

In his dying moments, an Ancient Druid encapsulated his spirit within a seed. That seed grew into an enormous tree that would someday wield the power of the lost mystic. Angered by the caster’s ability to fool Them, Death schemed to destroy the tree. However, The Druid had protected his vessel with powerful magic, hiding it from Death’s cold gaze. Still, as the tree’s branches stretched upwards, Death knew they would eventually rise above the canopy. They struck a deal with Sky. Sky threw lightning, scorching the tree and halting its growth. Below the surface, the tree’s roots still writhe- digging blindly, hoping to one day reach the surface.

II. **The Garden:** Roots tend a vibrant garden, teaming with life despite the lack of sunlight. As the growth here is implanted with magic, eating its fruit has initially positive effects and negative aftereffects. What’s growing? Roll a d4.

1. Goblet-shaped mushrooms full of salt water. For one hour, the consumer can breathe underwater. After that hour is up, they suddenly become extremely dehydrated.
2. A deep purple fruit with an orange pit. For a half hour, the consumer can speak with the dead. If one does so, they have terrifying nightmares for the next week.
3. Long, red leaves that grow in pairs. When steeped, it grants the consumer a heightened focus on the task at hand, completing it in half the required time. Afterward, the consumer has extreme difficulty centering their attention for d6 hours.
4. An opaque fruit that grows in bunches. For about an hour, those that eat this bitter berry can see denizens of the spirit realm. Once this effect passes, the consumer suffers blindness for d6 minutes.

Treasure: An old watering can. Water poured from it accelerates the growing process of any plant tenfold.

III. **The Study/Studio:** A library of scrolls, letters, and tomes grows from the curling roots. Paintings half escape the dirt walls alongside rocks that petrified roots methodically carve into statues. Roll what to read with a d4.

1. A love letter
2. Sketches of an enormous tree in a sprawling city center.
3. A picture book about a fairy queen and her quest for the perfect pet.
4. A dissertation on the mutation of peas grown in enchanted soil. When plucked from the rooted shelves, a folded slip of paper falls- a diagram of the Druid’s plan to bury his soul in a powerful seed. The drawing depicts the ritual needed to reveal The Seed.

Treasure: A feather pen and inkwell. The pen writes in invisible ink that only those who use it can read.

Caught in a Loop

1-2: A dutiful clay **golem**. In life, this golem acted as the druid’s loyal assistant. With the sage gone, it wanders these earthen halls, beholden to The Seed’s magic. The golem strides slowly, sweeping every inch of the underground sanctum but will quickly tunnel between rooms to defend The Seed and its roots. A velvet bag swings from its nose ring holding the ashes of the long deceased Druid.

3-4: **Giant ants.** Centuries ago, a colony of ants congregated around the seed and evolved with proximity to its power. Today, these enlarged insects with (literally) shocking mandibles, eat any smaller creatures within and without the subterranean rooms. In nearby inns, most laugh at stories of these invigorated invertebrates. Others know to tread carefully under the canopy’s shade.

5-6: A pale **Snake** was one of the first creatures drawn to The Seed. Since then, it has called these cells home, greedily guarding their magic. Constantly battling the giant ants, the Snake may agree to reveal the ritual to those who rid the colony of these chambers, as long as they wholeheartedly promise to neither harm nor take The Seed.

III. **The Kitchen:** The roots stretch down, chopping vegetables, stirring a simmering soup, and steeping tea. Everything here is plucked from the garden or the surrounding land. The Golem is most often here, cleaning up after the ants’ mess. Upon exploring the room further, one will find a cookbook with a note illustrating a strange recipe. When completed, eating this meal will unveil the path to The Seed. Roll a d4 to see what’s cooking!

1. A shakshuka-like dish with grouse eggs and a side of wild grains.
2. Baked river trout with mushrooms.
3. Garlic Roasted Giant Ant and mashed potatoes
4. Curried river snails with onion and carrot.

Treasure: A small chopping knife. Can cut through anything as long as it’s smaller than a walnut. Held tight by a cooking root.

The Seed holds immense magical power. Not only does it amplify the abilities of its bearer, it also carries the memories of the late Druid. While wise, his immortalization ritual was flawed, perpetuating an endless cycle of fragmented elements of his life. This sprout eventually saps memories from those that benefit most from its wellspring of arcane energy. Wizards, witches, and warlocks who use The Seed will find themselves caught in an endless cycle of memory loss; its cure found only with the mystical aid of the tree’s pit.

IV. **The Bedroom:** Under dim candle light, the Giant Queen Ant resides in the comfort of a bed canopied by moss. The Giant Ants tend to her every need. Since her underlings eat termites gnawing at The Seed’s roots, the animated wood tendrils also care for the rotund monarch. They feed her a steady stream of electric blue ichor, infusing the insect population with shocking properties.

The Giant Queen Ant will lie, telling all she knows The Seed’s location. Her only request to those wishing to share in this information: Oust the pale Snake from her earthly halls.

Treasure: The Queen’s Crown. A symbol of the monarch’s rule. Rusty metal encrusted with iridescent beetle shells and dragonfly wings. Wearing the crown will let those you trust most know of the path to your location yet zaps any who come too close.