

# CURSED VINEYARD'S VINES

*The Cursed Vineyard sprawls like a nightmare tapestry across the hills, once a place of bounty now choked by grotesque, pulsating fungal growths. Twisted vines, thick as pythons and tipped with wicked thorns, writhe across the land, ensnaring all who dare trespass and blurring the line between plant and flesh.*

## ADVENTURE HOOKS & RUMORS

- Whispers speak of a hidden grove within the vineyard, protected by the Vinekeepers, where a ritual might hold the fungal growth at bay – but the path is guarded by animated vines that actively hunt intruders.
- A desperate plea has reached the outside world from a small village bordering the vineyard; their livestock and people are slowly transforming into plant-human hybrids, and they believe the Vinekeepers hold the key to stopping the corruption.
- A rare herb, said to be the only known antidote to the fungal infection, is rumored to grow deep within the most heavily infested section of the vineyard, a place where the animated vines are at their most aggressive.

## LOCATIONS

### 1. The Tangled Gatehouse

The entrance to the Cursed Vineyard is marked by a crumbling stone gatehouse, almost entirely consumed by the fungal growth. Thick, pulsating tendrils writhe across the stonework, and thorny vines form a dense, impenetrable barrier. The air is heavy with a cloying, sweet scent and a faint, unsettling hum. Stepping through requires hacking and slashing through the living vegetation, immediately demonstrating the dangers that lie within.

### 2. The Whispering Grove

Bioluminescent fungi illuminate a grove where strange whispers echo, hinting at the fungus's influence.

### 3. The Root Maze

A disorienting maze of interwoven roots tests navigation and reveals hidden paths.

### 4. The Fungal Reservoir

A stagnant pool of viscous fungal fluid pulses with unnatural energy, a source of the corruption.

### 5. The Mycelial Heart

Deep within the vineyard, the heroes enter a vast cavern dominated by a colossal, pulsating fungal mass the heart of the infection. The Vinekeepers, clad in earthy robes and bearing ritualistic tools, are desperately attempting to contain the growth with ancient druidic magic. They are divided on whether to trust outsiders, but their dwindling resources and the accelerating spread of the fungal corruption may force them to seek aid. The cavern is a chaotic blend of natural growth and unnatural mutation,

## ENCOUNTERS

Name	Details
Entangling Tendrils	Animated vines erupt from the ground, attempting to ensnare the party and pull them into the Root Maze.
Vinekeeper Ambush	A group of Vinekeepers, distrustful of outsiders, attack the party, believing them to be agents of the fungal growth.
Fungal Horror	A grotesque plant human hybrid, a victim of the fungal corruption, attacks with surprising strength and resilience.
Animated Barrier	A wall of thorny vines blocks a passage, requiring a skill challenge to navigate or destroy.

## TREASURE

- Mycelial Charm:** A small charm that grants resistance to fungal toxins, but slowly causes plant like growths on the wearer.
- Vinekeeper's Focus:** A focusing crystal used by Vinekeepers to channel druidic magic, but it amplifies emotions, potentially leading to irrational decisions.
- Spore Pod:** A hardened pod containing potent fungal spores, useful for crafting but carries a risk of accidental exposure to the corruption.

## NPCS

- Elder Rowan:** A wise and cautious Vinekeeper, hesitant to trust outsiders but knowledgeable about the fungus.
- Elara Meadowlight:** A reclusive herbalist who studies the effects of the fungus and may offer assistance.
- Vorlag the Blighted:** A deranged plant human hybrid consumed by the fungus, seeking to spread the corruption.

## PLOT RESOLUTIONS

- The adventurers could attempt to negotiate with Elder Rowan, promising to help the Vinekeepers in exchange for knowledge of the fungal corruption's origins and a potential ritual to weaken it. This might require a difficult Persuasion check, and failure could earn them the Vinekeepers' enmity, hindering their progress.
- The PCs might choose to seek out Elara Meadowlight, the reclusive herbalist, hoping she possesses the key to creating an antidote to the fungal infection affecting the villagers. She could task them with retrieving rare fungal samples, leading to a dangerous expedition into the most corrupted areas of the vineyard.
- The adventurers could decide to confront Vorlag the Blighted, attempting to reason with the plant-human hybrid and potentially severing his connection to the fungal growth. This risky approach could yield valuable information about the fungus's weaknesses, but carries the danger of being overwhelmed by his unnatural strength and resilience.

