

E4

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Swords & Wizardry™ game**

Mini-dungeon Module E4 *Wrath of Grapes*

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Something's made the grapes at Three Tribes Winery become self-aware. Turns out they don't care much for being picked, smashed and squeezed and they've enlisted some help to express their anger...

Wrath of Grapes is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



*Dungeons of
Dazegoneby*

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Dungeons of Dazegoneby

Mini-Dungeon Module E4

Wrath of Grapes

Something's made the grapes at Three Tribes Winery become self-aware. Turns out they don't care much for being picked, smashed and squeezed and they've enlisted some help to express their anger. When a rare wine collector heads to the winery to investigate claims of a "magic wine" his wife becomes nervous at his failure to return.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Wrath of Grapes is designed for 4-6 adventurers of level 5-7. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

A human, an elf, and a dwarf walked into a tavern. It may sound like the start of a joke, but it's actually the start of a winery. The three had a particularly poor bottle of wine that day and being an alchemist, a naturalist, and a mineralist, the three decided they could do a lot better. So they founded Three Tribes winery. Problem is, they 'founded' it near the site of a long forgotten sacred grove.

They didn't realize their proximity to the grove during construction, otherwise Errendrake, the elf, would have put a stop to it. Fingris, the dwarf, recognized the soil as being exceptionally good, in and around the grove, even going as far as to state 'it was as if the earth had been blessed' but thought he was only speaking in metaphor. After three years-time they felt they had grown and harvested the first grapes worthy of their label (featuring a crown with three points.) The human alchemist, Alvanar, created a perfect wine from that first batch (or if not perfect, certainly better than the swill they had at the tavern that day.) Now however they've encountered some problems.

Their latest batch of wine seems to be bestowing enchantments upon those who consume it. The three owners decided to relabel it as "White Magic". Unfortunately, they discovered not all enchantments bestowed upon fans of their wine were favorable.

And recently Alvanar found a strange note pinned to the winery's door...

Set Up

This adventure can start out in any inn, within or near a small village. There the players meet a dwarf by the name of

Paulette, who's currently running the place, seeming a bit overwhelmed. She explains that one of her guests, the wife of a wealthy merchant, is taxing her cheerful demeanor with her constant requests and endless complaints...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

It's possible the party is sent to the Three Tribes Winery by a tavern owner who's concerned about the fact that their current shipment of wine is late.

Or perhaps the players hear tales of magic wine and journey to the winery to investigate the rumors for themselves.

Another Note to the Gamemaster

The author knows far more about drinking wine than making it and has resorted to "alchemetic trickery" in a thinly veiled attempt to cover this up. If you know more about the wine making process feel free to embellish...



The Lady Doth Protest Too Much

The players are attempting to relax in the tavern area of a pleasant little inn, an act they find difficult to accomplish due to one guest's constantly loud complaining.

A female half elf, dressed in fineries, seems to be putting the inn's staff under a lot of strain, grousing about the menu offerings, blandness of the food, watered down nature of her drinks, and the quality of her accommodations. The innkeeper, a cheerful female dwarf named Paulette, is doing her best to address each complaint, however her cheerful façade is starting to crack.

At first opportunity she moves to quietly apologize to the party for "Lady Daphne's" presence. She explains that the woman's husband left her here while he went off to purchase a rare bottle of wine from a local winery. "Apparently he's some sort of collector. He heard Three Tribes is offerin' something they're calling magic wine. I don't know about that, but it has made 'er husband disappear. Course after a day with 'er I can't much blame him."



"I think she's more angry at her husband leaving her here than she is with the inn's offerings." Paulette will add, then abruptly halt her conversation as Lady Daphne approaches.

"You there. You lot look capable. How would you like to make a quick 200 gold? My husband Desmond's abandoned me here in these... squalid surroundings. Ran off to spend far too much on some over-touted swill instead of paying attention to me. He's hours overdue. Hours! No doubt he's engaging in one of his "extended tastings". I want you to go to this, what was it? Three Tribes Winery, and bring him back here. Forcibly if you have too."

Paulette, eager to rid herself of her guest quickly adds "I'll double it! 400 total for fetchin' her husband here. With haste." Daphne raises an eyebrow at this which causes Paulette to add, "anything to assist one of our most valued guest."

If the players are hoping for a bigger payday Daphne removes an expensive looking earring and places it in the palm of a party member's hand. "Here, this should be worth at least 800 more. It was a gift from my beloved husband. That will teach him to leave me behind." Paulette looks in awe at the earring stating "I ain't matchin' that!"

Key to the Three Tribes Winery

Paulette can give the party directions to the winery. The Three Tribes Winery sits on several acres of land, situated in a secluded section of countryside, among low rolling hills. A cobblestone path leads from a well-traveled road to the front door of the winery's main building. Rows of vine trellises are visible on the hill behind the building, stretching off into the distance.



Three Tribes Winery- Ground Floor

1SQ = 5'

1. Front Entrance

A group of odd humanoid creatures are shuffling around near the entrance to the winery's main building. They look as though they're comprised of twisted grape vines and twigs.

Vineling (2HD): HD 2; AC 7[12];
Atk 1 strike (1d4); Move 12; Save
14; CL/XP 2/30; Special:
Vulnerable to fire.

Eight 4HD vinelings (see New Monsters) are milling about the entrance to the winery. Two of them are attempting to talk to trees standing close to the front door in a strange raspy language. The vinelings are supposed to be standing guard here and will attack anyone approaching the winery on sight. The building's front door has been forced open.

2. Main Room

Three large barrel-like wine presses stand near the rear wall of this room. A trio of twig creatures scratch and claw at the presses, attempting to break them open. Two more of the creatures try in vain to open a trap door set in the floor next to the wine presses.

Stats for 2HD vinelings are provided in case the 4HD vinelings split.

This room serves as both the winery's press room and a place to entertain visitors. Several bottles of Three Tribes white and red wine sit below a counter to the west, along with several pewter wine goblets.



Vinelings (4HD) (8): HD 4; HP 22,
20,16,16,15,13,13,12; AC 6[13];
Atk 1 strike (1d6); Move 12; Save
14; CL/XP 4/120; Special:
SplitVulnerable to fire, split.

A set of stairs lead up to a wooden walkway which runs across the rear wall of the room, 8' above the floor. The walkway allows access to the top of the presses for filling and turning the large

four-armed screw that works the press. There's also a block and tackle mounted to the ceiling directly above the trap door. It can be worked from either the walkway or floor to raise or lower barrels stored in the basement.

A spout is mounted on the front of each press, set four feet above the floor, for filling bottles, casks, or barrels. A single door and a set of double doors stand on both the east and west walls. The double doors allow access for rolled barrels or wheelbarrows.

A table to the right of the door, holds the remnants of a recent wine tasting. An empty bottle of "Three Tribes White Magic" (see New Magic) lays on the table along with plates of bread, cheese, fruits, and nuts. It looks as though those in attendance left in considerable haste. Two goblets were spilt and a chair lies toppled over nearby.



The trap door is bolted from below. It can be forced open with two successful *open doors* rolls in a row.



Vinelings (4HD) (5): HD 4; HP 19, 18, 17, 16, 12; AC 6[13]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Vulnerable to fire, split.

Vineling (2HD): HD 2; AC 7[12]; Atk 1 strike (1d4); Move 12; Save 14; CL/XP 2/30; Special: Vulnerable to fire.



There are two bottles of red and two bottles of Three Tribes white wine below the counter (worth 25gp each.) An additional bottle of each with half their contents

consumed are also here. In both cases they've been 're-corked' with a pewter wine stopper topped with a small gem (worth 25gp each.) There's also an exquisitely carved wooden case, containing a set of six silver goblets studded with gems. This set is worth 1,000gp.

There are eight pewter wine goblets below the counter and four on the table (worth 2gp each.) Each bear the symbol of the winery, a crown with three points, painted upon their side.

3. Pantry

Shelves on the north and west wall of this small room hold a variety of fruits, breads, and wax encased cheeses.

This is storage for various edibles the owners offer visitors when tasting their wine. In addition to the fruits, breads and cheeses, a pair of cloth sacks found here hold an assortment of nuts and crackers.

4. Laboratory



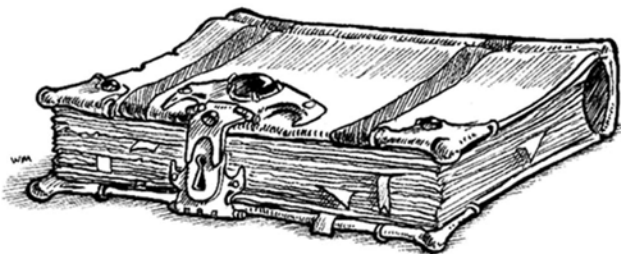
The door to this room has been barricaded from the inside. The alchemist Alvanar is holed-up inside with a few provisions he managed to grab from the pantry at **Area 3**. The door is barred from the inside. The party could try forcing the doors open with two successful *open doors* rolls in a row but they'll scare the bejesus out of the guy. If the party identifies themselves and assures the alchemist that the area is free of "twig monsters" he'll remove the

wooden bar and allow them to enter.

The contents of this room seem more at home in an alchemist's lab than a winery. Beakers, cylinders, and vials rest in stands and litter the surface of a table to the south. A number of scholarly tomes and jars of ingredients sit open on a table to the west. A pair of small wine presses stand to the north.

Alvanar the alchemist uses this room to monitor and sometimes alter the chemical process of winemaking. The equipment here provides a means to that end.

Alvanar is grateful for being rescued from the twig monsters. He bolted for his laboratory and barred himself inside when the creatures attacked a few hours ago. He's not sure what happened to his two business partners and the "Rare Wine Collector" they were entertaining (Desmond) but he's sure they're holed up somewhere in the building. If asked he'll try his best to explain what's going on, starting with the fact that he developed a "shortcut" to the wine making process that allowed them to skip certain stages through the use of alchemy. When people started experiencing enchantment type side effects after drinking a particular vintage Alvanar thought it might have been due to his tampering. His partners were quick to market their concoction as "White Magic" and notified several prominent wine collectors.



"I thought they were being a bit hasty and I was right, because the other day we found this." he'll state, then pull a piece of parchment out of his pocket and hand it to the players.

The parchment bears a message which reads "Cease and desist all wine making activities or else!" It's signed "The Grapes." Alvanar will explain that they found it hanging on their front door. "We thought it was a joke. Some local kids having a laugh. But then the twig things showed up. "And there's something more" he'll add, "Something's out there moving about the vineyard. Something big."

Alvanar will explain the Errendrake, his elven friend and business partner, believes that they may have accidently built part of their winery on an old sacred grove and that they've incurred some sort of wrath because of it. "It better explains the properties of our "Magic Wine". And why there's trees knocking at our door."

Alvanar will move to guard a locked tome that sits on one of the tables if a party member becomes interested in it. The tome contains secret alchemical workings that allows the winery's owners to skip certain steps in the wine making process without any adverse effects. It could be argued however that the added alchemical magic might be partially responsible for the properties of their Three Tribes White Magic. Alvanar will guard the journal, to protect the secret of the process and also keep him safe from being libel for any "magical poisonings".



Alvanar has three *potions of extra healing* hidden beneath a loose floorboard under his bed. He'll offer them to the party if he feels they may need them.

5. Guest Room

This is a modestly furnished bedroom. A long table stands against the south wall, a chair at either end. There's a bed against the north wall with a large wooden footlocker sitting at its base.

Each of the owners have homes in nearby villages. At times it becomes necessary to closely monitor crucial points in the wine production process. As a result, the winery features a room where whoever's currently the designated watcher can catch a quick nap. Alvanar uses this room quite often.



The foot locker holds some clean clothes, bedsheets, and assorted personal items. Among these are: A small pouch, a silver beard grooming kit (worth 75gp), and a journal. The pouch contains an assortment of interesting looking rocks along with two small gems worth 25gp and 35gp. Fingris will become angry if he discovers his grooming kit and rock collection missing. The journal contains entries written in elven along with sketches illustrating symptoms of various plant diseases, information on their causes and types of treatment. The journal could be worth up to 300gp to the right buyer, however Errendrake will become angry if he discovers it's missing.

6. Barrel Repair

A trio of barrels stand against the east wall, each marked with a large white "X". A narrow set of double doors are set in the west wall.

The barrels here are all empty, with damaged or missing slats. They're now used as material for repairing other barrels.

The double doors in the west wall conceal a closet holding a variety of tools for doing minor repairs on wine barrels. Among them are a plane, saws, chisels, tongs, files, hammers and nails. Two sticks of chalk can be found here as well.

7. Harvest Room

Two long wooden troughs run almost the entire length of the room, standing about 3 feet high. Barn-like wooden doors are set in the east wall.

After the grapes have been collected out in the vineyard they're brought into this room through the doors set in the eastern wall and dumped into these troughs. The troughs have wooden floors set in them (making them 1' deep) and are currently clean and empty. Wooden wheelbarrows stand in the northeast and northwest corners of this room.

The doors to the east can be used to exit the winery, however a wooden bar must be removed before they can be opened. A similar pair of barn doors are set in the south wall (also barred.)

Four vinelings are here. They're trying to break the troughs, but they're finding them a bit unyielding.



Vinelings (4HD) (4): HD 4; HP 22, 21,18,17; AC 6[13]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Vulnerable to fire, split.

Vinelings (2HD): HD 2; AC 7[12]; Atk 1 strike (1d4); Move 12; Save 14; CL/XP 2/30; Special: Vulnerable to fire.

Move 12; Save 14; CL/XP 4/120; Special: Vulnerable to fire, split.

Vinelings (2HD): HD 2; AC 7[12]; Atk 1 strike (1d4); Move 12; Save 14; CL/XP 2/30; Special: Vulnerable to fire.

8. Shipping Dock



Two vinelings stand in this room, at the top of the ramp to the south. The doors open inwards, forming a corridor leading directly to the ramp, allowing barrels to be rolled up onto wagons. When the doors are opened the vinelings will roll two wine-filled barrels perched atop the ramp down at the players. Players in the doorway at the time must save vs. dragon's breath or else take 2d4 damage, and wind up knocked prone on the ground in a sticky wine-soaked mess. Alternatively, each player rolls 1d6 modified by their dexterity bonus. A result of 6 or higher means they manage to avoid the barrels.

This is the winery's loading dock. A stone ramp rises up to a pair of doors to the south. A few barrels sit against the west wall along the side of the ramp.

The doors leading to the outside are four feet above the ground. Inside they can be accessed via the ramp. From the outside players would have to force them open (with two successful open doors rolls) since they're barred from the inside with a wooden beam. If they manage to do so however they'll take the vinelings by surprise.



Vinelings (4HD) (2): HD 4; HP 24, 18; AC 6[13]; Atk 1 strike (1d6);

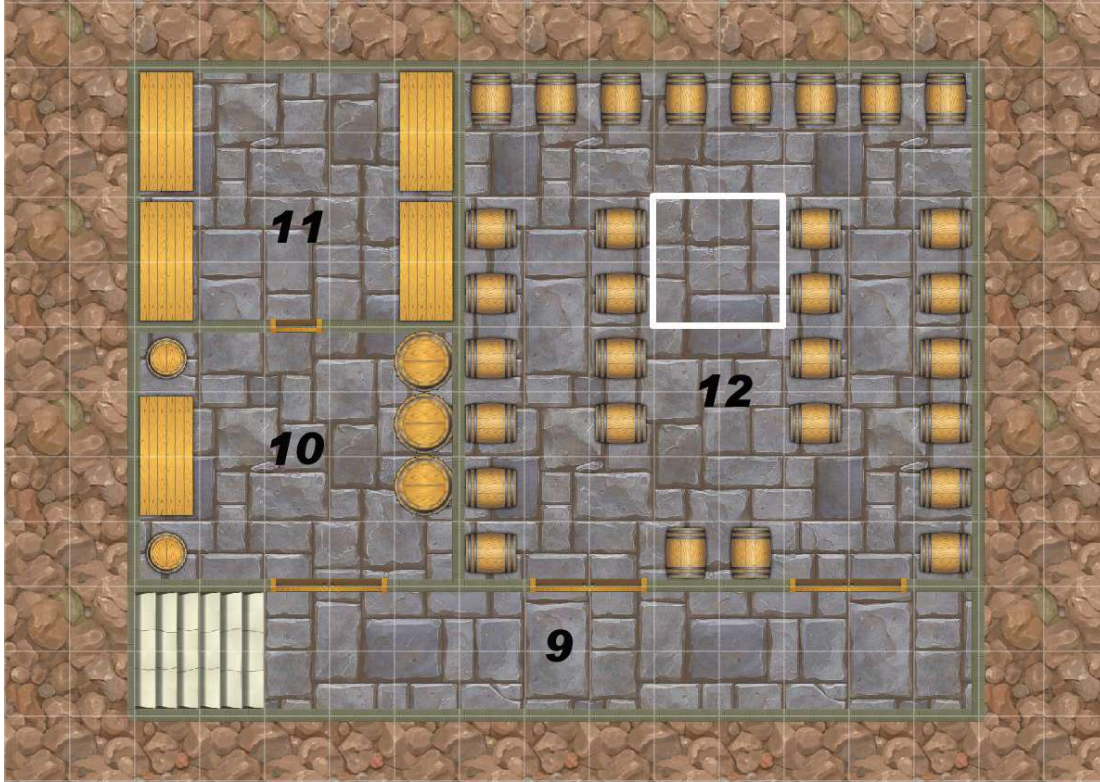
9. Hallway

Wide stone stairs descend into the winery's basement. They end at a long hall containing three sets of double doors mounted along the north wall. A large painting hangs at the end of the hall.

There are seven vinelings along this hallway trying to gain access to **Area 10** and **Area 12**. They claw and pound at the sets of double doors but don't seem to be getting anywhere.

The painting at the far end of the hall is of the Three Tribes Winery emblem adorning a battlefield banner, symbolizing their triumph over other wineries.





Basement

1SQ = 5'



Vinelings (4HD) (7): HD 4; HP 21, 19,15,14,12,12,11; AC 6[13]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Vulnerable to fire, split.

Vineling (2HD): HD 2; AC 7[12]; Atk 1 strike (1d4); Move 12; Save 14; CL/XP 2/30; Special: Vulnerable to fire.

10. Bottling Room

The top and bottom of a barrel that's been sawed in half are sitting on either end of a table standing against the west wall, serving as its chairs. Three barrels stand against the east wall. A solid looking stone door is set in the north wall.

This room serves as the winery's bottling room. A single empty bottle of "White Magic" lies on the table along with a bag full of wine corks and a few sticks of sealing wax. The three barrels here each contain 24 empty wine bottles packed in straw.



A +2 *dagger* was used to pull the cork from the bottle of White Magic. It lies on the table with the cork still sticking on its point.

11. Wine Cellar



The sturdy stone door to this room is locked from the inside. Fingris, Errendrake and Desmond rushed to this room and locked themselves inside when the vinelings attacked, thinking it the most secure place

on the premises. It will take a great deal of coaxing to get them to open the door, all being both scared and drunk. They'll believe the players to be vinelings doing clever impersonations. It's possible Alvanar could convince them to open the door, otherwise the lock will have to be picked.

This is the winery's wine cellar. Four racks filled with wine bottles stand here, two against the west wall and two against the east.

The racks here each hold 100 bottles of wine however there are a few empty slots on each rack. The two against the west wall hold a total of 145 bottles of Three Tribes Red while the two racks against the east wall hold 121 bottles of Three Tribes White.

Fingris, Errendrake and Desmond are here, all a bit drunk. They decided to open a few bottles of wine to calm their nerves. At least six empty bottles are scattered across the floor.

The trio will thank the players for their timely rescue. If the players state they were sent by Desmond's wife to retrieve him he'll turn to one of the owners and state "In that case I will take two of your bottles of White Magic. One for the collection and one to drink. Perhaps it's magic will render me deaf or my wife mute." He'll pause for a moment then add "Better make it three."



The last two rows of the wine rack standing to the northeast contains 20 bottles of Three Tribes White Magic.

12. Aging Room

This large room holds barrels of wine in various stages of the aging process. A small wooden stepstool stands beneath a wide trapdoor set in the ceiling.

This room holds 30 barrels of wine, placed here to age. The end of each barrel is marked by the owners in chalk, using a complex number and letter code. This code indicates when the barrel was placed here, when the grapes for the wine it contains were harvested, what area of the vineyard they were harvested from, if anything was added to the contents by Alvanar, and if so what it was, etc.

The stepstool here can be climbed to reach a catch holding the trapdoor to **Area 2** shut. A player standing atop it could pull themselves up to the 1st floor.

Wrapping Up

In his current drunken state, Desmond decides to give the rest of his wine purchasing money (5,000gp) to the party in gratitude for their rescue, even if it means being reunited with Daphne.

The owners offer each party member a bottle of White Magic, seemingly eager to be rid of it. They believe that the magic infected grapes used to make it along with the "twig creatures" came from a relatively small area of the vineyard that was at one time a sacred grove. While cowering in the wine cellar the two owners made an oath to remove all trellises from the grove and not to grow there again. Alvanar, is quick to agree.

Unfortunately, the party and the

owners have one last grove-related trial to face. As the players exit the winery with Desmond they encounter the thing that was stomping around the vineyards; the final champion of the oppressed grapes.



Treant (7HD): HD 7; HP 35; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; CL/XP 7/600; Special: Control trees.

Continuing the Adventure

Here are some suggestions for further adventures:

✘ The winery sold dozens of bottles of White Magic to other collectors and interested parties prior to the events of this adventure. It's possible that the players may find other bottles of White Magic on their journeys. A barrel in the Aging Room (Area 12) holds enough to bottle 50 more. The owners are leaning towards disposing of it. But they're also reluctant to lose *all* of their magic wine.

✘ An eccentric wine merchant hosts a banquet featuring Three Tribes Winery White Magic. Guests who drink the wine are transformed into vinelings and/or assorted angry woodland creatures.

✘ A particularly intelligent vineling (the one responsible for writing the note Alvanar found pinned to the winery door) escaped with its twigs intact. It discovered a way to create additional vinelings and now wages a guerrilla war against nearby farmlands.

✘ The winery owners want to hire the group to seek out a trio of high level druids. The owners want the druids to reclaim the sacred grove, restoring it to its original state. The owners hope that this will prevent any additional angry grape-related problems.

✘ Alvanar is not entirely sure he isn't in some way responsible for the magic imbued wine. He leaves the winery for a few days, looking for ingredients to make truly wine-based potions. The owners get nervous when he fails to return.

✘ It turns out that the attack on the winery was orchestrated by Errendrake in an attempt to scare the other owners off, or get them to sell their halves of the winery cheap. He wrote the note, animated the grapevine twig monsters, and summoned the treant. Now he's stolen what remains of the White Magic and plans on selling it to the highest bidders. It seems the elf is not what he appears to be...



NEW MAGIC

Three Tribes Winery "White Magic"

Due to the winery's proximity to a sacred grove, a particular vintage of white wine offered by the Three Tribes Winery has become enchanted. As a result, those who drink a glass of it purportedly gain a spell-like ability. In some cases, the entire bottle must be consumed to gain the enchantment's full effect.

Roll once on the table to determine a bottle's enchantment after 1 glass is consumed. Subsequent glasses from the same bottle have an identical effect when consumed.

Roll 1d20 and 1d4	
2	All magic items within 30 feet of you appear to glow. The effect lasts for 10 minutes (<i>Detect Magic</i>)*
3	For the next 24 hours each time you laugh you shoot wine out of your nose.
4	You become surrounded by an eerie glow that lasts for 30 minutes. (<i>Faerie Fire</i>)*
5	Each time you open your mouth for the next hour a butterfly will flutter out.
6	You become painfully aware of the presence of all animals within 30' of you for the next 30 minutes (<i>Locate Animals</i>)*
7	You sprout a covering of green leaves, which quickly change color, wilt, drop off, and crumble to dust.
8	You begin involuntarily stating what the weather's going to be like in the next couple of days in standard "weather report" fashion (<i>Predict Weather</i>)*
9	For the next half hour, you imagine that items which originated as either plants or animals, such as wooden chairs or leather armor, are speaking to you.
10	The nearest empty container fills with a quantity of water (<i>Create Water</i>)*

11	For the next hour anyone who comes in contact with you will recoil as though being stuck by thorns.
12	You regain 1 hit point or gain 1 temporary hit point if currently at full health. (<i>Cure Light Wounds</i>)*
13	Metal objects on your person become uncomfortably hot for 10 minutes (<i>Heat Metal</i>)*
14	Items with animal origins in your possession, such as hide armor, emit a series of low growls for the next 10 minutes.
15	Items with plant or animal origins within 20' of you, such as a mug of ale or plate of food complains audibly about their current state for the next hour.
16	You cough, expelling a swarm of butterflies which obscure everything within 20' of you for 5 minutes before they flutter off and scatter.
17	You become painfully aware of the presence of all plants within 30' of you for the next 30 minutes (<i>Locate Plants</i>)*
18	You produce a cloud of mist that billows out from you, obscuring everything in a 20' radius of you for 10 minutes (<i>Obscuring Mist</i>)*
19	You understand and uncontrollably speak the language of the animal closest to you for the next 30 minutes (<i>Speak with Animals</i>)*
20	The nearest, unattended non-magical wooden item becomes warped. (<i>Warp Wood</i>)*
21	A spark jumps from you to the nearest metal object, dealing 1 point damage to you and anyone in-between. (<i>Call Lightning</i>)*
22	The animal closest to you suddenly becomes immobilized and remains so for 10 minutes (<i>Hold Animal</i>)*
23	The plant nearest to you suddenly dramatically increases in size. (<i>Plant Growth</i>)*
24	The nearest flame animatedly jumps, flickers and sparks. It continues to do so for the next 10 minutes. (<i>Pyrotechnics</i>)*

*If the entire contents of the bottle are consumed within a 24 hour period the player gains the ability to cast the indicated spell once within the next 24 hours (possibly spending a portion of that time intoxicated.)

NEW MONSTER

Vineling



A rare form of treant, vinelings are created by magical means, however seldom directly. They're usually the result of vines being exposed to magic on a regular basis, such as clinging vines on the side of a wizard's tower. In most cases such growth is cleared away before a stray spark or ember can ignite them, in some cases however, the vines are ignored and allowed to become saturated with errant energies. Eventually the magic saturated vines become sentient, animate, and collect into vinelings.

Vinelings are deceptively tough, appearing as little more than a bunch of dried twigs twisted together in a roughly humanoid-shape, however the animating magic also serves to hold them together. Being a walking pile of tinder, vinelings are especially susceptible to fire based

attacks, taking an additional 1d4 points damage from the initial attack and burning for 1d4 rounds after that, taking 1d4 points damage at the start of each round. Unfortunately, a target struck by a burning vineling takes an additional 1d4 points damage. It's possible a burning vineling will catch other things it comes into contact with on fire as well.

If a 4HD vineling takes 8 or more damage from a single melee attack it will split into two 2HD vinelings (divide the remaining hit points evenly between the two.)

Vineling (4HD): HD 4; AC 6[13]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Vulnerable to fire, split.

Vineling (2HD): HD 2; AC 7[12]; Atk 1 strike (1d4); Move 12; Save 14; CL/XP 2/30; Special: Vulnerable to fire.

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