

THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL

[LOCATION]

“The Forbidden Fruit was meant to remain forbidden.”

Tim Bisailon, [Rotten to the Core](#)

The rumors were true. In the Vatican’s hidden and unknown vaults, underneath their hidden and known vaults of ill-gotten fortunes, locked in a silver and satin box with a missing key, was the remains of the Apple. It stayed there, unspoilt and desiccated, for centuries.

In 2011 it was stolen by a rogue Cecilite cell and planted where the Tigris and Euphrates rivers meet near the borders of Iraq and Iran. The land was consecrated, the borders defined and defended, and nobody knows what happened to the reprobate Cecilites.

The Garden, Reborn

In the desert, there is nothing until you get close enough. And then, emerging from a mirage, there is an overgrown forest of trees and shrubs and bushes. The trees, thickly grown with trunks weaving together, bar passage. An arch composed of two intertwined trees serves as the only entrance to the forest. Within the forest there is a tree, relatively thin and impossibly tall, tracing a line until it becomes a point in the sky.

Adepts are unable to perceive or conceive of any entrances to the forest.

Inside the Garden

The weather is static: a bright sun, a cool breeze, clear skies.

The forest is populated with unseen birds that sing fugues of overlapping intricate harmonies. As one moves closer to the Tree the sounds of birds begin to fade away and the perpetual blue above is overtaken by thick foliage and dappled sunlight.

While in the forest, water can be found from various natural springs found throughout. Bushes of brightly colored berries provide ample sustenance. The weather is mild enough that one can comfortably exist without any clothing.

The laws upon which mechanical and electrical engineers rely on do not hold with constancy while in the forest, causing any sort of digital or mechanical device to eventually stumble into an impossible state and fail. It is unknown if this applies to artifacts devised by clockworkers and technomancers.

There are no consequences for prolonged habitation beyond finding oneself in front of the Tree with increasing frequency.

The Tree

It resembles a fully grown apple tree. Its roots descend into the earth beyond the earth and its canopy ascends into the heavens beyond the sky. The Tree can only be found when one is alone.

A single apple hangs from its branches like a drop of blood, red and vivid as sin. If removed from the branch, the apple will spoil within 12 hours and be replaced with another.

What You Hear

A Roblox game called CAPTURE THE APPLE [HOLY EDITION] takes place in a dense forest. The goal is to find the tree, take the apple, and leave the garden with it. If you bring the apple out of the forest without being stopped, you win! If you eat the apple you're kicked from the server for "breaking natural law". The GPS coordinates of the forest are said to be part of the game, stored on Roblox's cloud servers.

Some Agrimancers have wasted their Major charges in an attempt to enter the forest and find the Tree; for whatever reason, this tends to lead to massive crop failures from the agricultural regions those Agrimancers came from. Still they persist.

The only way to stop the Apocalypse Machine from ending the world in 2033 is to take it into the New Garden of Eden, where its incomprehensible mechanisms will dissolve into nonsense.

The Apple provides cursed immortality - you cannot die but you cannot leave. The Cecilites of the Garden have tasted of the apple and now wander the Garden forever, unable to ever find another human being.

The Apple will be eaten in 2033 and its eater will ascend as the final Archetype.

The Forest will be burnt to the ground in 2033 and the arsonist will ascend as the final Archetype.