

ELDERSEED SANCTUARY

ABOUT

Elderseed Sanctuary is a small community built in a giant baobab tree. It could be used as a druids' sanctuary, an elven village or something else entirely.

The tree itself *could* be a massive treant. This might make the community built upon it a mobile one.

NOTES

There are two large knotholes leading to hollow spaces in the sides of the tree. The one at the bottom contains a small wellspring. The other is used as a dark, humid spot to grow mushrooms.

The inhabitants here grow most or all of their own food. The gardens produce a variety of nuts, berries, beans and medicinal herbs. In addition, the baobab tree itself produces large, reddish-brown fruit with edible seeds and pulp. Since this is an exceptionally large baobab, its fruit might be the size of a person's head, if not bigger.

The main way to access the sanctuary is to climb. A series of rungs in the side of the tree leads from the top of one of the roots to the buildings above. The small platform shown in the sideview is not included in the map. Its only purpose is to redirect the rungs toward the gap between the branches above.

The pathways on top of the branches are made of wooden boards nailed to the tree. These are basically loosely-placed stairs.

Baobabs store huge amounts of water within their trunks. This might make the tree fairly difficult to set aflame.

If used in the Forgotten Realms setting, the shrine here might be dedicated to Silvanus or, if populated by elves, Rillifane Rallathil. It could even be dedicated to the tree itself.

For obvious reasons, the fire pit in the center of the uppermost level sits on several slabs of stone. The oven in the kitchen is also made of stone.

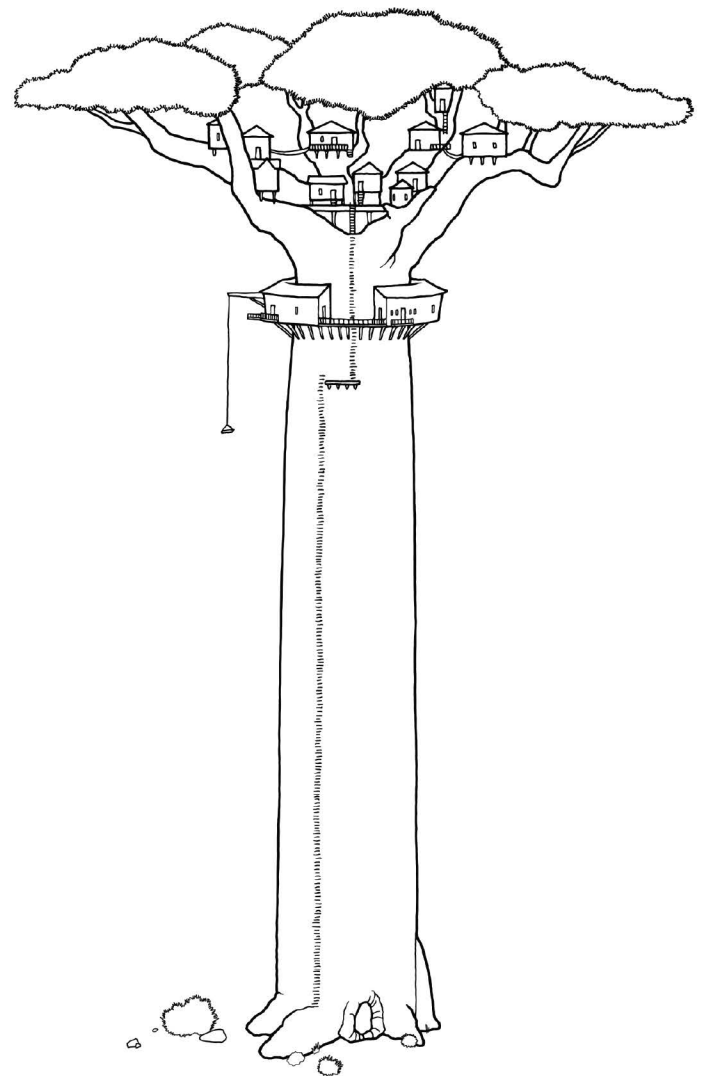
Supplies are brought into the sanctuary via the crane on the middle level and kept in the adjacent store-room. When needed, they are brought to the top via another crane. The crane on the uppermost level does not have a wheel, simply a rope and pulley.

Here's an idea for an adventure using this map:

After camping in the forest, the party awakens to find a gigantic tree near their campsite. It was definitely not there before. The tree has a number of buildings among the branches, but no people can be seen. When the party climbs to investigate, they find a group of hostile goblins living atop the tree.

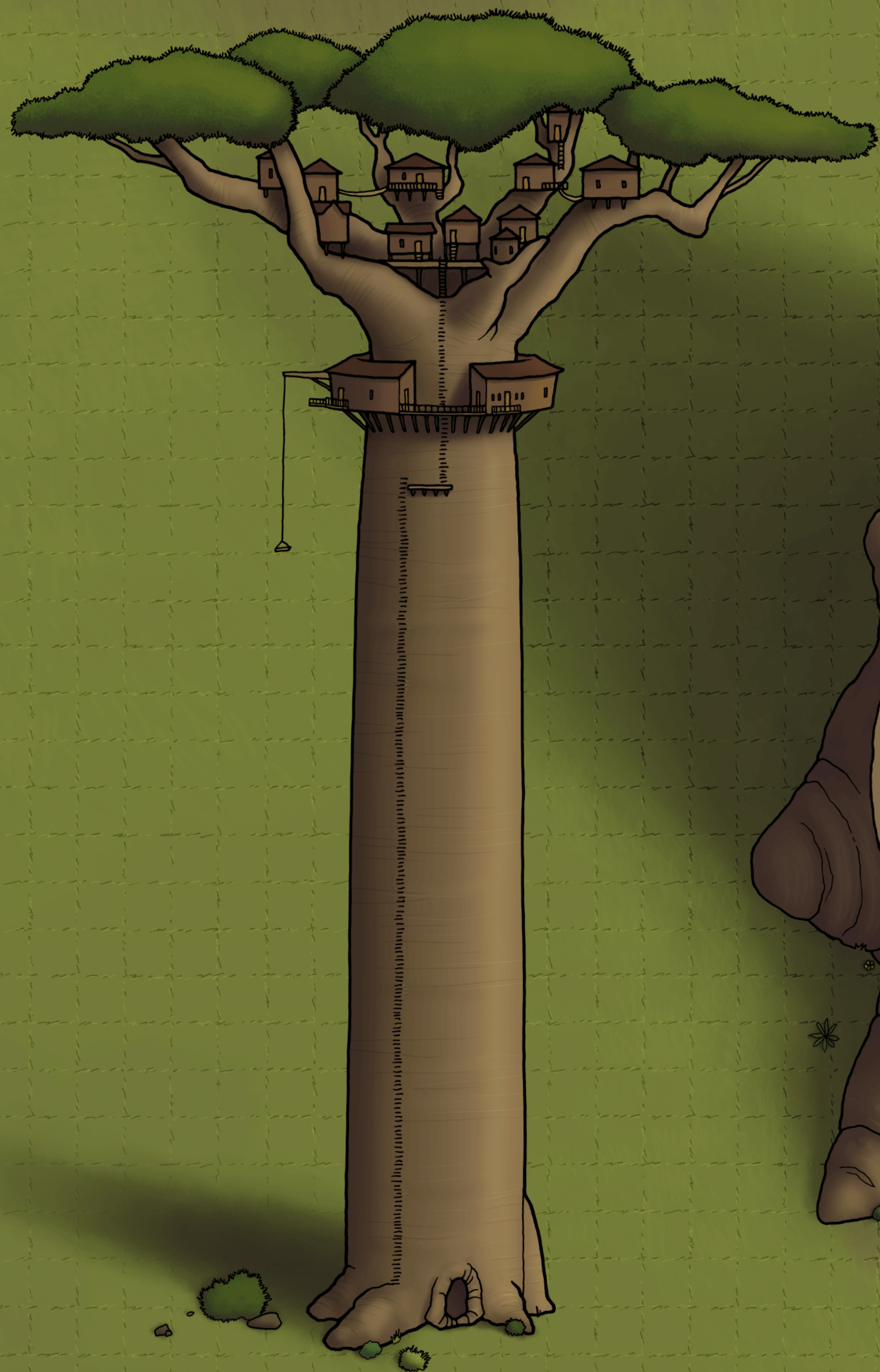
After dealing with the goblins, the tree (which is a treant) speaks to the party. It recently awoke from 30 years of sleep to find that the elves who used to dwell in it were gone. It feels a strong attachment to the elves and asks the party if it would help find them. It does not believe the goblins could have killed them.

The party may find the tree's original inhabitants, or they may find another suitable community of wild elves or druids to replace them.

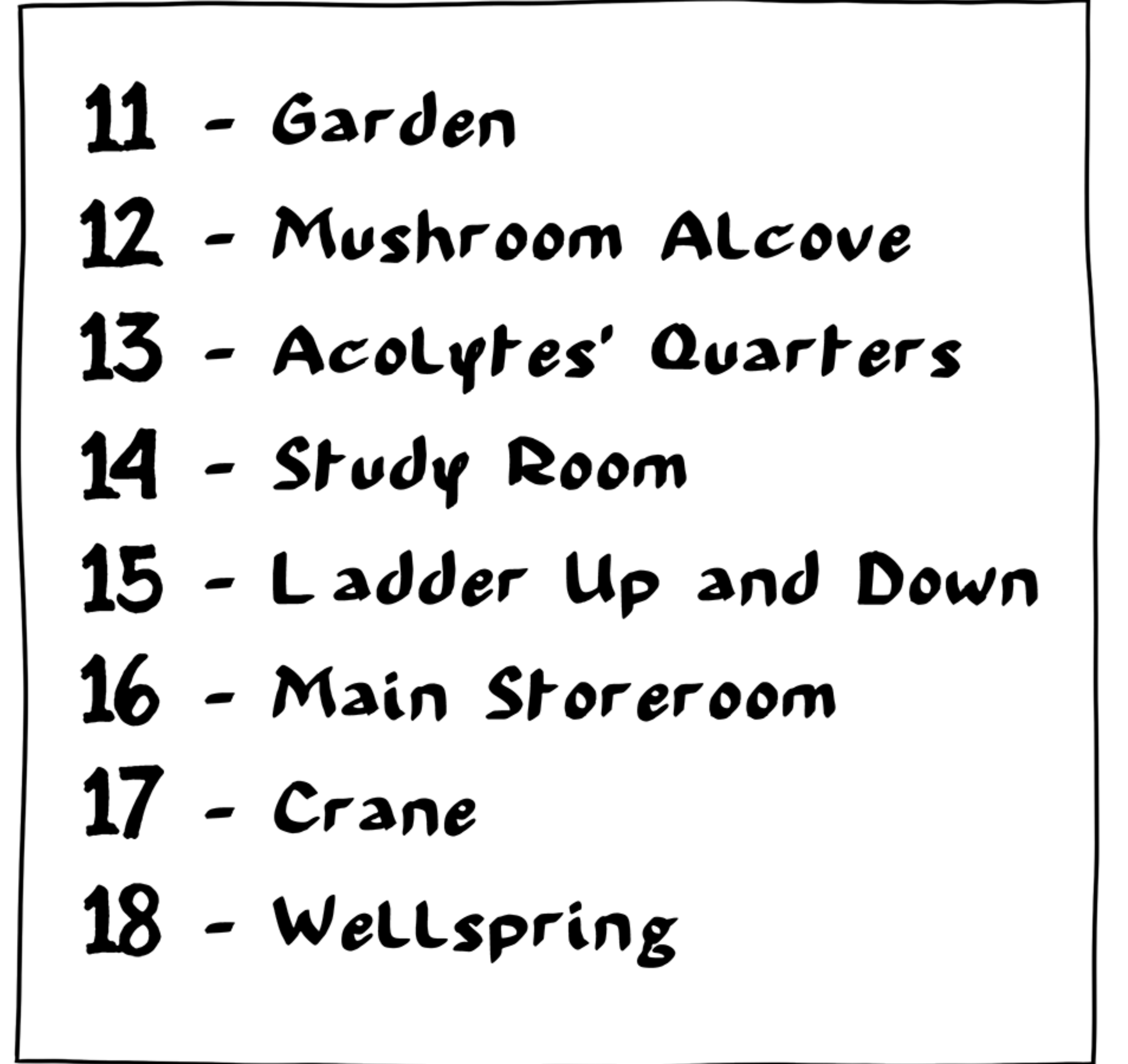
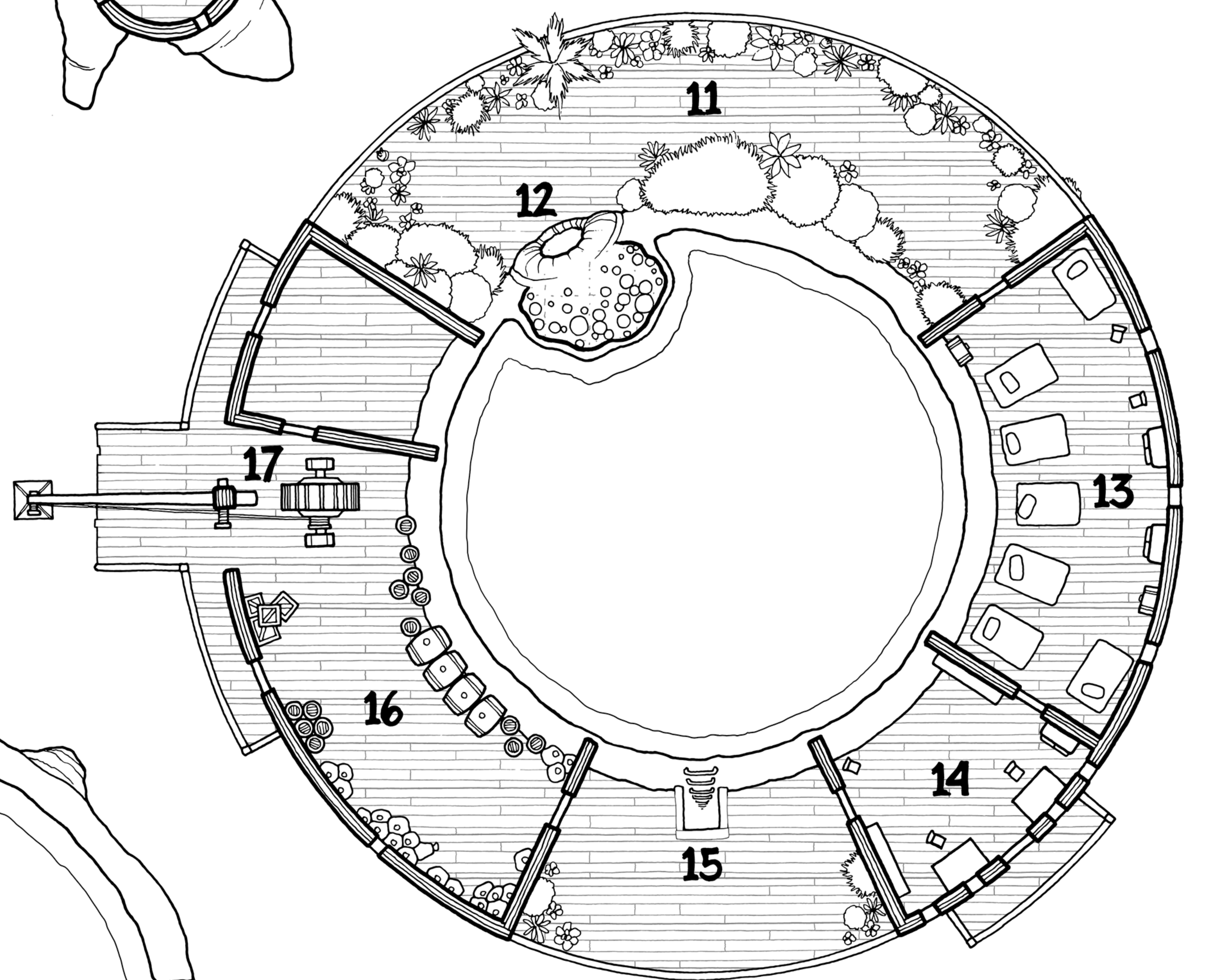
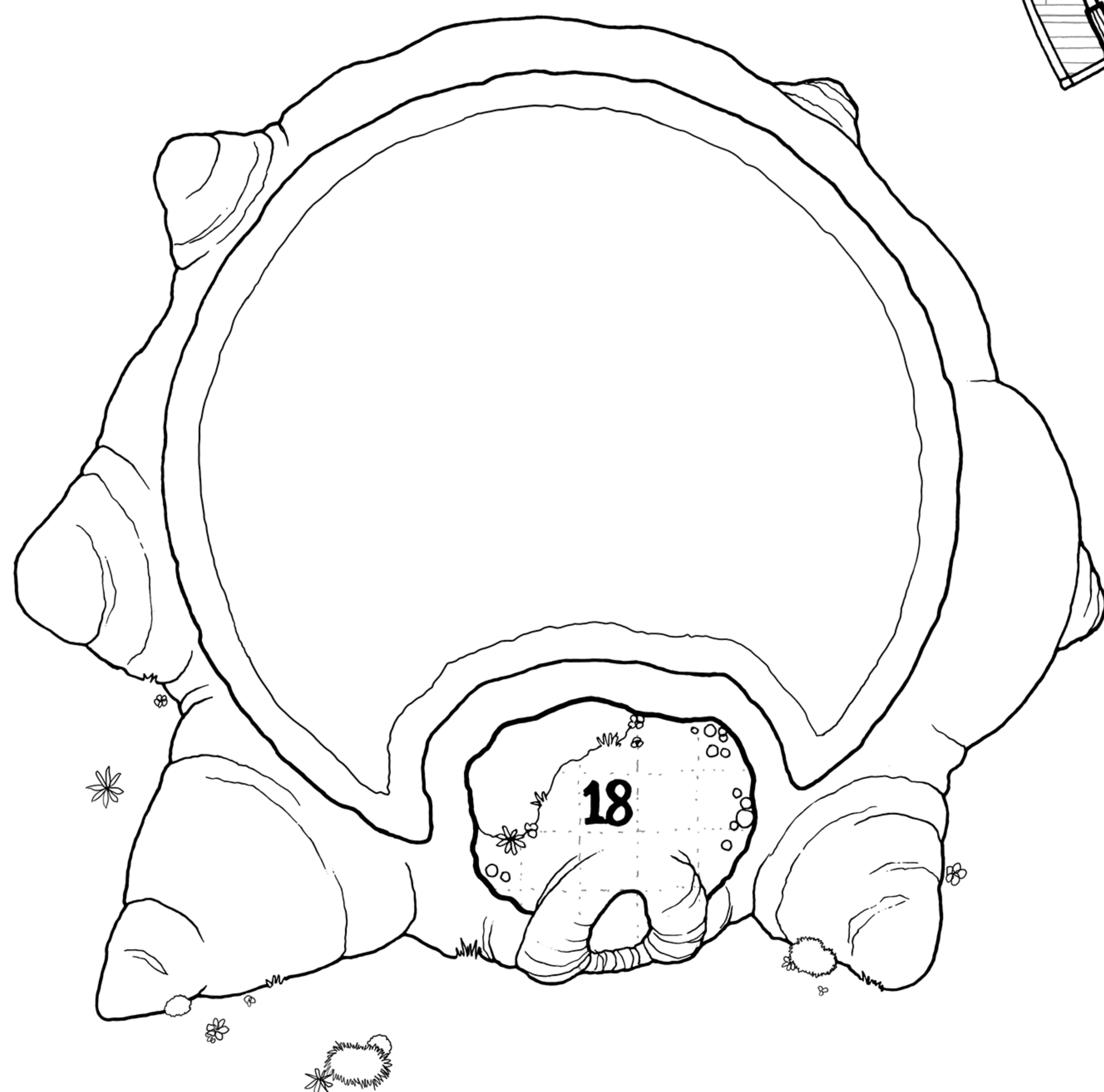
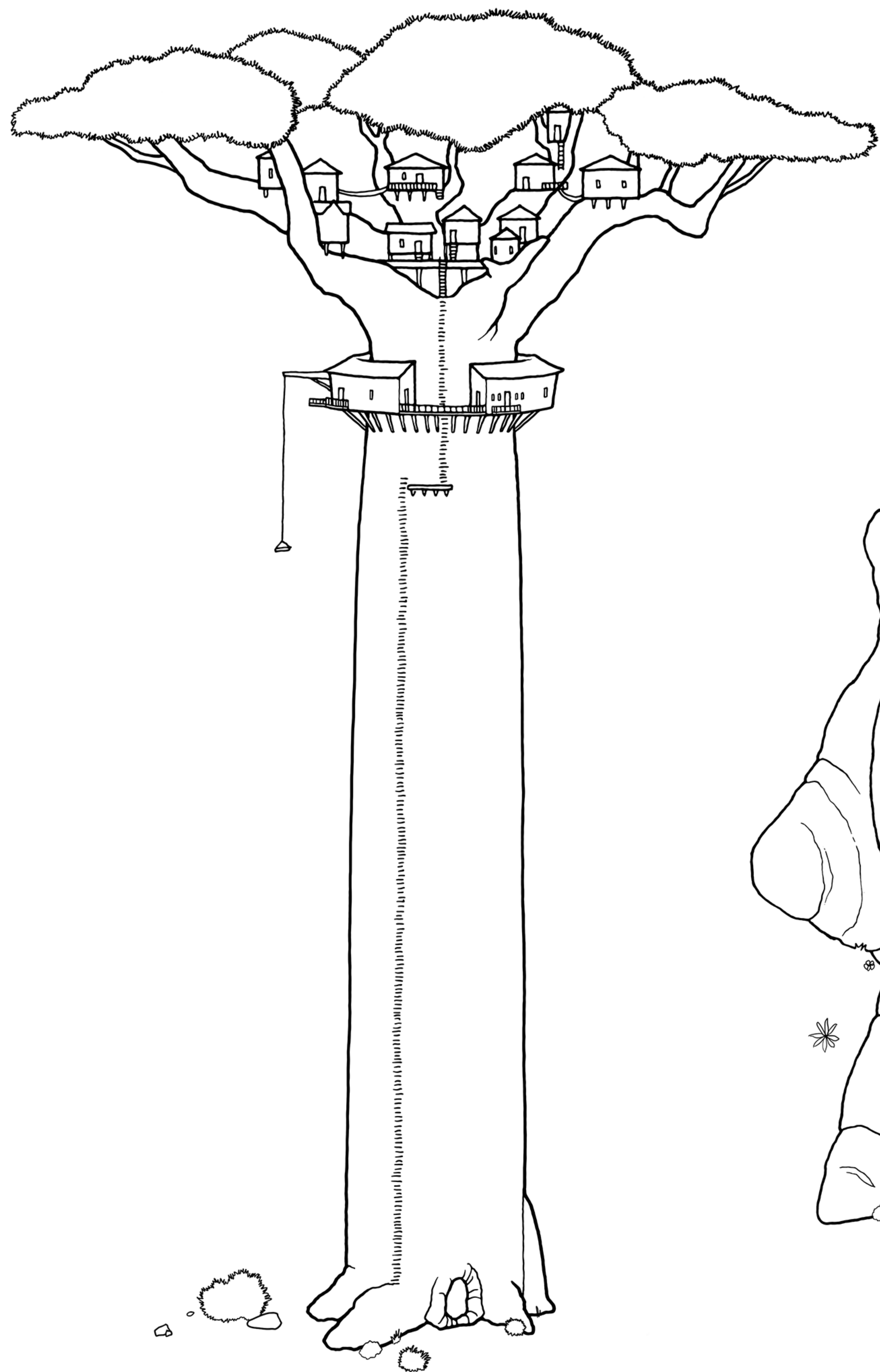
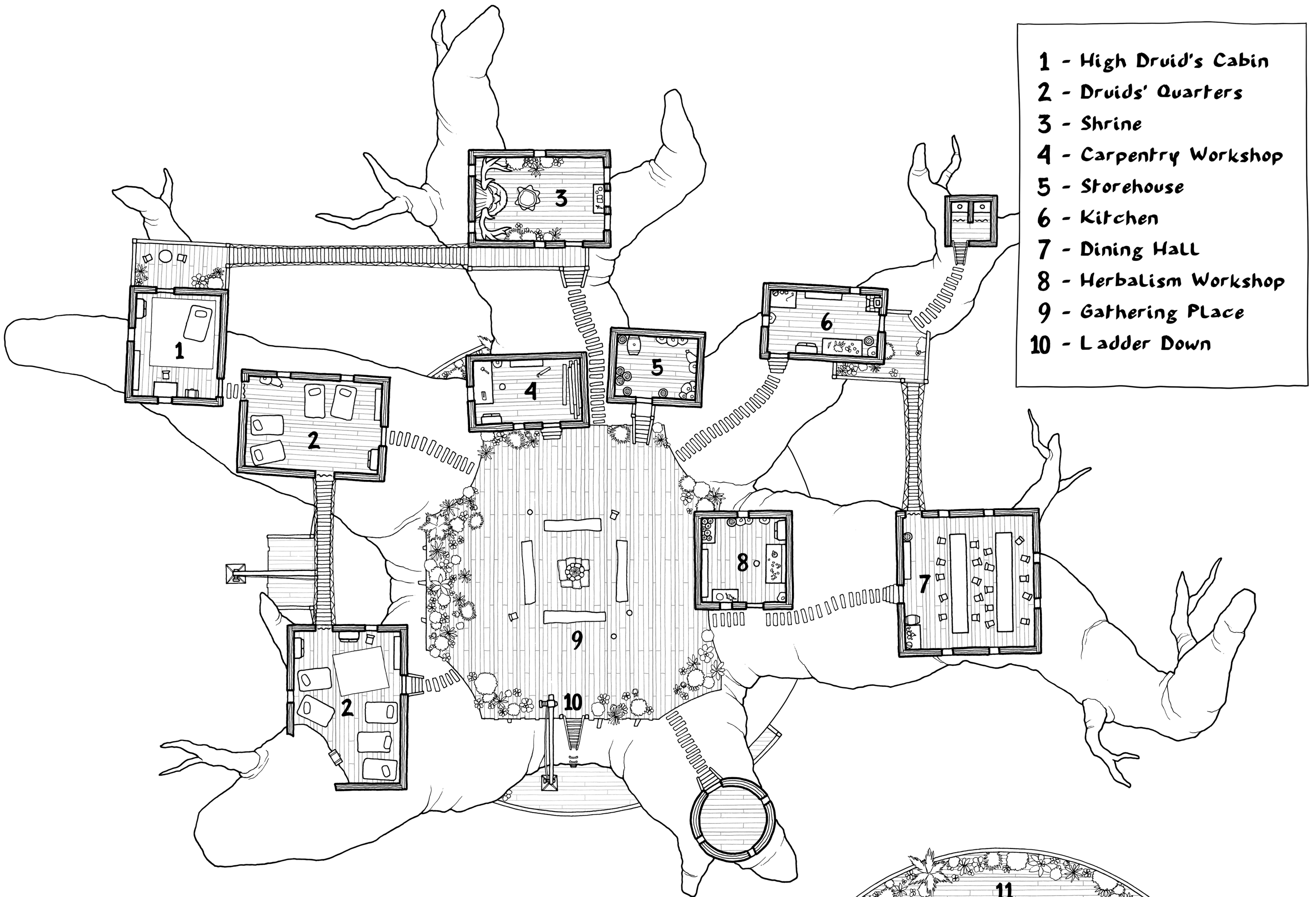




- 1 - High Druid's Cabin
- 2 - Druids' Quarters
- 3 - Shrine
- 4 - Carpentry Workshop
- 5 - Storehouse
- 6 - Kitchen
- 7 - Dining Hall
- 8 - Herbalism Workshop
- 9 - Gathering Place
- 10 - Ladder Down

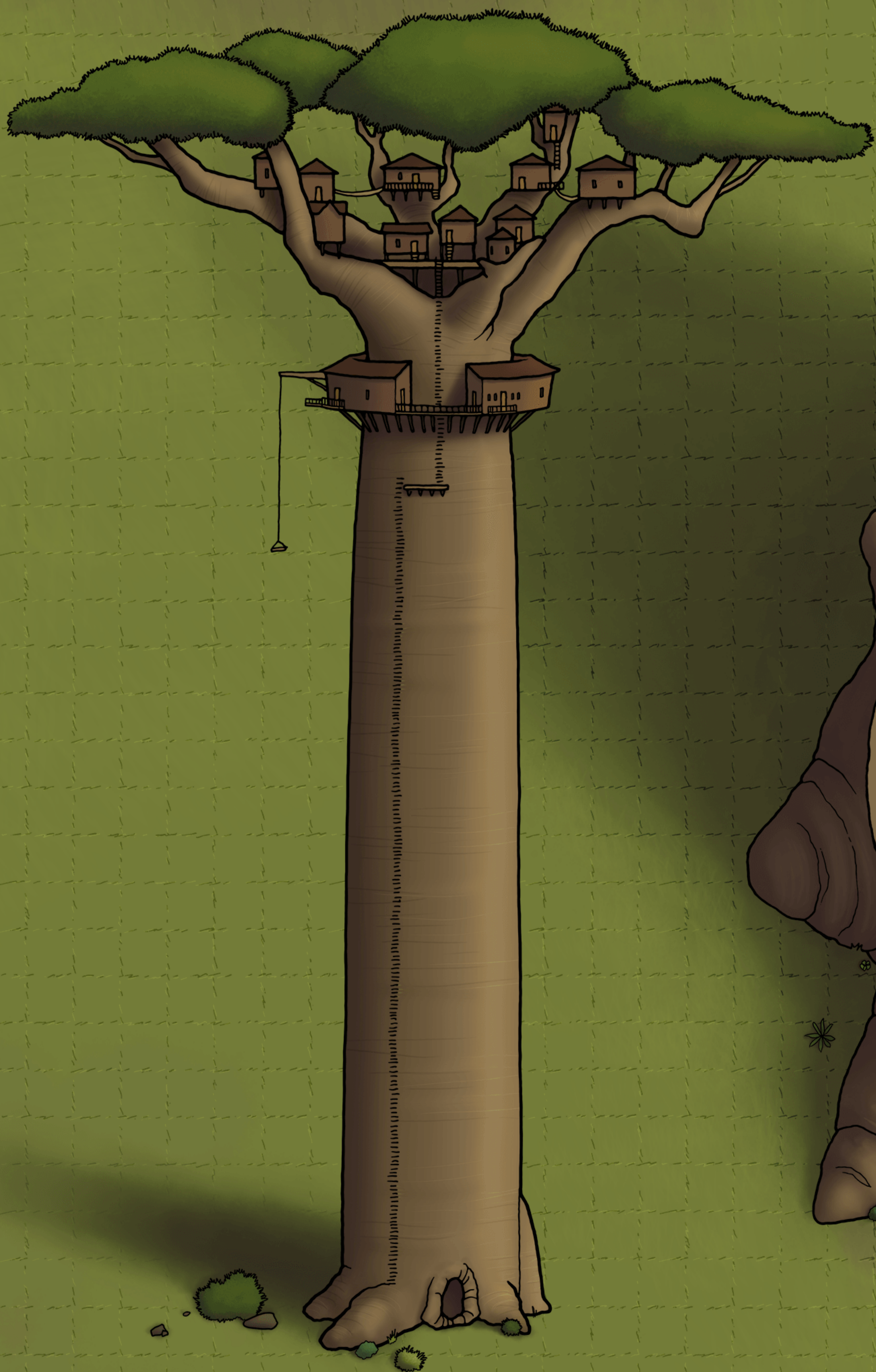


- 11 - Garden
- 12 - Mushroom Alcove
- 13 - Acolytes' Quarters
- 14 - Study Room
- 15 - Ladder Up and Down
- 16 - Main Storeroom
- 17 - Crane
- 18 - Wellspring



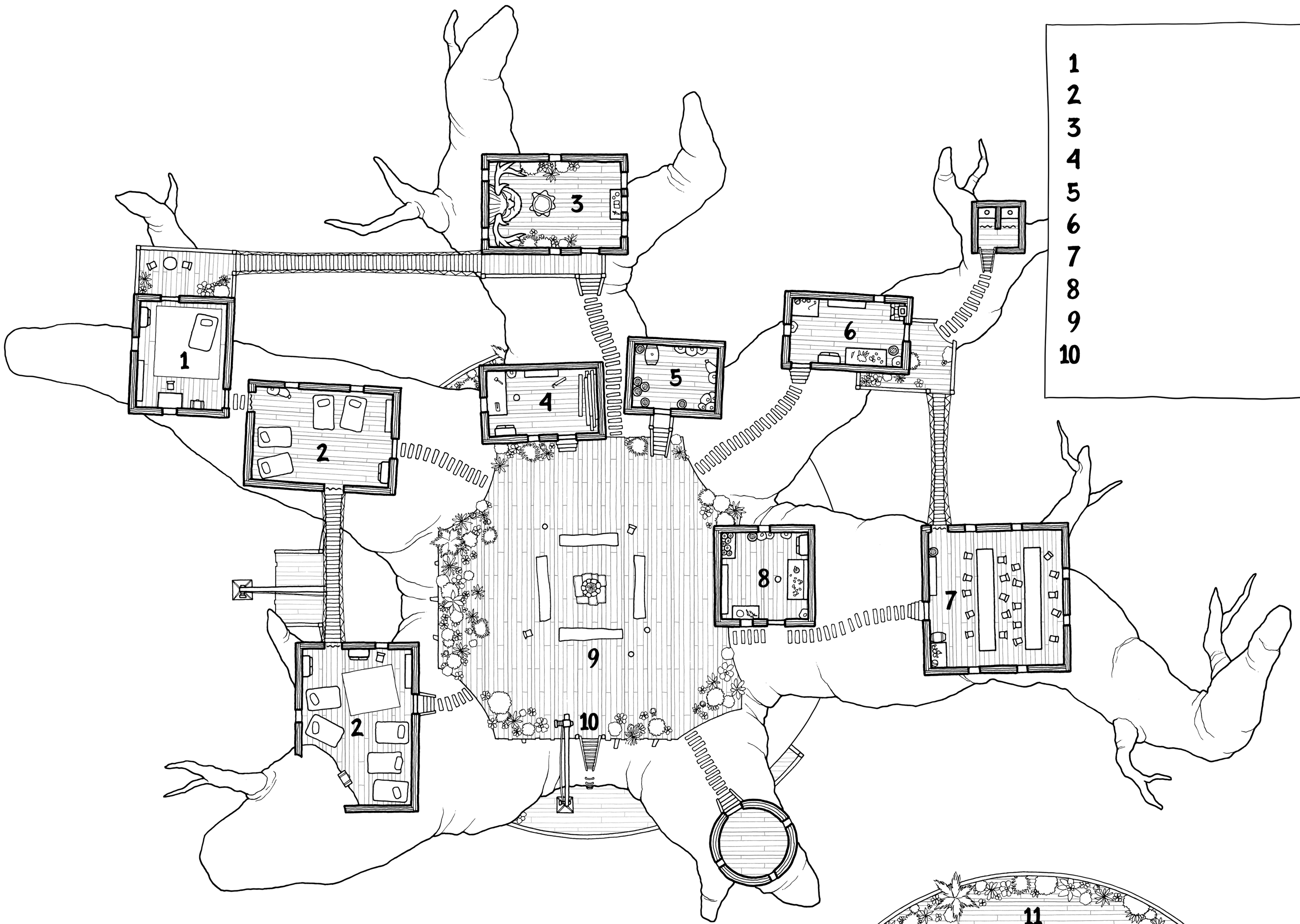


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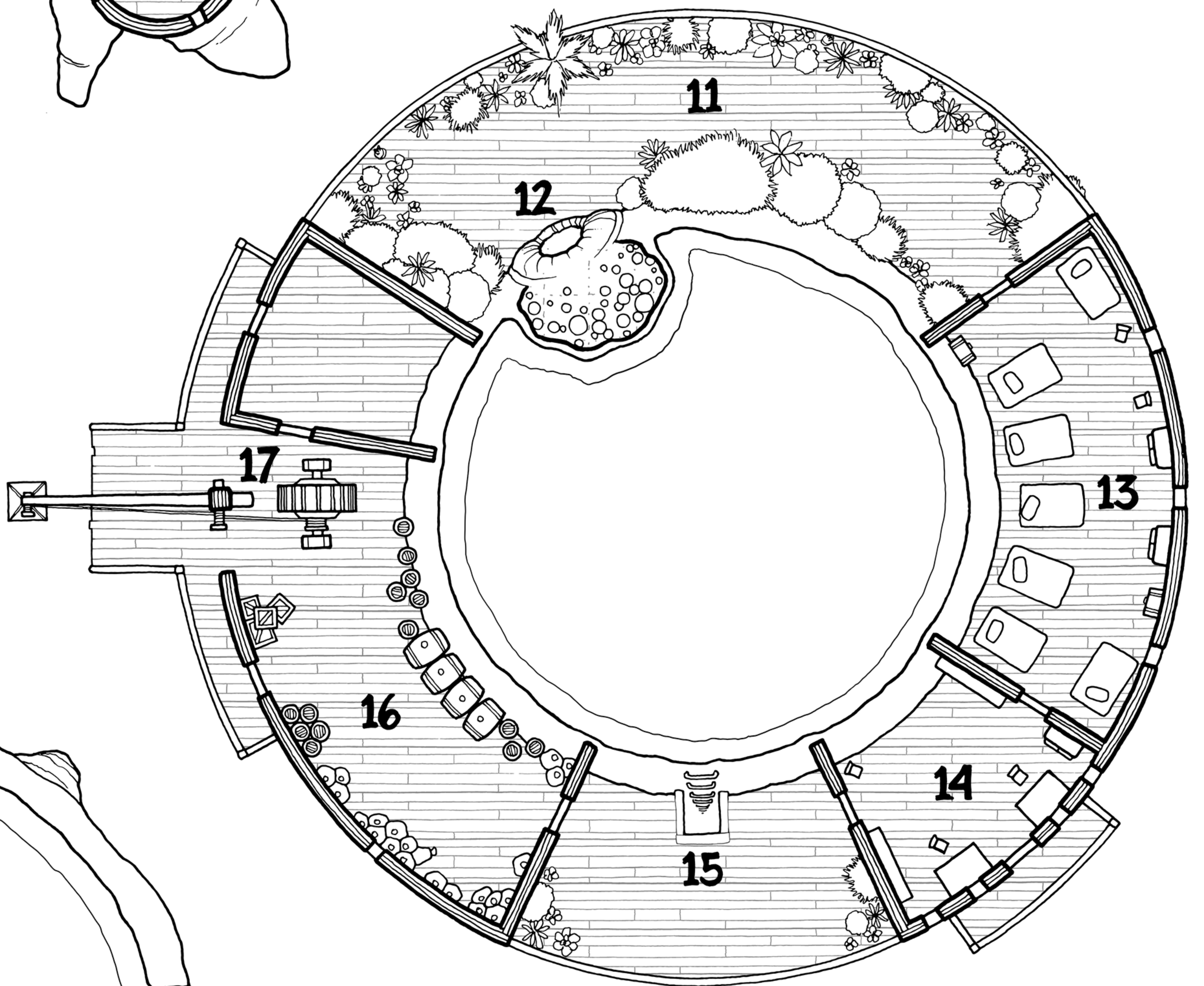
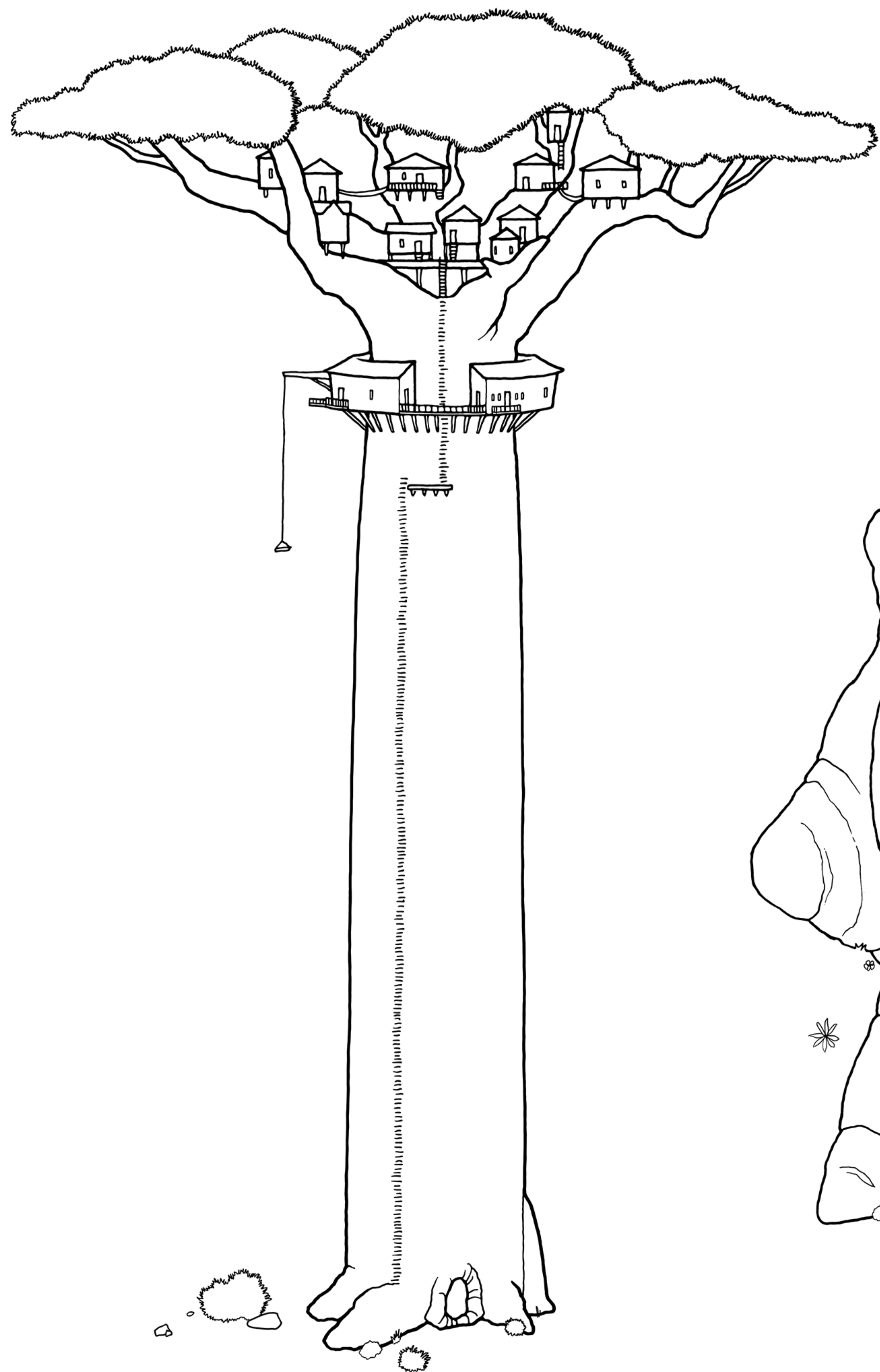


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