

VYNESTRA®



ROOTS OF THE GRAPEVINE

GILES PENFOLD

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CONTENT WARNINGS

G
Ghosts: 9
I
Insects: 3, 15
R
Rodents: 6
S
Soul Entrapment: 12, 13

CONTENTS

ROOTS OF THE GRAPEVINE	3
ADVENTURE BACKGROUND	3
CHAPTER 1: VITIS VINEYARD	4
STARTING THE ADVENTURE	4
V1. Atrium	4
Vc1. Vestibulum	6
Vc2. Eastern Ala	6
Vc3. Culina	6
Vc4. Triclinium.....	7
Vc5. Western Ala.....	7
Ve1. Thermae.....	8
Ve2. Destroyed Cubiculum.....	8
Ve3. Spatha's Hideaway	8
Vw1. Tablinum	9
Vw2. Messy Cubiculum	10
Vw3. Daimon Lair	10
V2. Warehouse	11
V3. Vineyards	12
CONCLUDING THE ADVENTURE	12
The Aspen Seed of the Arbeia District.....	13
Further Plot Hooks.....	13

ADVENTURE PRONUNCIATION GUIDE

Amphorae ahm-ff-ohr-eye
Daimon day-mohn
Deveros deh-vher-oss (as in loss)
Facies fah-key-ehs
Fauces foh-keh-ss
Mercyr mehr-seer
Vitis wih-tis

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INTRODUCTION

CHAPTER 1:
VITIS VINEYARDCONCLUDING
THE
ADVENTURE

CW

ROOTS OF THE GRAPEVINE

ADVENTURE BACKGROUND

Over the past century, the profession of the mercyr has thrived throughout the provinces of the Aldarin Empire. Mercyrs are licensed troubleshooters, contracted out by either the empire itself or the people within it to undertake dangerous, convoluted, or otherwise mundane tasks deemed unfit for the legionarii. The life of a mercyr is not necessarily the most glamorous but almost always leads to a healthy sum of gold and a respectable position in society. The player characters (PCs) are greenhorn mercyrs from a new guild seeking to begin their journey into mercyr life. And where best to begin but Aldarin's capital of Deveros!

The PCs have been taken under the wing of Adrascus "Adder" Vorsh'wha-Orshari, an ex-mercyr of the famed Crimson Daggers guild, now proprietor of The Aspen Seed: a popular watering hole for mercyrs in Deveros. Adrascus and his husband, Kismett, are well known for hosting up and coming mercyr guilds under their roof, giving them a helping hand as they settle into the profession. The PCs have taken on a few minor jobs over the past few weeks, enough to pay rent to Adrascus and Kismett, but nothing substantial. One morning, a lucrative job is passed into the hands of the party by Adrascus. A small, decrepit vineyard on the outskirts of the city has been sanctioned for destruction by the Consentium — Aldarin's governing body. In an effort to prevent this historic structure from being destroyed, a local patrician has put forward the idea of offering the vineyard to a mercyr guild. Should the guild be able to clear out the vineyard of pests and restore it to a livable condition, they shall be allowed to keep the

vineyard. Deveros is in dire need of mercyrs due to the Fourth Renavic War sapping local legionarii resources, with this as an attempt to assist a new guild in finding its feet.

Vitis Vineyard sits just beyond Deveros's eastern wall. It is one of Deveros's oldest vineyards, and also one of its smallest, originally belonging to the Vitis family. The Vitis' were a strange people, known to dabble in the mysteries of the chthonic realm, though they have all since passed away. Nobody knows what happened to Titella Vitis Vespia, the last of the Vitis line, who disappeared without a trace five years ago. The vineyard has laid in partial ruin ever since. After being abandoned for five years, it has now fallen under the control of the Consentium. Various entities have used it for their benefit: goblins, banniks, and refugees from Jykstrav to name just a few. None have ever stayed long, however, for something sinister lurks within the rooms of the crumbling domus. Not even the Vintari — the legionarii guard of the city — dare roam into its grounds due to rumours of ghosts and other bad omens. If the PCs are to claim this vineyard as their own, they need to first purge it of its dark history.

ADVENTURE TREASURE

Treasure found in this adventure has been balanced with the mindset of the gold used to help renovate the domus, and is above what Level 1 characters would typically gain. If you wish to run this adventure without the ownership of the domus falling to the player characters in mind, consider reducing the treasure found in areas **Vc4** and **Vw3** to equal a total of around 150 gp.





CHAPTER 1: VITIS VINEYARD

To begin the adventure, read the following.

The humdrum of another bustling day in the Aldarin capital greets you. Deveros is busy at the best of times and today is no different. Tiny single-person wagons clack down smooth paved roads, transporting goods from warehouse to taberna. Labourers shift heavy slabs of marble past mosaic layers, who are hard at work designing the floors of a new bath house. Leery-eyed legionary guards, known as the Vintari, stride down the streets, keeping an eye out for signs of trouble between rival political gangs. Today, though, these are none of your concerns. You have a job to do, and, should you be successful in it, a new home.

The scorching summer sun beats down upon your backs as you press forth from Deveros's easternmost gate, briefly clipping the edge of the sparkling River Ivora before turning southwards along the eastern wall. Adrascus, an ex-mercyr in his own right and the owner of The Aspen Seed where you have been staying, guides your path, leading you towards your destination: Vitis Vineyard. A lilac parasol is slung across his shoulder, which he twirls idly, enjoying the scenery of the rolling vineyards before you. Eventually, after passing through a dense wall of cyprus trees, he stops, standing before a dilapidated domus. Crumbling clay bricks coated in a thick nest of ivy lead upwards towards a partially collapsed roof of cracked terracotta tiles. The walls are carved with graffiti, some old, some new, etched into the brick. An overgrown vineyard sprawls out behind the structure, untouched for many years.

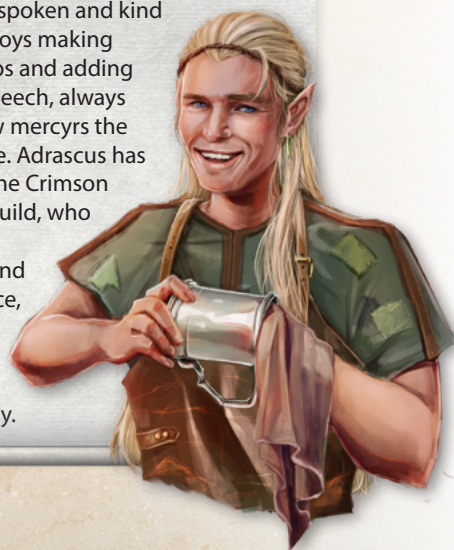
"Well," Adrascus sighs. "Here we are. Your new home, I suppose. Quite a stunning structure, I must say, aside from, well..." He gestures broadly at the crumbling roof and vineyard. "I'm sure you'll have no issue putting it into shape, though. And now that you'll be official, you should start thinking of a guild name..."

This is a good moment to allow players time to introduce their characters. These characters have known each other for a few weeks at least, working together under a new mercyr guild. The players should take some time after introducing their characters to think of what their mercyr guild name is. This allows them an opportunity to roleplay before jumping into the adventure and to talk to Adrascus, who they may address with any questions they might have before he leaves them to the job: clearing out the domus to make it ready for repairs.

After the PCs have decided upon a name for their guild, Adrascus will depart. The PCs can return to Adrascus in The Aspen Seed once they are ready to find labourers to start repairing the domus (see Concluding the Adventure).

ROLEPLAYING ADRASCUS

Adrascus is softly spoken and kind mannered. He enjoys making light-hearted quips and adding in idioms to his speech, always keen to teach new mercyrs the ways of mercyr life. Adrascus has done his time in the Crimson Daggers mercyr guild, who specialise in anti-drug smuggling and counterintelligence, and is highly knowledgeable about the local mercyr community.

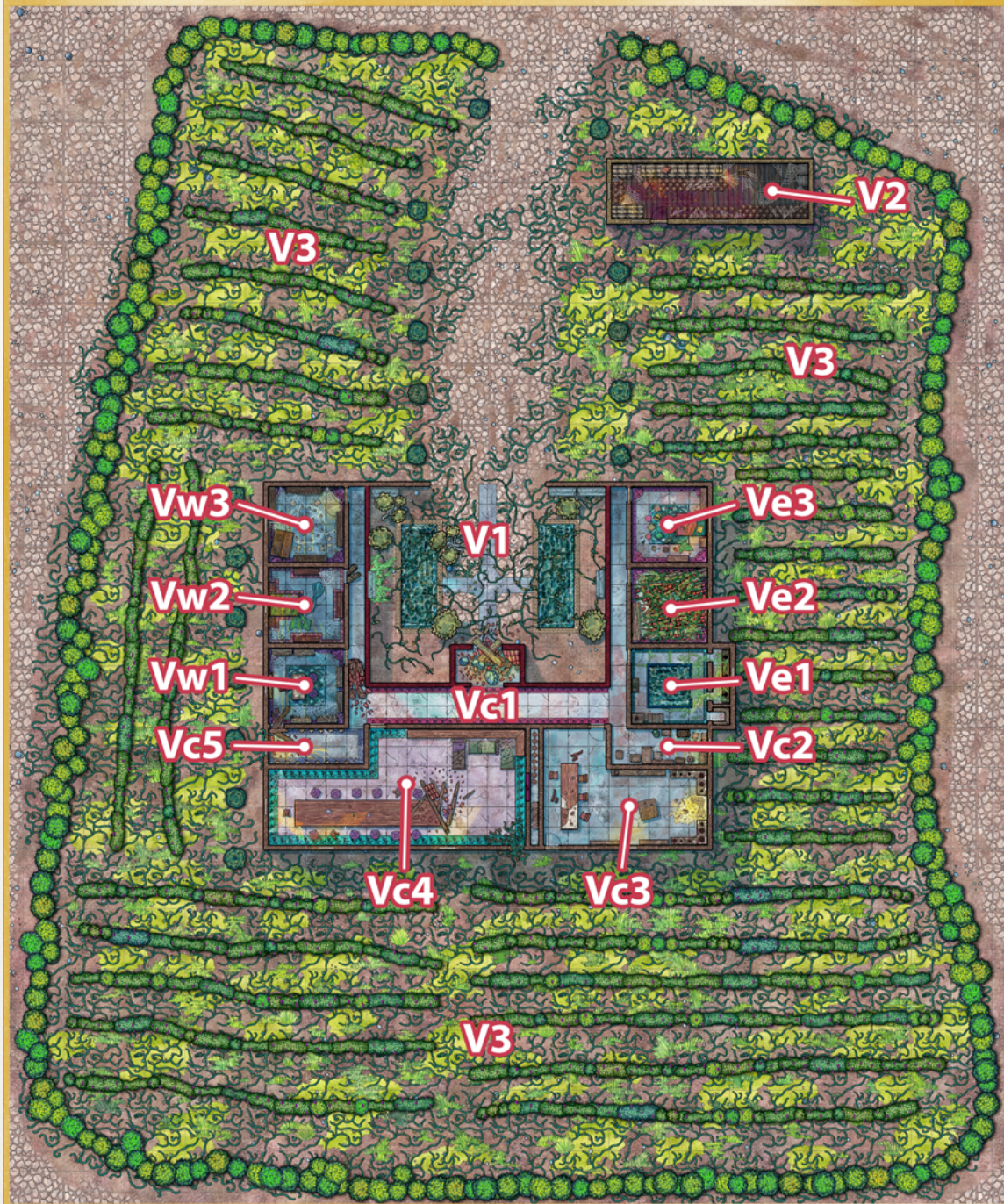


MAP OF VITIS VINEYARD

INTRODUCTION

CHAPTER 1:
VITIS VINEYARD

CONCLUDING
THE
ADVENTURE



STARTING THE ADVENTURE

The PCs begin their adventure in area **V1**. They can leave this area and explore around the grounds of Vitis Vineyard, leading to the warehouse in area **V2** and vineyards in area **V3**. It is also possible for the PCs to enter into the domus from the rear of the building, coming into the doorway leading to area **Vc3**. The PCs will notice that all the windows around the western wing have been boarded up.

V1. ATRIUM

MODERATE 1

The atrium is the core part of any Aldarin domus. It is where visitors are greeted and would wait to meet with members of the household. In most domus the atrium has a roof, however due to the good weather of Deveros some more rural buildings, such as the Vitus domus, have a combination of outdoor courtyard and atrium. Awnings can be pulled over this outdoor atrium in event of bad weather. The atrium here is overgrown with plantlife that has been unattended to for many years.

Sprawling creeper vines and olive trees cover the inner walls of this sweeping outdoor atrium, which flank to both the left and the right, forming a U shape. Old red paint in a curious pattern peers through the gaps in the vines, with some graffiti etched around it. Chipped stone benches lie between the olive trees, pressed against the walls. A mound of moss, bark, chipped clay fragments, and copper coins sprawls out from under one of the benches along the western wall. To both the east and west are grand impluvium — drainage pools — filled with stagnant water and overgrown with rampant flora. A grand arched fauces, an entryway into the central domus structure itself, sits within the wall at the base of the atrium. This fauces is blocked by a partial collapse of the roof over which thick vines have grown.

This atrium has not seen active use in many years, not since before the domus was inhabited by the Vitis family.

Red Pattern. A PC who succeeds on a **DC 12 Perception** check will notice that the red pattern on the walls forms more than just decorative illustrations, but seems to be in some kind of language. To get a better look at the pattern, the PCs can attempt a **DC 11 Athletics** check to pull off the vines on the walls or may use fire to burn them away. With a better view of the pattern, a PC who reads Old Aldarin or who succeeds on a **DC 13 Occultism** check can decipher the pattern which reads “We prevent your passage, We forbid your existence”. A PC trained in Occultism can attempt to Decipher Writing with a successful **DC 15** check revealing that this specific text derives from an old scripture belonging to the cult of Meliam (the Goddess of Protection, Warding, and Curses) called *Praesidium In Chthonica*. These words form a charm, used to ward against nefarious

entities from the chthonic realms of the Underworld and the Dreamscape.

Graffiti. There are several etchings in the clay brick walls of the domus, left by previous squatters and visitors. One in Goblin reads “Nasty nasty snarler, stay away!” Another in Aldarin reads “Curse upon you all, curse on the Vitis. Your past has caught up with you and Xyth’s grasp now strangles your souls”. A PC who succeeds on a **DC 10 Religion or Occultism** check knows that Xyth is the God of Shadows, Deception, and Corruption: commonly attributed with the chthonic realm and harmful rituals. A final piece of graffiti is in Jyrden, left by refugees, stating a single word “Rhegiscyvorn.”. *Rhegiscyvorn* (rhe-gh-sky-voh-rhn) is a Jyrden word with no direct translation into Common, with only Skaaldblud or Jyrden humans knowing of its meaning. It refers to the underchambers once belonging to the ancient ice dragon, Scyvorn, where heinous atrocities were committed against the Jyrden’s ancestors. It may be used as an insult, to call someone akin to the dragon Scyvorn, or to liken a location or situation to being trapped within the dragon’s horrid chambers. When the word is mentioned, those of Jyrden and Skaaldblud origin can immediately feel a pit of dread form in their stomach for it is not a word used lightly.

Creatures. This atrium is not only the old home of the Vitis family but also to a few fluffier residents. The mound of moss and oddments is the nest of some kreblins, who have taken to stealing tools, coins, and scraps of food from the nearby domus and hoarding them in their nest. Kreblins are mice-like pests which are infamous for stealing items and hoarding them. The kreblins are not aggressive to the PCs but if a creature comes within 10 feet of their nest, they will perceive it as a threat, forming a swarm while snarling at the creature. If the creature does not back away or approaches within 5 feet of the nest, the swarm will attack to defend its home.

KREBLIN SWARM

CREATURE 1 ^{CW}

COMMON NEUTRAL LARGE ANIMAL SWARM

Perception +6; low-light vision

Skills Acrobatics +7, **Stealth** +7 (+10 in undergrowth), Survival +7

Str –2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 15; **Fort** +5, **Ref** +7, **Will** +3

HP 18; **Immunities** precision, swarm mind; **Resistances** piercing 3, slashing 3; **Weaknesses** area damage 3, splash damage 3

Speed 25 feet

Tiny Nibbles ♦ Each creature in the kreblin swarm’s space takes 2d4 piercing



damage (**DC 15 basic Reflex** save). If the kreblin swarm is below half Hit Points, it deals 1d4 piercing damage instead.

Theft ♦ The kreblin swarm attempts to steal an item from a creature within the swarm's space. If the item is of light Bulk or less, the swarm may hold the item; otherwise, it is dropped on the ground. This item must be either visible on or being held by the target creature. The target creature must succeed on a **DC 16 Reflex** saving throw or else have the item stolen from them by the swarm. The swarm may only hold one item in this way at a time. The swarm may pick up any item of light Bulk or less from the floor with this action.

The kreblins are trying to defend their young within the nest. They will chase a creature up to 30 feet away from their nest before retreating. If a swarm is reduced to fewer than half Hit Points, it will retreat back to the nest. A PC may spend ♦♦ and attempt a **DC 16 Nature** check to calm a kreblin swarm, which will become pacified unless attacked. A PC may attempt to succeed on a **DC 13 Nature or Farming Lore** check to know that kreblins enjoy hoarding shiny objects and food. As such, if a PC uses a shiny object or food to help in their attempt to pacify the kreblin swarms they gain a +2 circumstance bonus to this check.

If the PCs successfully make peace with the kreblins, award them the same amount of XP as if they had defeated them.

Hazard. The path forwards into the domus is blocked by rubble and heavily overgrown with flora. Attempting to climb over the blockage without bracing the structure first will cause further collapse of the roof. If the PCs collapse the roof, this adds an additional 50 gp of required labour and materials to repair the roof of the domus.

CRUMBLING FAUCES

HAZARD 2

ENVIRONMENTAL

Stealth DC 8

Description Three steps lead up to a 10-foot-wide, 10-foot-high corridor. The roof above the corridor has partially collapsed, with a large moss-covered wooden beam, piles of clay bricks, and cracked terracotta tiles strewn across it.

Disable A **DC 16 Acrobatics** to climb over the debris without injury, or a **DC 14 Crafting** to construct a safe walkway across the debris that prevents further collapse. After a safe walkway has been constructed, creatures may pass freely over the debris.

AC 18; **Fort** +12, **Ref** +2

Hardness 7; **HP** 28 (BT 14); **Immunities** critical hits, object immunities, precision damage

Roof Collapse ♦ **Trigger** A creature attempts to climb over the blockage or fails to secure it properly before passing over it; **Effect** The roof collapses further,

dealing 10 (4d4) bludgeoning damage to creatures within 10 feet of the collapse and trapping them underneath rubble. A creature who succeeds on a **DC 17 Reflex** save takes half damage and jumps out of the way backwards into area **V1**, falling prone. On a critical success, the creature takes no damage and does not fall prone. A creature trapped under the rubble can be rescued by another creature who succeeds on a **DC 14 Athletics** check. When performing this check, the trapped creature suffers an additional 2 (1d4) slashing damage from the rubble in all cases apart from a critical success. After the roof has collapsed fully, it is possible to climb over the rubble without causing further collapse.

Vc1. VESTIBULUM

TRIVIAL 1

A long, nicely decorated corridor sprawls out to the east and west, leading to corners which bend into the respective wings of the domus. Four entryways lie to the south of the central fauces, two to the east, two to the west. The two central doorways are closed by wooden doors, while the easternmost and westernmost entryways are open archways leading into alcoves. The eastern central door is slightly ajar and has small fragments of crushed animal bones littering the floor outside it.

A PC may inspect the bones along the floor with a successful **DC 12 Nature** check revealing them to be of small rodents, most likely ancestors of the kreblins from area **V1**. The bones seem old and chewed up by some other creature with strong teeth.

West Wing. If the PCs turn the corner into the western wing, they will find that the roof has collapsed and passage through into this wing is completely blocked. It collapsed following a chase by the facies daimon who was hunting a number of Jyrden refugees in the second year of its living within the domus. The facies daimon is now trapped within the western wing, unable to leave. If the PCs listen for a moment, they can hear distant scratching noises followed by guttural, echoing laughter coming from the daimon's lair within the wing. Once the PCs get through into the west wing, most likely through the connecting passage between areas **Vc5** and **Vw1**, they will find three rooms leading off from it. All but the last room are closed off with doors.

East Wing. The corridor into the eastern wing is unblocked and freely traversable. There are three rooms leading off from this corridor, each closed off with doors.

Vc2. EASTERN ALA

TRIVIAL 1

This small storage chamber hosts a couple of stools, hooks for cloaks, and various tiny trunks for miscellaneous tools for the household. A tall window faces out onto the rear of the vineyard. It is overgrown with vines, though some small patches of light seep through.

INTRODUCTION

CHAPTER 1:
VITIS VINEYARD

CONCLUDING
THE
ADVENTURE



STRANGE HAPPENINGS

When within the domus, the PCs will begin to witness unsettling occurrences throughout the rooms. Gaunt ghostly faces peering at them through windows, objects thrown across the room by seemingly nobody, the noise of scratching nails along the walls, eerily cold winds that brush past and scratch at them. These occurrences are the presence of Titella Vitis Vespia and her ancestors who are attempting to scare the PCs away so that they will not fall prey to the **lesser facies daimon** (also known as a lesser daimon of faces) which lurks within the shadows of the domus, trapped by the warding seen across the walls of the atrium in area **V1**. The facies daimon has its lair in the area **Vw3**.

The vineyard had many guests back in the day, with this being where their trunks and cloaks were stored should they stay overnight. Over time this evolved into a storage room, holding a lot of the personal tools used by the Vitis family to upkeep the vineyards.

Treasure. PCs who search the room find two coils of 50 feet of rope, four buckets, two hatchets, a repair kit, two secateurs, a spear, a light hammer, the key to the vineyard's warehouse (area **V2**), an old red cloak, and a set of caligae (sandals).

Vc3. CULINA**MODERATE 1**

A reasonably sized kitchen expands out into this chamber. A handful of hearths and wood-burning stoves lie along the eastern wall with a hole in the roof for ventilation. Racks hang above these stoves, used for smoking meats. Storage shelves hang loose from the other walls, their contents raided long ago. A nest of straw, sackcloth, and animal bones lies tucked between the two central stoves just below an open doorway. Fragments of shattered wood lay strewn around the doorway along with the skull of what appears to be a goblin.

This is the kitchen of the domus, once used to prepare meals for the servants and family of the house, as well as for the vineyard workers outside. The doorway leads out into area **V3**. The culina was raided a while ago by goblins and has no edible foods left within it. Spatha, the goblin living in area **Ve3**, used to use the culina for cooking hot food but was driven out a month ago by the mountain lion that has taken up residence in the chamber.

Creatures. About a month ago, a mountain lion came down from Mount Austellus to the east in search of food. It found a few goblins hiding out in the domus and chased them off, killing one of them in the process. It has been hunting the kreblins and vine moths of the domus for the last few weeks, happily subsisting off of

these tasty treats. It will either be found stalking the vineyards at night or resting within the culina during the day. It will attack the PCs on sight, attempting to defend its territory. If reduced to below half Hit Points, it will retreat to the culina where it will attack any creature which enters into the room.

MOUNTAIN LION**CREATURE 2**

See leopard from the *Pathfinder Second Edition Bestiary*.

Treasure. There is not much to be found within the nest of the mountain lion. A silver clasp bearing the antlers of a stag (worth 10 gp) can be found buried within the folds of the nest, belonging to one of the Jyrden refugees who stayed in this domus many years prior.

Vc4. TRICLINIUM**TRIVIAL 1**

A dusty dining chamber expands outwards, dimly illuminated by a barricaded doorway overgrown with vines and flora. At the heart of the room lies a sturdy circular dining table, surrounded with plush recliners which have become faded over time. Part of the roof has collapsed, destroying a segment of the table. The walls are decorated with a stunning mural of the polyamorous gods and lovers Brimshaw, Talo, and Aether who joyously revel with amphorae of wine in hand. Where the rest of the room is dusty and decrepit, the mural is flawless, seemingly untouched by age or decay.

The dining room has seen better days and is in need of significant repair. Framed upon the wall is a layout of the domus from when it was first constructed. PCs who succeed on a **DC 14 Perception** check will notice that area **Vc5** and **Vw1** are connected with some kind of crawl space.

Mural. The mural to The Tipsy Triumvirate of Brimshaw, God of Alcohol; Aether, God of Travel; and Talo, God of Crafts; was painted by one of the Vitis family ancestors and is blessed by all three deities. It is magically protected from decay and is able to resist damage similarly to forged steel. A PC who succeeds on a **DC 15 Perception** check will notice that Brimshaw's hand is outstretched to a specific position on the wall where there is a small hole, just big enough to fit a finger inside. If a PC pushes their finger into the hole, they will hear a small click, as a hidden compartment swings away from the mural, revealing a stash of fine wines. This was the private collection of the Vitis family, gifted in part by the famous vintners of the Cambrius Vineyard. Within they will find: two amphorae of Silver-Capped Cambrius Solar Reserve (worth 50 gp each), one amphora of Gold-Capped Cambrius Solar Reserve (worth 100 gp), a set of eight silver cups (worth 25 gp), and an amethyst encrusted gold wine jug (worth 50 gp). These wines are highly sought after and could be used to fund the repairs for the domus.

Vc5. WESTERN ALA**Low 1**

Dozens of painted death masks stare down at you from the walls of this chamber, representing the deceased members of the Vitis family. A number of empty hooks hang where death masks were once placed. Plaques sit under each of the masks, naming the family members from eras past. The room is just barely illuminated by a tall window at the rear, overgrown with vines.

Wealthier Aldarins choose to display the death masks of their deceased family members within alcoves of their domus. It is believed that the spirits of the deceased are connected with their death masks and one can commune with the dead through them. PCs will notice that a number of masks seem to be missing, with dusty outlines where they once sat. These have been taken by the facies daimon and currently reside within its lair in area **Vw3**.

Crawl Space. A PC who succeeds on a **DC 20 Perception** check will notice a small hidden crawl space in the corner of the room, partially blocked by a piece of rubble. Succeeding on a **DC 12 Athletics** check to roll the rubble out of the way, the PCs can squeeze through the hole into area **Vw1**. This space was used to pass meals into the office in **Vw1** without disturbing the meetings going on inside.

CW Trap. These are the death masks of the Vitis family, whose spirits have been twisted over time by the chthonic rituals they have become bound to. Specifically, the facies daimon has spent a lot of time attempting to corrupt the souls bound to these masks. As such, some of these spirits have turned malevolent. If a PC attempts to wear one of the death masks or places one near their face, they must succeed on a **DC 16 Will** save or else become possessed by the ghost of one of these masks as per the *possession* spell for 1 minute. While possessed, the spirit will attempt to use the PCs' body to attack the other PCs and drive them from its home. The possession can be broken by destroying the mask (**Hardness 5; HP 8 (BT 8)**) or by the possessed PC going unconscious, whereupon the mask may be removed.

Placing Vespia's Mask. If the PCs place Vespia's mask (found in area **V3**) onto one of the free hooks, the ghost of Titella Vitis Vespia will appear before them. She is dressed in a plain blue tunica, a white stola, and caligae. If the facies daimon has been defeated, she will thank them for freeing her soul and requests that they do the same for those others from her family the daimon has sought to corrupt by placing their masks within the ala as well. She will then give the PCs her blessings to receive ownership of the vineyard, before eventually leaving them alone. If

the facies daimon has not been defeated, she will wail incoherently, babbling about it stealing her family, stealing her face, and throwing her aside. Read more about the facies daimon and Vespia in area **Vw3**.

Ve1. THERMAE**TRIVIAL 1**

A finely decorated thermae lies empty, stagnant water pooled in a central bath. Once vibrant mosaics line the walls, now covered in grime and moss. Two small alcoves lead into toilet cubicles, with a third serving as a storage area of towels, clothes, and bathing supplies. A wood-burning stove is tucked into the corner with a pile of dried logs situated next to it. Along the western wall, a small bronze shrine to Sulia, the God of Bathing, lies with a few handfuls of coins and trinkets placed beneath it.

This room serves as a place that the PCs can rest should they need to. The bath can be drained and refilled with the taps along the edge of the central bath, which can be fixed with a successful **DC 13 Crafting or Engineering Lore** check. The stove can be lit to heat water for the baths and also heats the flooring of the thermae, keeping the baths warm.

Within the storage area are: three bronze strigils (used for scraping oil from the body), a silver cosmetic mirror (worth 1 gp), a clay lamp with a flask of oil, a gold hair comb (worth 2 gp), two pots of basic olive oil, and a pouch of Touch of the Orchid bath salts. Under the shrine to Sulia the PCs can find: 5 gold unum (each worth 1 gp), 2 gold decima (each worth 10 gp), 23 silver argentum (each worth 1 sp), and 32 copper aeris (worth 1 cp each).

Bathing. PCs may take a brief rest in a bathhouse, known as a thermae rest. This is a rest that lasts at least an hour and allows the PCs to regain Hit Points based on the quality of the baths. In the case of this bath, the PCs may restore 1d6 Hit Points at the end of the hour. PCs may extend their thermae rest up to a maximum of four hours, healing at the end of each hour. After a PC has spent a total of four hours using thermae rests, they must finish a full 8 hour rest before they may gain the benefits of a thermae rest again.

If the PCs choose to bathe in the baths, they may also make an offering of coin to Sulia at the shrine. Any PC who offers at least 5 sp to the shrine gains a +1 circumstance bonus to Diplomacy checks they make for the next 8 hours following their rest. If a PC stole any coins from the shrine, however, they are not granted this boon. If the PCs drop the Touch of the Orchid bath salts into the bath before bathing, they may reduce any drained and enfeebled condition's value by 1 and remove the fatigued condition at the end of their thermae rest.

INTRODUCTION

CHAPTER 1:
VITIS VINEYARDCONCLUDING
THE
ADVENTURE

Ve2. DESTROYED CUBICULUM**TRIVIAL 1**

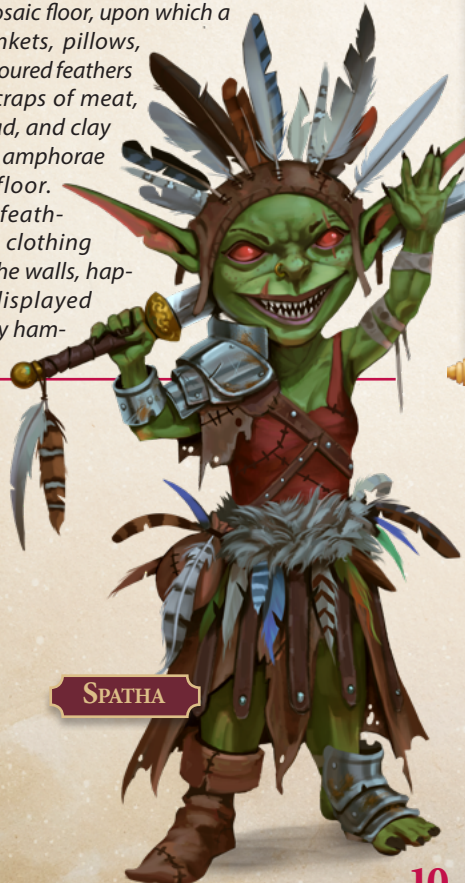
Mosaic patterning marks out the position of where a bed once stood in this chamber, with raided and destroyed furniture strewn all over. The ceiling has collapsed in entirety, with the room itself partially flooded where a sizable hole has been made in the floor. Moss and creeper vines trail upwards from the hole, seeking purchase upon the sundered furniture.

The is one of the most badly damaged rooms in the domus, requiring a full repair of the roof and floor. The bedroom has since been picked clean by goblins and other visitors to the domus over the previous years.

Ve3. SPATHA'S HIDEAWAY**Low 1**

The door to this chamber is locked from the inside and may be picked with Pick a Lock at **DC 15**. Any PC who attempts to open the door will hear scrabbling from inside, followed by a terse warning of "Go away!" in Goblin from the room's resident. This is none other than Spatha, a prospective goblin mercyr. Spatha will be upset as the PCs appear in her home, seeing them as a new problem to deal with. The PCs can talk Spatha into opening the door with a successful **DC 13 Diplomacy** check, which also improves her attitude towards them by one step. After the door is opened, read the following:

A cluttered bedchamber lies ahead, filled with random junk and pieces of furniture. A plush double bed lies upon the mosaic floor, upon which a nest of blankets, pillows, and multicoloured feathers are piled. Scraps of meat, grapes, bread, and clay shards from amphorae litter the floor. Numerous feather-adorned clothing pieces line the walls, haphazardly displayed upon crudely hammered nails.

**ROLEPLAYING SPATHA**

Spatha (CN she/they [NB] goblin bodyguard 2) is from the Shattershin Tribe in the Loxis Forest to the north of Deveros. She left her tribe just over a month ago after becoming bored with the idle bickering of the tribal elders (and after throwing one of them off of a cliff following a disagreement about pork rations). Spatha, along with her companions **Ramsram** (NG he/him goblin dead) and **Gryphaphlusa** (CN he/they goblin bodyguard 2), left their tribe shortly after this event to search for a new life in the "big hut clan" (Deveros) to the south. After arriving, they found the Vitis Vineyard and made it their home. They lived here for a while, scavenging food from the surrounding vineyards before eventually the "snarly growler" (mountain lion) arrived, killing Ramsram and driving off Gryphaphlusa, who fled back to Loxis Forest. Spatha, being the bravest of the trio, stayed behind and has been waging a war of attrition on the snarly growler for the past few weeks. So far, the snarly growler is winning this war, having almost exclusive free reign of the domus and surrounding vineyard. Spatha locks her door for most of the day, sneaking out during the early mornings to gather food, water, and feathers before returning to her room. She is completely oblivious to the presence of the facies daimon and believes the other haunted occurrences of the domus to be attributed to her ancestors guiding her to defeat the snarly growler.

Spatha is headstrong and brash, refusing to back down from a fight. She knows when she is outnumbered and will tactically retreat or position herself to be in a more advantageous position should she feel trapped. She has an eerie fascination with feathers, having amassed a substantial collection during her time in the domus. If a PC offers Spatha a feather, it will immediately improve her attitude towards the PCs by one step (starting with unfriendly).

Spatha can be convinced to listen to what the PCs have to say and might share some information about herself in the process. Eventually she will bring up the snarly growler, airing her disdain for the creature and the death of poor Ramsram. If the PCs have already killed the mountain lion from area **Vc3** or agree to kill it for Spatha, her attitude towards them will immediately become friendly.

PCs who succeed on a **DC 14 Perception** check when within the room with Spatha will notice her limping slightly. If asked about it, Spatha will reluctantly reveal a gaping slash wound on her leg. This is the latest of many increasingly problematic wounds incurred from scrapping with the mountain

lion. PCs who succeed on a **DC 15 Diplomacy** check can convince Spatha to let them treat her wounds, which increases her attitude towards them by one additional step.

If the PCs talk to Spatha about the west wing, she will say that “yellow eye man” is in there and that she stays away from the area. She will mention the crawl space in area **Vc5** as a possible route to get through to it.

Handling Spatha. Spatha is somewhat of a problem. She sees the domus as her own and has been waging war against the mountain lion for ownership of the domus for the better part of three weeks. She has no desire to let some random nobodies take it from her. That being said, she knows she is losing the fight against the mountain lion and is open to negotiating with the PCs after the mountain lion has been killed. If the PCs have managed to move Spatha’s attitude towards them to be friendly, she will allow them to live in her “hut” on the condition that she gets to keep her room and sometimes helps them stab things that are causing trouble. Spatha will boast that she is a good hunter and can bring in tasty game from the Loxis Forest for the household. If the PCs, however, have not increased Spatha’s attitude to friendly, she will ask them to leave the “hut”. If they refuse, Spatha will know better than to fight against the PCs and will instead retreat back to Loxis Forest, plotting to return some day to overthrow the PCs from the vineyard.

Vw1. TABLINUM

TRIVIAL 1

This room can be accessed through the crawl space from area **Vc5**.

A lone desk sits within the centre of this dark chamber, cluttered with parchment and writing equipment. The walls are braced with scroll holders, each of which are filled to the brim with dusty scrolls. Two plush stools sit upon the door-side of the desk, with a refined high back chair upon the other. A single window once looked out onto the vineyards, but has since been boarded up from the outside.

This was the office of the Vitis family, where they used to do all their bookkeeping and took their meetings with clients. The entire financial history of the Vitis Vineyard is kept in the scrolls along the walls. There are also a substantial number of documents and diary accounts of major events the family has been through dating back to the 3rd Century over 800 years ago.

Treasure. If the PCs search through the drawers of the desk, they will find: a writing set, three scrolls, a small brass key (opens lockbox in area **Vw3**) and a copy of the *Praesidium In Chthonica* (see **V1, Red Pattern** for more information).

A single page will be sticking out of the *Praesidium In Chthonica* referring to a lineage of daimons called

Facies, or “Face Daimons”. The script is written in Old Aldarin and any PC who reads through it will learn of a few interesting pieces of information. The first is that their primary weakness is the death masks they wear. If these are destroyed, they cannot manifest themselves properly outside of the Dreamscape. The second is their ability to steal the identities of the dead using their death masks, taking on a perfect representation of the creature as it was in life. And finally, the spiteful nature of these daimons. If a facies daimon is slain, it is cast back to the Dreamscape where it may eventually try to leave to seek out revenge on the ones who slew it. Upon its death, one may utter the words “Facies capio, facies capio. Ad larva ligo.” to bind the daimon to a death mask which has been brushed with the blood of a sapient creature. In doing so, the facies daimon itself becomes trapped within a death mask, unable to leave unless the mask is destroyed or the sapient creature whose blood was used in the ritual dies.

Hazard. The doorway into the western wing corridor is blocked. If a PC fails to break through sufficiently, they might unleash more rubble from the roof down onto them. Once the PCs have broken through, they have free access to the western wing of the domus.

BLOCKED DOORWAY

HAZARD 1

MAGICAL UNCOMMON ENCHANTMENT

Environmental

Stealth DC 10

Description The doorway from the office into the corridor is blocked by rubble. The door is wedged shut and needs to be shoved open to pass through.

Disable A **DC 15 Athletics** to shove the door free, or a **DC 12 Crafting** to remove the door from the hinges **AC 15; Fort +8, Ref +2**

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Roof Collapse **Trigger** A creature fails to disable the door; **Effect** Rubble falls down from above the doorway, dealing 7 (2d6) bludgeoning damage to all creatures within 10 feet of the door. A creature may succeed on a **DC 14 Reflex** save to leap back from the doorway, halving the damage dealt. On a critical success, the creature takes no damage.

Vw2. MESSY CUBICULUM TRIVIAL 1

The door to this chamber lies partially destroyed upon the corridor floor. A dusty but otherwise reasonably well kept bedroom lies beyond it. Mosaic flooring marks the positioning of the bed and furniture at the sides, creating a colourful border effect around the base of the pieces. The bedsheets have been slashed and torn, lying upon the floor. A single boarded up window rests against the exterior wall of the chamber, letting in dim light from the outside.



The facies daimon has let out its rage from being trapped a number of times in this chamber, specifically targeting the bed where it can sense the lingering soul threads of those who slept there in the past. There is little else of interest in this room.

Vw3. DAIMON LAIR

SEVERE 1

The door to this chamber is open and there is a 25 percent chance that the facies daimon is encountered roaming the corridor of the western wing instead of in its lair. The door has a binding seal placed upon it spelling “Entrapment” in Old Aldarin. A PC who succeeds on a **DC 14 Occultism** check would know this prevents the daimon from touching the door. The door could be wedged shut with a successful **DC 18 Athletics**, trapping the daimon inside the chamber.

This chamber is dark. What can be seen through the barely illuminated doorway are shelves upon shelves of hideous scrolls, crafted from what appears to be skin. A wardrobe lies on its side towards the western-most wall. Chalk etchings in Old Aldarin line the walls, funnelling into a central point of concentric circles, marked with old glyphs. Burnt out candles surround these circles, covered in dust. Dozens of scrolls, books, and other pieces of debris are scattered around the floor of this chamber. Amongst them are a handful of plaster death masks.

Wardrobe. The PCs can shift over the wardrobe with a successful **DC 12 Athletics** check. Inside they will find the skeletal remains of Titella Vitis Vespia and Primus Hesperen Gaius (see area **V2** for more info on Gaius), which were placed here by the daimon.

Scrolls. If the PCs inspect the scrolls on the walls, they may succeed on a **DC 13 Nature** or **DC 15 Occultism** check to see that the scrolls are made from pig skin. PCs who succeed the occultism check specifically will know that these contain chthonic rituals which have been forbidden by the Aldarin Empire. They can be turned into the Vintari for a reward of 50 gp so that they may be destroyed.

Treasure. With a successful **DC 13 Perception** check, the PCs can find a hidden compartment in the bottom corner of one of the scroll shelves. This will reveal a small lockbox, which can be unlocked with the key from the desk in **Vw1** or through Pick a Lock at **DC 15**. Within the lockbox are: 3 gold medietas (each worth 50 gp), 8 gold decima (each worth 10 gp), 31 gold unum (worth 31 gp), a *healing potion (lesser)*, a sapphire encrusted silvered dagger (worth 20 gp), and the deed to the Vitis Vineyard.

Creatures. Within this chamber lives the facies daimon, or the daimon of faces. It is a twisted entity from the Dreamscape, able to pull back the souls of the dead through their forever-lasting dreams within the distant plane of Vædfel. It is capable of stealing the identities of those it pulls into its grasp,

entrapping their souls into death masks which it then wears and syphons energy from. To truly kill a facies daimon, one must destroy all masks to which it has bound itself until there are none left for it to manifest as. Once this is done, it becomes banished to the Dreamscape. Once this daimon has been slain or ritually bound into a death mask (see **Treasure in Vw1**), and the masks returned to area **Vc5**, then the domus is truly free.

The facies daimon looks like an elderly masculine Aldarin wearing a simple red tunica and caligae, with wispy white hair and stubble. This is the form of Titus Vitis Froma, one of the Vitis family’s ancestors who founded the vineyard many centuries ago. The daimon will put on the guise of being confused, unsure of where it is, and attempt to pull on the heartstrings of the PCs to get them to come close to it. When it has them in its grasp, it will attempt to syphon their souls and make death masks out of them. These death masks do not always take the form of a traditional plaster death mask, sometimes taking form as caricature-like theatre masks. PCs who succeed on a **DC 12 Perception** check or who were warned of the “yellow eyed man” by Spatha will notice the oddly glowing yellow eyes of the man.

FACIES DAIMON, LESSER

CREATURE 2 CW

RARE LAWFUL EVIL MEDIUM DREAM FIEND

Perception +7; darkvision

Languages Common, Daemonic; telepathy 30 feet

Skills Acrobatics +7, Athletics +7, Deception +8, Religion +6

Str +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +2, **Cha** +3

AC 16; **Fort** +8, **Ref** +8, **Will** +7

HP 10; **Immunities** death effects; **Weaknesses** good 3

Replace Mask ➤ **Trigger** The facies daimon would be reduced to 0 Hit Points; **Effect** the facies daimon replaces its current mask with another that it has in its possession. The original mask takes the full damage and becomes destroyed. The facies daimon’s Hit Points are replaced with those of the new mask and it takes on the visage of the person whose soul is trapped within the mask.

Speed 30 feet, fly 40 feet

Melee ♦ snatch +8 [+4/+0] (agile), **Damage** 1d8 mental plus Grab.

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *detect alignment* (at will; good only), *fear*; **Cantrips (1st)** *detect magic*

Leech ♦♦ The facies daimon drains the soul of one creature it has grabbed, dealing 2d6 mental damage to the target creature. The facies daimon restores Hit Points equal to half the damage dealt. If a creature dies from this ability, its soul becomes trapped in a new death mask, which the facies daimon may use. The death mask immediately gains 2d4 Hit Points and the Hit Point maximum of this new death mask is equal to the Hit Point maximum of the slain creature.



The facies daimon chooses one ability from the slain creature to attach to the death mask, which it gains use of when it uses the mask.

Syphon ♦♦ The facies daimon drains the Hit Points from one of its death masks. It chooses how many Hit Points to drain from the mask and regains that many Hit Points. If the death mask reaches 0 Hit Points, the death mask is destroyed.

Mask Keeper The facies daimon holds death masks filled with the souls of those it has entrapped. These death masks have a **Hardness** of 5, a **BT** of 8, and Hit Points equal to the soul trapped inside it (see Leech). Death masks restore all Hit Points following 8 hours of rest by the facies daimon.

Learned Action The facies daimon may perform a specific action based on the souls it has within its death masks. Each facies daimon has different death masks and it is up to the GM how powerful these souls are. When the facies daimon puts on a new death mask, it chooses on ability the creature trapped within holds to steal that it may use. This ability uses the DC and bonuses of the trapped creature instead of the facies daimon.

This facies daimon has three masks it keeps on its person. It begins wearing the death mask of Titus Vitis Froma.

MASKS

Death Mask	Hit Points	Learned Action
Secundus Vitis Agravius	22	Nimble Dodge ↻ Trigger The facies daimon is targeted with a melee or ranged attack by an attacker they can see; Effect The facies daimon gains a +2 circumstance bonus to AC against the triggering attack.
Icyllia Vitis Romantica	16	Cast ♦♦ The facies daimon casts <i>summon animal</i> as a 2nd-level Occult innate spell. The facies daimon may only use this action once per day. Possible animals the facies daimon might summon are: Giant Fly, Hunting Spider, and Swarm of Vampire Bats.
Titus Vitis Froma	12	Melee ♦ bludgeon +8 [+4/+0], Damage 1d8+3 bludgeoning



VESPIA'S STORY

Vespia lost her brother, Agravius, and her sister, Romantica, in the Third Renavic War several years ago. Vespia summoned the facies daimon in an attempt to bring them back from death. The daimon took on the visage of Romantica before tricking Vespia, whereupon it took an impression of her face in a death mask. Vespia's soul was bound to the mask. It then attempted to take on Vespia's visage, but instead found that it had itself become trapped within the domus by Vespia's cunning with the sealing markings found in area V1.

CW

Enraged, the daimon tore up the domus before retreating to the chamber upon which it was summoned, killing Vespia's helper, Gaius, in the process. The daimon cast Vespia's death mask into the vineyard, banishing her from her own home. Over the years, the daimon has stolen the faces of many creatures, gaining power through their souls, but has been unable to leave the confines of the domus. The ghostly wails of Vespia's spirit haunting the vineyard has driven away any who sought to pry into the domus and those who have stayed have often paid the price at the hands of the daimon.

INTRODUCTION

CHAPTER 1:
VITIS VINEYARD

CONCLUDING
THE
ADVENTURE



V2. WAREHOUSE**TRIVIAL 1**

The door to the vineyard's warehouse is locked and may be opened through Pick a Lock at **DC 20**. The key to this lock can be found within area **Vc2**. Searching around the perimeter of the warehouse with a successful **DC 18 Perception** check reveals a hole in the back of the warehouse, partially concealed by shrubbery.

Dozens of wooden wine casks line the walls of this sprawling warehouse, with hundreds more clay amphorae sitting before them. A sizable number of these amphorae have been smashed, the wine seeped into the wood floor long ago, staining it red. A tool rack lies to the far side of the warehouse, with a ladder leading to a second floor where straw and sacks of grain would have once been kept. A sizable hole sits in the far wall, just enough for a humanoid to duck through.

The warehouse held the majority of the Vitis wine production, with a plethora of barrels, casks, amphorae, tubs, and crushers used to refine the process. Anything of worth has been stolen over the years by vagrants and thieves, who broke into the warehouse using the hole in the back wall. All that is left are empty casks and amphorae, worthless to most.

Treasure. A PC who succeeds on a **DC 15 Perception** check while searching the warehouse will find a hidden stash of letters, a writing set, and two vials of ink within a sack on the upper level. These letters detail the correspondence between a vineyard worker named **Primus Hesper Gaius** (CG he/him Aldarin dead) and his family in the western province of Salenti. In these letters, Gaius expresses his worry for Titella Vitis Vespia and explains that she has fallen into a depressive slump following the deaths of her brother and sister. One letter reads:

My dearest son, Gaius.

What you have written in your last letter concerns me deeply, my dear child. How shall you feed yourself, so far from home, should your employer cease payments? Your sisters worry for your wellbeing too. Marica passes offerings into the hearth to Deos and Meliam for your safety each day. Yunilla has not slept a full night soundly since your departure in spring. Is Deveros truly what you wish for, Gaius? Will you not come home to your family?

If this is your choice still, to become a mercyr in the capital, then I have enclosed a small sum for you to buy food and warm clothing for the coming winter. But please, I beg of you to reconsider and to use this coin instead to travel back to Gordistra. Your employer, it seems, has fallen into a dark rut of which it is not your duty to free her from. Do not burden yourself with the woes of others, Gaius. Do not get involved. I implore you, please, come home to us.

*From all our love in Gordistra,
Iona Hesper Iulia*

Gaius did not follow his mother's warning and instead attempted to help Vespia with her ritual to summon the facies daimon. His body can be found in the wardrobe of area **Vw3** alongside Vespia's.

V3. VINEYARDS**MODERATE 1**

Cluttered vines tangle together into a cobweb of chaos, making passage through the vineyard immensely difficult. Grapes grow in bunches wherever they wish, unfettered by human hands.

The vineyard has grown wild, creeping up the hedges which surround the property boundaries. Traversing through the vineyard takes a great deal of effort and is treated as difficult terrain.

Vespia's Death Mask. If a PC succeeds on a **DC 14 Perception** check while searching the vineyards, they will eventually stumble upon the death mask belonging to Titella Vitis Vespia, the last member of the Vitis family who went missing. This death mask is unlike the ones found in area **Vc5**. It is crudely moulded, unpainted, and cracked in several places as though it had been thrown a distance before settling where it lies.

Creatures. If the PCs fail to be stealthy while traversing the vineyards (**DC 15 Stealth**), they will disturb a collective of three vine moths who lurk amongst the grapevines. The vine moths have been lying in wait for creatures to stumble into their path so they may drain them of their blood. The PCs may also find the mountain lion which lives in area **Vc3** stalking around the vineyards at night time.



VESPIA'S DEATH MASK



CW **VINE MOTHS (3)** **CREATURE 1**

COMMON NEUTRAL SMALL ANIMAL

Perception +6; darkvision**Skills** Acrobatics +7, **Stealth** +7 (+10 in undergrowth), Survival +5**Str** -1, **Dex** +3, **Con** +0, **Int** -4, **Wis** +1, **Cha** -2**AC** 15; **Fort** +5, **Ref** +7, **Will** +3**HP** 18**Speed** 5 feet, fly 30 feet**Melee** ♦ bite +7 [+2/-3] (finesse), **Damage** 1d6+3 piercing plus Grab and the torporus.

The Torporus (disease) Vine moths are immune to the torporus **Saving Throw** DC 14 Fortitude; **Onset** 1 hour; **Stage 1** drained 1 and enfeebled 1 (1 hour); **Stage 2** drained 2 and enfeebled 2 (1 hour); **Stage 3** drained 3 and enfeebled 3 (1 hour); **Stage 4** drained 4 and enfeebled 4 (1 hour); **Stage 5** death; **Special** if a creature spends longer than 1 minute within 15 feet of another creature while infected with the torporus, it gains a -4 circumstance bonus to its next saving throw against the disease

Drain ♦♦ The vine moth drains the blood of one creature it has grabbed, dealing 2d6 bleed damage to the target creature.

THE TORPORUS**DISEASE (1)****DISEASE**

Contracted By drinking wine fermented with vine moth eggs, bitten by a vine moth, inflicted by a Satyr of Sorrow

Identification DC 14 Medicine

Occasionally the eggs of vine moths are mistaken for grapes and crushed into batches of wine, causing them to become infested with vine moth larvae residue. Those who drink this residue become afflicted with feelings of lethargy and the strong desire to be left alone. This infection can strike unexpectedly, typically infecting those who drink cheap wine or work within vineyards.

Saving Throw DC 14 Fortitude; **Onset** 8 hours; **Stage 1** drained 1 and enfeebled 1 (8 hours); **Stage 2** drained 2 and enfeebled 2 (8 hours); **Stage 3** drained 3 and

enfeebled 3 (8 hours); **Stage 4** drained 4 and enfeebled 4 (8 hours); **Stage 5** death; **Special** if a creature spends longer than 30 minutes within 15 feet of another creature while infected with the torporus, it gains a -4 circumstance bonus to its next saving throw against the disease

CONCLUDING THE ADVENTURE

After the players have cleared out Vitis Vineyard and either killed or entrapped the facies daimon, they will be able to claim ownership of the vineyard. They will also reach 2nd level.

They may return to Adrascus at The Aspen Seed, who can handle all the formal paperwork for them. Even with their new domus, the grounds will need a lot of work done to them before they are properly livable. Below is the total amount of work needed to restore the domus to a functional state. From here, the player characters can use the Vitis Vineyard as a basis for their mercyr guild.

It is important to note that, being the capital city of a major empire, Deveros is incredibly expensive to live in. As such, food, materials, weapons, armour, and manual labour costs drastically more than it would out in more rural areas of Aldarin. If the repair costs below are too high for your game, consider either reducing the costs or having the player characters take on additional side quests to earn the gold needed for the repairs.

VITIS VINEYARD REPAIRS

Repairs	Cost
Roof	300 gp (+50 gp if the fauces was allowed to crumble further)
Windows	50 gp
Floors	170 gp
Doors	20 gp
Walls	150 gp
Pipes	50 gp

THE ASPEN SEED OF THE ARBEIA DISTRICT

On the corner of Crook's Hill's crossroads stands the impressive three-storey tavern, inn, and hive of mercyr activity: The Aspen Seed, a converted townhouse decorated in vibrant seasonal flora and plantlife. These luscious displays of greenery are tended to by the ever-smiling **Kismett Vorsh'wha-Orshari** (NG he/him Qutharian monster hunter 8), an ex-mercyr of the **Crimson Daggers**¹ and

1) A mercyr guild which specialises in anti-smuggling and drug busts.



part-time gardener for the **Cardinals**². Kismett is a popular figure throughout Deverosian mercyr circles, going out of his way to provide free clerical services, such as healing and restoration, to new mercyrs taking on their first contracts, as well as to emberblood discovering their new life path. When not out on a job, or tending to the gardens of Marmaros, Kismett can usually be found in the roof-top baths of The Aspen Seed with his husband and co-owner of the tavern, **Adrascus “Adder” Vorsh’wha-Orshari** (CG he/him woodland half-elf monster hunter 8). Adrascus met Kismett during his time as a mercyr in the Crimson Daggers, working alongside his sister **Elinora Orshari** to manage the finances for the guild. Kismet and Adrascus left the Crimson Daggers on good terms following their marriage and opened up the Aspen Seed as a safe hangout for mercyrs within the city without fear of being harassed by prospective clients.

Adrascus spends his time tending to the bar or joking around their daughter, **Leona Vorsh’wha-Orshari** (CG she/her woodland half-elf physician 5) who operates her neomancy³ services within a room on the second floor. Leona saw the horrors that her fathers had been through working as emberblood mercyrs and was inspired to help those under mental duress, training under **Cresting Orchid** of Vitala in Fluminis. Despite her good intentions, Leona is frequently harassed by locals in connection with the alleged “Orchid Chthonics” and the disappearances suspectedly orchestrated by the group. Leona denies any involvement in the Orchid Chthonics, though as a neomancer of Vitala, she is all too aware of the true goings on within the walls of the river-bound temple.

The interior of the Aspen Seed’s structure features countless trophies brought back from contracts by mercyr regulars, often competing for wall space to squeeze their achievement into. These range from rare Vilorian artefacts to the stuffed heads of exotic monsters, all gifted to the tavern as thanks for its existence. Mercyrs and emberblood from various guilds across the city can be seen socialising in the tavern’s public spaces or on the roof in the miniature steamy bath house. Due to a technicality in the mercyr laws of the empire, the tavern is able to “sell” a number of rooms on the third and fourth floors as insulae, allowing for fledgling mercyr guilds to start up business inside the tavern without needing to officially own property. Kismett rents these apartments for dirt-cheap prices, on the condition that they are used as the base of a mercyr guild, which in turn drives up business on the lower floors. The tavern also employs its own contract runners to fetch contracts for these fledgling guilds, who can be seen sprinting up to the Imperial Mercyr League each morning.

2) The guild of imperial gardeners, who also serve as part-time guards for Deveros.

3) Neomancers are healers specialising in mental health

FURTHER PLOT HOOKS

There are a number of smaller tasks the player characters can embark on following their successful acquisition of the Vitis Vineyard.

LATE SHIPMENTS

The player characters receive a letter from a mysterious stranger asking them to help with a troublesome matter on the nearby island of Cruorse Isle, within the Deveros Bay. This leads to the start of the Blood Tithes campaign, which you can find in the Deveros in a Nutshell preview as well as the upcoming Blood Tithes, Chapter 1 Adventure Path. The player characters will begin with the Late Shipments adventure at 2nd level instead of 1st level.

DOG EARED

Adrascus will approach the PCs with a humble request a day or so after they have claimed Vitis Vineyard as their own. Leona, Adrascus’s daughter, has her birthday coming up and he is struggling to track down what she has requested as a gift: a black vertragus (a hunting dog akin to a greyhound). He offers the PCs a not-so-small sum of gold should they be able to find a black vertragus, preferably one with a docile temperament, within the next few days.

NOISY NEIGHBOURS

The player characters overhear two of their neighbours arguing. They will find **Illicus Ophello Remus** (NG he/him Aldarin commoner 2) and **Lyssia Da’Merviné** (LN they/she [NB] gnome commoner 2) on a nearby path, shouting at one another. Lyssia claims that Remus has put a curse on her and her family after they did not invite him to partake in celebrations for the god of the sun, Deos, during a festival last week. The next day, the player characters hear that Lyssia Da’Merviné has gone missing.

KREBLIN INFESTATION

While the vineyard is being renovated, the player characters hear about other nearby vineyards becoming infested with kreblins who are causing devastation to this year’s crop. A lucrative mercyr contract has been issued by local vintners seeking for a group to eliminate the kreblin threat from the local area. It turns out that the kreblins have been driven from the Loxis Forest to the north by a far greater presence which is displacing them from their burrows.



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INTRODUCTION

CHAPTER 1:
VITIS VINEYARDCONCLUDING
THE
ADVENTURE

YOU LOOK LIKE YOU SAW A GHOST!

In search of a home for their new guildhall, the characters arrive on the doorstep of the decrepit Vitis Vineyard, an abandoned domus on the outskirts of Deveros that plays host to a number of dark secrets. Before the characters can claim ownership of the domus, they must first clear the crumbling halls of its past and try not to perish at the hands of the nefarious entities within! Roots of the Grapevine is a starter adventure for the Vynestra universe, designed for 1st-level characters and may serve either as a standalone adventure or as a prologue to the Blood Tithes Adventure Path, which begins with the “Late Shipments” adventure.



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