

ANTON'S SEEDS OF SAFE HAVEN

A LITTLE HISTORY:

Anton Windriverr is a druid human and court wizard serving the forest city of Ozette. A scholar at heart, he turned to the forces of nature as his object of study, attempting to decipher its many secrets.

One of his creations, the Seed of Safe Haven, is a particularly useful item to carry across a long trek, should the adventuring party be travelling on firm soil.

The structure is visible from the outside, but will appear empty even if occupied by creatures or objects. The spell ends if the soil is removed or the central sapling is tampered with (in which case, the entire structure withers and turns to dust).

This is a homebrew adaptation of Leomund's Tiny Hut, found on page 255 of the Player's Handbook, turned into either a magic item or a 3rd level spell in the Druid's and Warlock's spell list (edited for flavouring).

SEED OF SAFE HAVEN

Wondrous item, uncommon

When planted in dirt, a 15-foot-radius, 45-foot-tall immobile gazebo made from tree trunks, branches, leaves and vines will burst out of the ground, centered on a sapling that sprouts from where the item was planted, lasting 8 hours (or $8 + 2d4$ hours, if the central sapling is watered regularly in 4 hour intervals). The effect will fail if anything bars the gazebo's growth while it forms.

Creatures and objects within the structure when the effect is activated can enter or leave freely. All other creatures and objects are barred from entering. Spells and other magical effects can't extend through the gazebo or be cast through it. The atmosphere inside the structure is comfortable and dry, regardless of the weather outside.

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After it's used, a seed of safe haven is destroyed and cannot be recovered.

SAFE HAVEN SPELL

3rd-level transmutation

Casting Time: 1 action

Range: 15 feet

Components: V, M (a plant seed)

Duration: 8 hours (or $8 + 2d4$ hours, if the central sapling is watered regularly in 4 hour intervals)

A 15-foot-radius, 45-foot-tall immobile gazebo made from tree trunks, branches, leaves and vines will burst out of the ground, centered on a sapling that sprouts from where the spell was originally casted. The spell will fail if anything bars the gazebo's growth while it forms.

Creatures and objects within the structure when the spell is activated can enter or leave freely. All other creatures and objects are barred from entering. Spells and other magical effects can't extend through the gazebo or be cast through it. The atmosphere inside the structure is comfortable and dry, regardless of the weather outside.

