

VENOMOUS VINE LABYRINTH

The Venomous Vine Labyrinth is a grotesque mockery of scientific order. Bioluminescent, acidic vines writh across the lab's architecture, pulsing with an unsettling energy and reshaping corridors with each agonizing pulse, a testament to the Mycomancers' insidious manipulation of the fungal bloom that now threatens to consume everything.

ADVENTURE HOOKS & RUMORS

- Whispers speak of a Mycomancer ritual deep within the labyrinth, attempting to accelerate the fungal bloom's growth to create a living, sentient defense for their hidden sanctum. The vines are said to react violently to any disruption near the ritual site.
- A desperate scientist claims the Mycomancers are experimenting with a strain of vine that can neutralize the acidic properties, but the process is unstable and could unleash a catastrophic surge of fungal energy. He needs aid retrieving a crucial component from a heavily guarded section of the lab.
- Locals report seeing strange, glowing vine patterns appearing outside the lab walls, suggesting the fungal bloom is beginning to breach containment. Some believe the Mycomancers are intentionally spreading the infection, seeking to reshape the world in their image.

LOCATIONS

1. The Verdant Maw

The entrance room is a vast, circular chamber where the lab's architecture has been almost entirely overtaken by the fungal bloom. Bioluminescent vines, thick as pythons, writh across the walls and ceiling, pulsing with a sickly green light. Acidic droplets constantly drip from their surfaces, sizzling on the stone floor and leaving corrosive trails. The air is thick with a cloying, sweet scent, and the ground is uneven, warped by the relentless growth. A series of pulsating vine covered archways lead deeper into the lab, their paths shifting subtly with each pulse, hinting at unpredictable dangers.

2. The Vivarium

A chamber filled with bizarre, bioluminescent fungal specimens, some exhibiting strange, animated behaviors.

3. The Filtration Nexus

A room with complex alchemical machinery choked by vines, requiring a puzzle to restore power.

4. The Cultivation Chamber

Here, Mycomancers nurture the fungal bloom, using arcane tools and chanting rituals.

5. The Mycomancer's Core

This chamber is the heart of the fungal infestation and the Mycomancers' laboratory. A massive, pulsating fungal mass dominates the room, its tendrils snaking across the

ENCOUNTERS

Name	Details
Animated Vine Guardians	Animated vine constructs defend a crucial pathway, attacking with acidic tendrils.
Mycomancer Cultist Ambush	A group of cultists attempt to capture the party, bolstering the fungal growth.
Fungal Infestation	A section of the lab is overrun with aggressive fungal growths, requiring a combat encounter.
The Alchemical Construct	A golem powered by the fungal bloom attacks, fueled by corrupted alchemy.

TREASURE

- Mycelial Amplifier:** A device that enhances fungal growth, but risks accelerating the lab's consumption.
- Acidic Coating:** A vial containing a potent acid, effective against organic matter, but corrosive to armor.
- Luminescent Spore:** A glowing spore that provides light, but emits a hallucinogenic vapor if disturbed.

NPCS

- Elder Theron:** A Mycomancer obsessed with perfecting the bloom's growth, secretive and manipulative.
- Lyra Meadowlight:** A botanist studying the fungal bloom, seeking to understand and potentially control it.
- Kaelen Stonehand:** A former lab assistant, now a desperate survivor trying to escape the lab's clutches.

PLOT RESOLUTIONS

- The adventurers could choose to disrupt the Mycomancer's ritual in the Cultivation Chamber, potentially halting the fungal bloom's acceleration but risking a violent backlash from Elder Theron and his cultists. This choice directly impacts the Primary Faction's goals and the Central Conflict's progression.
- The PCs might decide to aid Lyra Meadowlight in retrieving the vine-neutralizing component from the heavily guarded section of the lab, offering a chance to mitigate the fungal bloom's threat but potentially incurring the wrath of the Mycomancers if their actions are discovered. This directly affects the Primary Faction and offers a tangible consequence related to the Central Conflict.
- The adventurers could opt to exploit the Mycelial Amplifier found as treasure, attempting to weaponize the fungal bloom against the Mycomancers, but risking a catastrophic uncontrolled growth that could overwhelm the entire lab and spread beyond its confines. This presents a meaningful choice with a direct consequence for the Central Conflict and the fate of the world.

