

# THE TREE OF CAROLS

In the Middle of a Magical Forest, The Tree of Carols is looking for help to clear out the vermin and critters occupying the space below its roots. The Tree promises to reward the party with gifts if they are able to remove the problems below it. The party will explore below the Tree of Carols and find a devious spell etched into it's roots looking to corrupt the Tree.

This encounter is designed for an 1st Level Parties.

## Locations

The encounter begins in the middle of a magical forest clearing with a large Tree in front of the party. The Roots Below are tunnels located below the Tree of Carols.

### The Roots Below

*"The walls, floor, and ceiling are covered with roots. A dampness fills the air and the smell of fresh soil occupies area. Buzzing can be heard from the depths of the dark engulfed tunnel leading further in."*

#### Root Entryway

An almost circular underground space leading down from behind the Tree of Carols with a unlit tunnel ahead with roots on the walls and ceiling. **Insect Swarms** have made this space their home and can become easily disturbed as their nest hangs slightly above the tunnel entrance.

#### Tunnel Connection

A space is located immediately down the tunnel from the *Root Entryway* that features a fork with two tunnels. The fork has a Right Pathway with no roots anywhere and a Left Pathway with roots weaving along the walls, floor, and ceiling. Flying above the space between the two Pathways is a Large **Wasp** that will attack anyone approaching the tunnels.

#### Left Root Pathway

A space with roots flowing along the floor, walls, and ceiling. Players moving along this room will need to make a **Dexterity** or **Agility** Check (*Medium Difficulty*) to make sure they do not disturb the **Insect Swarms** that made homes within the roots.

#### Right Root Pathway

A space has the same appearance as the inside of a hive. On the opposite side of this room's entrance is another tunnel that leads deeper within. Blocking the way are two hostile Large **Wasps**.

#### Large Room with Roots

A large room with roots converging toward the back wall. A large **Poisonous Snake** has made a nest inside of this room. Behind the snake is a magical etching exuding an ominous presence and the cause of the Tree's discomfort.

## Creatures and NPCs

*The Tree of Carols*: an ancient tree that was enchanted with magic centuries ago. The Tree is also known to be surrounded by a magical surreal music and sometimes breaks into song. The Tree is seeking assistance to remove discomfort it is feeling in its roots below. The Tree of Carols is unable to give precise location of where the discomfort can be found only that a path leading below it can be found at its back.

## Foes

Quantity	Name	Map Location
1	Insect Swarms	Root Entryway
1	Wasp	Tunnel Connection
2	Insect Swarms	Left Root Pathway
2	Wasps	Right Root Pathway
1	Poisonous Snake	Large Room With Roots

## Objective

The party is asked to find and remove any creatures that are causing discomfort to the Tree of Carols. The space below the Tree is known as **The Roots Below**. The space is a tunnel system with roots growing all around with various insects and poisonous creatures making this space their home.

The party will need to work their way to the *Large Room with Roots*. There the party will find a large **Poisonous Snake** and ominous etching.

The party must kill the **Poisonous Snake** and remove the ominous magical etching causing the discomfort to the Tree of Carols. To remove the etching a **Magical** Check (*Medium Difficulty*) or **Physical** Check (*High Difficulty*) is required.

## Conclusion

After the party eliminates the Poisonous Snake and clears out the *Large Room with Roots*, the Tree of Carols will thank the party and rewards each party member with a box wrapped in paper with a large bow that magically appears from out of thin air containing **Gold Coins** and a **Magical Item**(*Common*).

