



VINES

Vines is a Fifth Edition adventure for **three to five characters of 1st to 3rd level**. It's optimized for a party of **four characters with an average party level of 1**. The adventure is campaign agnostic, but can just as easily be placed into any campaign setting which includes a forest or jungle setting where a carnivorous plant might grow. Characters who successfully complete the adventure and defeat all the encounters should earn **enough experience to reach 2nd level**. Be sure to review the decipula plant and decipula vine stat blocks before you run this adventure (included).

BACKGROUND

Deep in the bowels of an old series of wolf caves, a decipula plant has taken root in a pool of spring water. Fed by the magical energy from gem stones far below the surface, the decipula grew beyond its normal size. First wild animals went missing near those old caves. Then livestock. Hunters in the area kept warning folks not to go near the old wolf den, claiming the vines around it were alive. But the Lichtenberger boys, the village mayor's twin sons, just wouldn't listen.

The pair approached the cave with one of Heir Pfisterer's goats to see what would happen. Instantly, a pair of vines grabbed the goat and dragged it into the cavern. Shocked, the boys didn't notice when two more vines snuck up and grabbed their ankles. Their two friends who watched the affair ran back to the village to grab the mayor and the guards.

ADVENTURE HOOKS

If you need a hook to draw the characters to the werewolves' den, here are a few suggestions:

SAVE THE LICHTENBURGER BOYS

Low on resources, Mayor Lichtenberger begs the characters

to enter the old wolf den and find his sons before it's too late. He promises them anything he can muster to reward if they bring back the boys alive.

Unknown to Lichtenberger and the characters, they only have one hour until the decipula plant has fully digested its goat. Then it's on to the main course: one of the two Lichtenberger boys.

"HELP OUR FRIENDS!"

If you don't want to add a time limit to the adventure, the adventurers could be passing through the area when they witness the Lichtenberger boys grabbed by the decipula plant's vines. The boys' friends turn to the adventurers and beg for help.

THE OLD WOLF DEN

The decipula hides within a natural cavern in the forested hills north of a village of your choosing. The ceiling, floors, and walls of the den are made of damp, naturally-shaped stone. The height of the ceiling varies, but on average, is roughly as tall as a chamber or corridor is wide.

Unless otherwise noted, there is no light in the cavern. Additionally, the entire cavern smells of mold and mildew. Furthermore, residual spores from the yellow mold in area 8 stings the eyes.

The following locations are keyed to the map of the old wolf den on page 2.

1 - CAVERN ENTRANCE

After a fifteen-foot descent into a naturally formed cavern, the characters enter a large chamber. Three tunnels branch from this chamber, one to the west, and two to the east.

Encounter. Three **decipula vines** hug the walls of this cavern. Because of their False Appearance trait, they look the same as any other vine. As soon as one or more characters comes within the vine's tremorsense, the plants attack. Once a plant grapples one or more of the characters, the decipula



OLD WOLF DEN
1 SQUARE = 5 FEET

plant (see area 9) tries to drag them back to its mouth through area 8 (and the yellow mold there) and eventually to area 9.

2 - BAT CAVERN

A swarm of bats hugs the ceilings of the guano-soiled cavern. The bats are harmless and flee if spooked.

3 - OLD BONES

This dark cavern is filled with bones, all of which predate the decipula's residence. An old, rusted lantern sits on a boulder in northeastern corner of the cave.

Treasure. There is a rotting coin purse hidden behind the boulder. It can be found with a successful DC 13 Wisdom (Perception) check. The coin purse contains 15 sp and 10 gp.

4 - TRAPPED CAVERN

Previous inhabitants of this cavern rigged a basic spear trap in the western passage leading to this chamber. Despite being a few years old, it still works. The trap is triggered with a tripwire. When triggered, spears spring from the walls and ceiling, and make a +6 melee weapon attack against the target who triggered it. On a hit, the rusty spears deal 3 (1d6) piercing damage. Once triggered, the trap must be reset before it works again. Noticing the trap's tripwire requires a DC 15 Wisdom (Perception) check. Disabling the trap is easy, requiring a character to cut the wire with no check needed.

5 - MORE BONES

The floors of this cavern are littered with bones.

Treasure. Amid the bones, a character who succeeds on a successful DC 13 Wisdom (Perception) check finds a silvered dagger in a dry-rotted sheath. The dagger belonged to an adventurer who was killed and dragged here by the wolves that once lived here.

6 - GRAB 'EM!

This large chamber appears to be empty. Another rusty lantern lies smashed on the ground.

Encounter. Four more **decipula vines** wait here for any creatures they sense approach within the field of their tremorsense. If they grab one or more characters, the decipula plant tries to drag them through area 7 to area 9.

7 - EMPTY CAVERN

The floors here are slick with moisture, likely from the nearby pool. Dripping water echoes throughout this cavern.

There is nothing of value in this cavern.

8 - MOLDY ROUTE

This dark cavern curves from north to west. There is an overpowering smell of mold that stings the eyes.

Hazard. A 10-foot square patch of floor, marked on the map, is covered in **yellow mold** (detailed in Chapter 5 of the DMG.) The decipula plant's vines are immune to the mold's effects.

9 - DECIPULA TRAP

The ceilings here are 30-feet high and the walls are covered in black mold and mildew. Four natural corridors lead away from this room, one to the northeast, one to the southeast, and two to the southwest. A large, stagnant pool dominates this chamber. Thick algae grows on its surface.

Encounter. The decipula waits at the center of this pool. It is joined by one decipula vine plus any new vines it has generated since the characters enter the caverns (see Decipula Tactics on page [x]). The decipula plant has no real sense of preservation and fights until destroyed. Once the plant dies, its vines die with it.

Development. One or both of the Lichtenberger boys might be alive and at the north part of this cave. See the sidebar on this page for details.

10 - THE SHADOW

This cavern appears to be empty.

Encounter. One of the former residents of old wolf den, a vengeful **shadow**, hides in the darkness of this chamber. It attacks any creatures who enter but won't go beyond the chamber. The decipula, if it's still alive, will not enter this cavern either. Otherwise, the shadow fights until destroyed.

Treasure. There is a backpack hidden behind a large boulder at the south end of this chamber. The backpack's contents are ruined and unusable, but it contains 100 gp inside and a pair of *gloves of missile snaring*.

AFTERMATH

If the characters save the boys, the mayor and the villagers enthusiastically celebrate their accomplishment. Although the village doesn't have a lot of money to spare, it does offer

the character a place to stay the night and a few warm meals.

OPTIONAL: TIMING THE SCENARIO

To add a new level of difficulty to this adventure, time the scenario. From the moment the Lichtenberger boys are captured by the decipular plant, start a real timer but don't reveal it to the players. You might have the NPCs mention that the plant takes roughly one hour to digest a Medium creature, and since it has a goat, there might be a chance to save the boys if they can stop the creature in one hour.

If you choose this method, be sure to pause the timer when the characters enter combat. A single combat round is only 6 seconds of game time but can take 15 minutes or longer to completely resolve. Once the characters exit initiative order, restart the timer.

If the characters reach the plant before 1 hour passes on the timer, both boys are still alive. They sit on the northern shore of the decipula's cave, frightened, but otherwise okay. If more than 1 hour passes but less than 2 hours, the decipula is currently engulfing one of the boys; the boy is dead and slowly dissolving in the creature's maw. If 2 hours pass, the decipula plant ate both boys. Only their bones remain, lying at the bottom of the decipula's pool with all of its other victims.



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