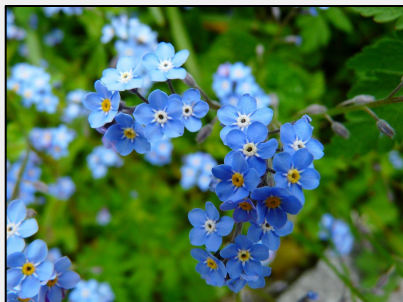
7
Yellow Rose
Friendship, jealousy, apology,
broken heart, intense emotion,
undying love, extreme betrayal



8
Peony
Bashfulness



9
Almond
Promise



10
Forget-Me-Not
Don't forget me



11
Honeysuckle
Devotion



12
Red rose
True love

Credits

This game was written by Fry.

<https://freylekhele.itch.io/>

<https://twitter.com/freylekhele>

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Cover image: [Annca](#)

Floral arrangement: [Free-Photos](#)

Black rose: [StockSnap](#)

Foxglove: [Pixel2013](#)

Asphodel: [Asundermeier](#)

Begonia: [Capri23auto](#)

Geranium: [Manfredrichter](#)

Yellow rose: [Blizniak](#)

Peony: [Zrenate](#)

Almond: [MichaelGaida](#)

Forget-Me-Not: [Hans](#)

Honeysuckle: [Bru-nO](#)

Red Rose: [Hans](#)