

# The Vinemaster's Realm



A 5th Edition Adventure for 6th Level Characters

# THE VINEMASTER'S REALM

The Vinemaster's Realm is a Fifth Edition adventure for a party of **three to five 5th- to 7th-level characters**, optimized for a party of **four characters with an average party level (APL) of 6**. The adventure is setting agnostic and can be placed in any world with a dark forest populated by fey. Characters who finish this adventure should earn half the experience needed to reach 6th or 7th level, or one-third of the experience needed to reach 8th level.

## BACKGROUND

The Vinemaster is a powerful fey who spends his time growing dangerous magical plants and crafting poisons in a secluded dungeon deep in the forest. He trades these plants and poisons with those who know the way to his lair, prioritizing supplies and new exotic plants over coins and gems as he rarely leaves his chambers. As his skills have increased over the years, so too have the calls to do something about him from the organizations and families impacted by the steady rise in poisoning assassinations.

The Vinemaster's prized possession is a prismatic lily. Exceptionally rare and difficult to grow, the prismatic lily is renowned for its healing properties. It is the one plant that the Vinemaster will never trade.

## ADVENTURE HOOKS

**A Lost Sprite.** While wandering through the forest, the party finds a sprite named Magnolia sobbing at the loss of her master. She explains that she was the bonded familiar of a poison mistress named Alea who was killed by the Vinemaster for a perceived slight. She is desperate for revenge and happy to inform the party that the Vinemaster grows a number of rare and valuable plants that will surely be worth their time.

**A Princess in Need.** Princess Angelica's coronation is in three days, but she has been stricken with a terrible magical illness that the best clerics in the city are unable to cure. Desperate for a cure, the princess pleads with the party to acquire the prismatic lily from the evil Vinemaster. She is willing to pay 500 gp up front and another 1,500 gp once the party returns with the plant.

**A Mercenary Scorned.** The Malicus Mercenaries, a group of assassins and other disreputable folks, have historically been loyal customers of the Vinemaster. However, when a recent deal with one member went sour, the Vinemaster banned all members of the group from trading with him, a slight which cannot be tolerated! The mercenaries are offering a bounty of 1,000 gp to take out the Vinemaster, plus reimbursement for any plants they're able to steal from him (easily over 3,000 gp).

Regardless of which hook is used, the players must learn the following information before reaching the Vinemaster's Lair:

- Vine sentries, which are telepathically linked to the Vinemaster, protect the Vinemaster's lair. They alert the Vinemaster when they take damage or when a non-plant creature comes within 15 feet. Their benefactor will give the characters three psychic disruption orbs that temporarily break the connection between the sentry and Vinemaster. These orbs can be thrown a number of feet up to a creature's Strength score and prevent the Vinemaster from receiving any alerts for 12 seconds.
- The Vinemaster and his minions are empowered by the irrigation system in the lair. Fighting the Vinemaster without somehow destroying it first will be very difficult.

## NAVIGATING THE FOREST

Getting to the Vinemaster's lair is no easy feat. There is no path to follow, and the dense forest is filled with dangers. Each morning, have the group pick one character to roll a DC 15 Wisdom (Survival) check. With a successful check, the party moves closer to the Vinemaster's lair and with a failed check, they waste their day. After 3 successful checks, which do not have to be consecutive, the party reaches the Vinemaster's Lair.

Each day the party is in the forest, roll 1d20 on the Random Encounter Time table to determine whether a random encounter occurs.

### RANDOM ENCOUNTER TIME

#### 1d20 Result

1-11	No encounter
12-13	One encounter in the morning (6 am to 12 pm)
14-15	One encounter in the afternoon (12 pm to 6 pm)
16-17	One encounter in the evening (6 pm to 12 am)
18-19	One encounter overnight (12 am to 6 am)
20	Two encounters. Roll twice more on the table to determine the times

To determine what the party encounters, roll 1d8 on the Forest Random Encounters table.

### FOREST RANDOM ENCOUNTERS

#### 1d8 Result

- 1 A group of three **green hags** hoping to lure adventurers to their deaths
- 2 A bandit camp consisting of 3d6 **bandits** led by 2 **bandit captains**
- 3 Two **shambling mounds** lurking in ambush of prey
- 4 Two **trolls** looking for a fight
- 5 Three **owlbears** looking for food
- 6 A hunting party of 1d4+2 **centaurs**
- 7 A **druid** with 1d4 **awakened trees** protecting its home
- 8 A **young green dragon** looking for treasure to add to its hoard

## THE VINEMASTER'S LAIR

The following locations are keyed to the provided map of the Vinemaster's Lair.

### GENERAL FEATURES

Unless otherwise noted, locations in the Vinemaster's Lair have the following features.

**Ceilings, Floors, and Walls.** The floors have a 1-foot layer of densely packed dirt over stone. The walls are 10 feet tall and made of stone. The ceiling is irregularly shaped and made of stone with an average height of 10 feet.

**Doors.** The wooden doors in the Vinemaster's Lair have an AC of 15, 20 hp and immunity to poison and psychic damage. Unless otherwise noted, they are latched but unlocked. Locked doors can be burst open with a successful DC 17 Strength check, or a character with proficiency can pick a lock with a successful DC 15 Dexterity check using thieves' tools.

**Lighting.** Unless otherwise stated in a room description, there is no illumination in the Vinemaster's Lair.

**Vine Sentries.** Vine sentries grow at strategic locations in the lair, marked on the map with an "S". These sentries are telepathically connected to the Vinemaster and alert him if any non-plant creature comes within 15 feet of the sensory bulb or if the vine sentry takes any damage. These vines have an AC of 12 and 10 hp. Hitting a vine sentry with a psychic disruption orb will block its connection to the Vinemaster for 12 seconds. Vine sentries are connected to the irrigation system in **area 8** and will wither and die if the irrigation system is broken.

**Vine Guards.** If a vine sentry is triggered, or the players are otherwise detected before reaching **area 10**, the Vinemaster sends 1d4+2 **vine guards** to deal with the intruders. Vine guards are plants that use the stat block of a **giant constrictor snake** and are able to move through spaces as small as 5 feet without squeezing thanks to their long, narrow bodies.

### 1 - ENTRANCE SENTRIES

A door in the side of a large hill leads down into the entrance of the Vinemaster's Lair. The room is dimly lit by phosphorescent moss growing on the ceiling. A faded sign reads *"Approach Sentry for Service. Don't Waste My Time"* in both Common and Sylvan. At the far side of the room, a bloated vine stands about 2 feet tall, a gelatinous red sphere carefully cradled at its tip—the vine sentry in question.

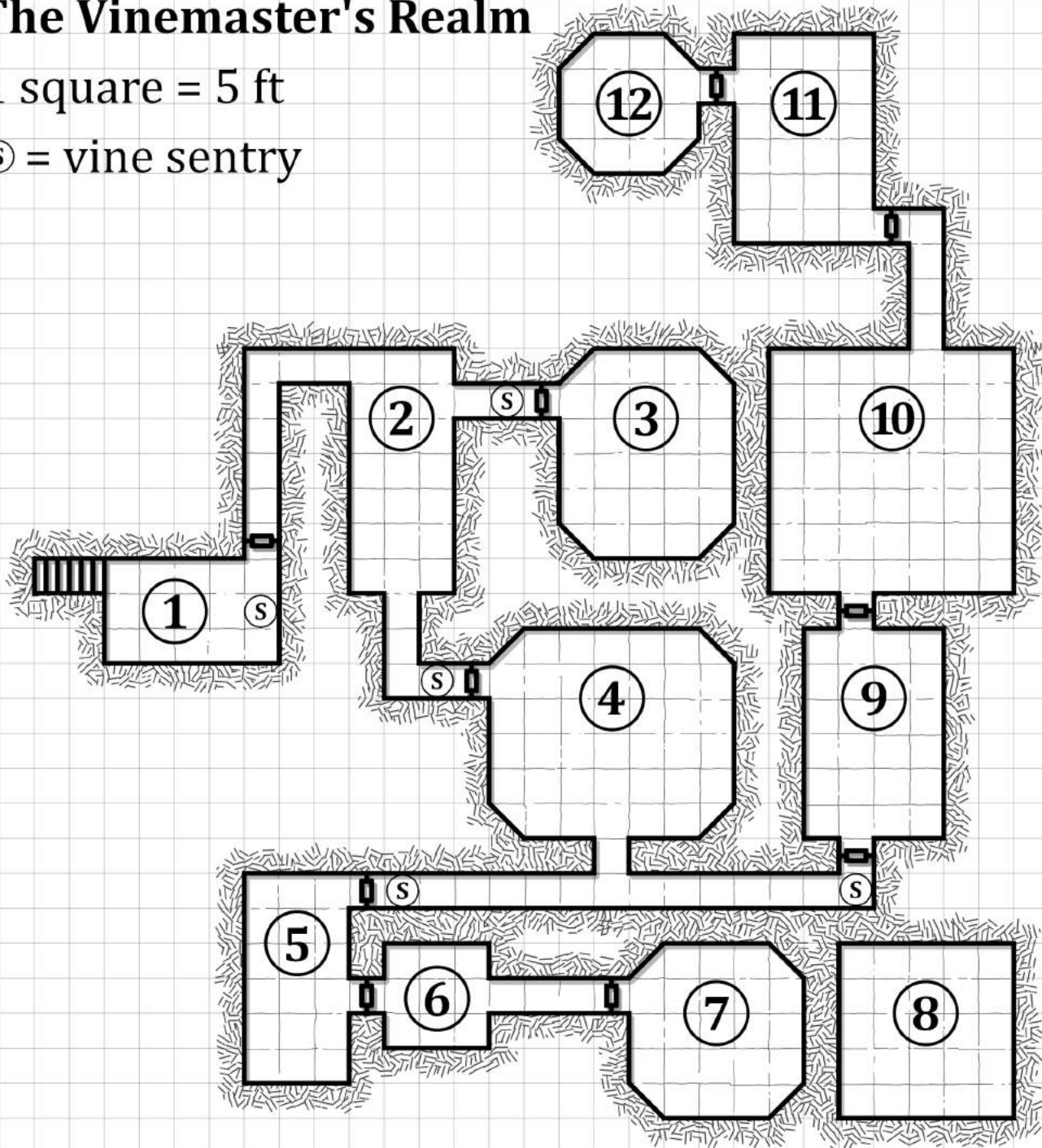
Any visitors are expected to write their terms of trade. When alerted to visitors, the Vinemaster sends his *figurine of wondrous power (silver raven)* to meet them. The raven will inform them that all visitors are expected to write their terms of trade on a piece of parchment. It collects the note and soon returns with a reply. Once an agreement has been reached, the visitors are permitted to enter **area 2**.

Alerting the Vinemaster to their presence here will not raise his suspicion. Only proceeding past **area 2** will raise his ire.

# The Vinemaster's Realm

1 square = 5 ft

Ⓢ = vine sentry



## 2 - CROSSROADS

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The phosphorescent moss continues into this room. A small table with a single rickety chair tucked neatly under it stands at the center of the room.

This room is typically as far as outsiders can go into the Vinemaster's Lair. Here, they must wait for the Vinemaster to be ready to trade. He sends one of his **deathcap myconid** (see Appendix D) farmers to trade with all but the most trusted of clients, preferring to stay safe in his inner sanctum.

A character with passive Perception greater than 14 or who succeeds on a DC 14 Wisdom (Perception) check notices a path worn into the floor going directly from **area 3** to **area 4**. A character who succeeds on a DC 20 Wisdom (Survival) check can identify the faint, round footprints as the footprints of myconids, a race of sentient fungi.

## 3 - FARMER'S QUARTERS

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A large bed of loose earth takes up the center of the room. Two vaguely humanoid-shaped mushrooms with pale gray flesh and red caps with white spots lie in divots in the earth. A third divot sits empty between them.

**Encounter: Let Sleeping Mushrooms Lie.** Two **deathcap myconids** (see Appendix D) are sleeping in this room. They will not attack unless provoked and attempt to reach the nearest vine sentry to alert the Vinemaster if possible. If they take any damage, the deathcap myconid in **area 9** will sense their distress spores and alert the Vinemaster. The Vinemaster will send 1d4+2 **vine guards** (see "General Features") to deal with the threat which will arrive in 3 rounds.

## 4 - FARM

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Deep purple mushrooms grow in a planter at the center of the room. A character who succeeds on a DC 15 Intelligence (Nature) check identifies these as Darkspore Mushrooms, a valuable species of fungus that is highly photosensitive. They must be grown and stored in complete darkness to retain their potency. Each mushroom weighs 5 pounds and is worth 150 gp.

**Trap: Darkness Spores.** If any light touches a Darkspore Mushroom, it immediately withers and releases a toxic, darkness-producing compound: Toxic spores are expelled in a 15-foot-radius sphere around the mushroom, spreading around corners and creating magical darkness. Any creature that enters the spores' area of effect must succeed on a DC 13 Constitution saving throw or become poisoned. The creature is blinded while poisoned this way. The darkness lasts for 10 minutes unless dispersed by wind of moderate or greater speed (at least 10 miles per hour), such as the wind created by the *gust of wind* spell. Darkvision and natural light can't penetrate this darkness and any light created by a spell of 2nd level or lower is suppressed while in the sphere.

## 5 - SHELF FUNGUS FARM

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Large red shelf fungus grows from the walls and fills the room with sinister red light. A character who succeeds on a DC 18 Intelligence (Nature) check identifies these as Red Reaper, a toxic species of fungus that can be processed into a paste prized for its enhancing effects on divination magic. In total, it weighs 20 pounds and is worth 400 gp.

**Trap: Sickening Light.** Whenever a creature enters the light or starts its turn within it, it must make a DC 16 Constitution saving throw, taking 26 (4d12) poison damage and becoming poisoned for 1 hour on a failed saving throw. On a successful saving throw, a creature takes half damage and isn't poisoned.

## 6 - THE GIVING TREE

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A single tree grows at the center of the room, its spindly branches weighed down by a handful of deep purple fruit. An orb shedding bright light is attached to the ceiling in a harness of vines. A character who succeeds on a DC 20 Intelligence (Nature) check identifies the tree as a Tree of Life and Death. Its four ripe fruits are worth 175 gp each. Within seven days of being picked, a creature can use its action to eat a fruit and regain 2d4+2 hp. The pits are poisonous and can be crafted into a vial of basic poison over one workday with a successful DC 10 Intelligence check using a poisoner's kit by a character with proficiency.

**Treasure: Let There Be Light.** The vines holding the orb have an AC of 12 and 10 hp. The orb is a *gardener's orb* (see Appendix C).

## 7 - FERMENTATION ROOM

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A huge vat bubbling with decaying plant matter takes up most of the room. Decaying vines and dead mushrooms are heaped against the walls. A character who succeeds on a DC 15 Wisdom (Perception) check to peer into the murky nutrient solution notices a pipe wide enough for a Medium-sized creature to squeeze through leading through the far wall.

**Encounter: Chuul Out.** Two **chuul** are tasked with keeping the fermenting vat safe. They lurk in the muck at the bottom of the tank and attack any creature that enters. If the players have magical items or have cast magic within **areas 4 to 12** of the Vinemaster's Lair, the chuul are aware of their presence and take the hide action before the party enters the room to surprise the intruders. Otherwise, a character notices them if they succeed on a DC 10 Wisdom (Perception) check. The chuul aren't very intelligent and will fight to the death.

A large pipe at the side of the vat connects this room to **area 8** and is the only way to reach the irrigation system without getting through 5 feet of solid stone.

## 8 - IRRIGATION ROOM

The pipe from **area 7** leads into a smaller vat. The rest of the room is dominated by a pulsating mass of vines, beating loudly and rhythmically like a giant heart. Vines draping into the pool pull the nutrient solution from the vat and pump it through cracks in the floor to the rest of the dungeon. Sharp purple spikes grow from the exterior vines.

**Trap: Thorny Heart.** This construct has limited sentience and requires a deft hand to dismantle without tripping its defensive mechanisms. To carefully dismantle it, a character must first succeed on a DC 18 Intelligence (Nature) check to understand its construction, then a DC 14 Dexterity check and DC 14 Strength check to carefully navigate the thorny vines and crush the key components within. A separate character can make each check. On a failed check, a thorny vine lashes out from the construct to attack the character (+8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage). If the saves are failed 3 times cumulatively, the Vinemaster is notified and sends 1d4+2 **vine guards** (see "General Features") to intercept the players in **area 7**.

## 9 - FARM WITH FARMER

Phosphorescent moss growing on the ceiling of this room provides dim light. A deathcap myconid farmer carefully tends to three leafy red plants in a large planter. A character who succeeds on a DC 18 Intelligence (Nature) check identifies the plant as Malicus, a plant that can be dried and powdered to create the malice poison. Each plant is worth 100 gp or can be used to craft the malice poison following the crafting downtime rules. A poison crafted this way does not require the character to purchase raw materials.

**Encounter: I'm Just Trying to Do My Job.** The **deathcap myconid** (see Appendix D) panics when it sees the intruders and attempts to alert the Vinemaster by pounding on the door to **area 10**. If it takes damage and the deathcap myconids in **area 3** are still alive, they will come to its aid.

The door to **area 10** is locked.

## 10 - THE VINEMASTER

The door at the south of this room is locked.

This large room has four nutrient fountains spread throughout, which the Vinemaster can use to heal himself and his vines. Any time the Vinemaster or a plant creature begins its turn in contact with a nutrient fountain, it regains 10 hp. The nutrient pools refill on initiative count 20, unless the players have disabled the irrigation system.

**Encounter: Animate Everything.** If the **Vinemaster** (see Appendix D) knows the characters are coming, he will have already used his Animate Vines action before the players enter the room. He will fight to the death to protect his prismatic lily and is not interested in coming to any agreements involving the party's access to his plant.

## 11 - VINEMASTER'S QUARTERS

This room has spartan living essentials and a well-stocked poisoner's workshop.

**Treasure: Poisonous Goods.** The Vinemaster's equipment can be packed up as a poisoner's kit. A cabinet contains two completed poisons, essence of ether and malice, and one *essence of plant life* (see Appendix C). A *figurine of wondrous power* (*silver raven*) sits on the desk.

## 12 - MAGICAL PLANT

Phosphorescent moss growing on the ceiling of this room provides dim light. At the center of the room, a glowing lily pad with a large flower floats in a basin of nutrient solution. The flower slowly shifts colors, transitioning from one vivid hue to another.

**Treasure: A Plant Most Magical.** The prismatic lily is very rare and valuable, fetching 2,000 gp if sold. It is a key component in many spells affecting a creature's magic and can even be used to bestow magic to animate objects.

## CONCLUDING THE ADVENTURE

Once the Vinemaster is destroyed, any remaining deathcap myconids attempt to surrender or flee. The nutrient solution loses its effectiveness within a week and all plants left within the Vinemaster's lair die within a week from neglect.

As specialty items, the plants harvested from the Vinemaster's lair may require downtime to find a seller willing and able to pay, at the GM's discretion.

## ADVENTURE HOOK RESOLUTIONS

There were three adventure hooks presented in the introduction of this adventure. Here are the resolutions for each hook:

**A Lost Sprite.** If the Vinemaster is killed, Magnolia feels vindicated. At the GM's discretion, she may offer to form a new familiar contract between herself and a member of the party with whom she felt comfortable she got along well with.

**A Princess in Need.** If the party returns to princess Angelica with the prismatic lily before the coronation, she is ecstatic and gives them their 1,500 gp as promised. She may also offer them a small plot of land or title, at the GM's discretion. If the princess did not get the prismatic lily before her coronation day, she becomes bedridden and the coronation is postponed, causing the city to fall into disarray, although she will honor her deal and give the party the promised 1,500 gp.

**A Mercenary Scorned.** If the Vinemaster is killed, the Malicus Mercenaries happily pay the 1,000 gp bounty and buy any plants the party is willing to sell without requiring downtime or risking complications.

### CREDITS

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# APPENDIX

## ESSENCE OF PLANT LIFE

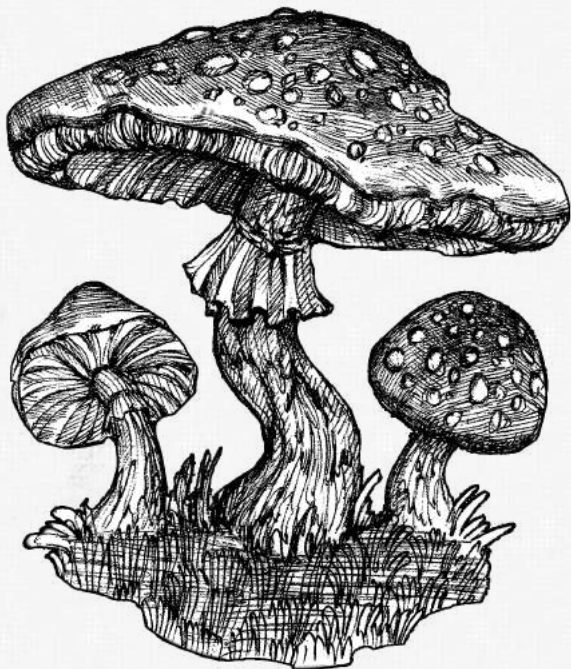
*Wondrous item, uncommon*

This magical liquid is infused with petals from a prismatic lily and can be used in a ritual to create a **vine guard**. Vine guards are plants that use the stat block of a **giant constrictor snake** and are able to move through spaces as small as 5 feet without squeezing thanks to their long, narrow bodies. The vine guard can't regain hit points and is destroyed when it reaches 0 hp.

## GARDENER'S ORB

*Wondrous item, uncommon*

This small glass orb weighs 1 pound. Speaking its command word causes it to emanate the *light* spell, which lasts for 8 hours or until the command word is spoken again. The light is sunlight.



## DEATHCAP MYCONID

*Medium plant, neutral evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (-1)

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 3 (1,100 XP)

**Distress Spores.** When a deathcap myconid takes damage, all other myconids within 240 feet of it sense its pain.

**Sun Sickness.** While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

### Actions

**Multiattack.** The myconid uses either its Deathcap Spores or its Slumber Spores, then makes a fist attack.

**Fist.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (4d4 + 1) bludgeoning damage plus 10 (4d4) poison damage.

**Deathcap Spores (3/day).** The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 3 rounds. While poisoned this way, the target also takes 10 (4d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Slumber Spores (3/day).** The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1 minute. A creature wakes up if it takes damage, or if another creature uses its action to shake it awake.

Find the Deathcap Myconid and more in the *Tome of Beasts 2* by [Kobold Press](#)

# THE VINEMASTER

*Medium fey, neutral evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** CON +7, WIS +4, CHA +5

**Damage Resistances** Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., passive Perception 11

**Languages** Sylvan, Telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Symbiotic Sight.** Magical darkness doesn't impede the vinemaster's darkvision.

**Magic Resistance.** The vinemaster has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The vinemaster makes two attacks with its vines.

**Vine. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the vinemaster isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

**Animate Vines (Recharges after a Short or Long Rest.)** Up to four vines the vinemaster can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the vines are not part of a creature.

Each animated vine is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and poison damage. When the vinemaster uses multiattack on its turn, it can use each animated vine to make one additional vine attack. An animated vine can grapple one creature of its own but can't make attacks while grappling. An animated vine reverts to its inanimate state if reduced to 0 hit points or if the vinemaster is incapacitated or dies.

## Reactions

**Unnerving Form.** When a creature the vinemaster can see starts its turn within 30 feet of the vinemaster, the vinemaster can move the vines on its face to take on the appearance one of the creature's departed loved ones or bitter enemies. If the creature can see the vinemaster, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

## Lair Actions

On initiative count 20 (losing initiative ties), the vinemaster takes a lair action to cause one of the following effects; the vinemaster can't use the same effect two rounds in a row:

- The vinemaster chooses a point it can see within 120 feet of itself. Vines burst from the ground in a 20-foot radius of the point, causing the area to become difficult terrain. Each creature in the area must succeed on a DC 15 Strength saving throw or be restrained by the vines. A creature can be freed if it or another creature succeeds on a DC 15 Strength check using its action. The vines wither when the vinemaster uses this lair action again or upon its death.
- A thick wall of thorny vines 60 feet long, 10 feet high, and 5 feet thick springs from the ground within 120 feet of the vinemaster. When the vines appear, each creature in the area must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage and getting pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants on a failed save. A creature can move through the wall, but must spend 4 feet of movement for every 1 foot it moves and must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall withers when the vinemaster uses this lair action again or when it dies.
- Flowering vines with a delectable scent bloom at the feet of one creature the vinemaster can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the vinemaster until initiative count 20 on the next round.



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