

# The Tree of Longing

by B. Pierce

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## Encounters

Roll on encounter table when adventurers move to a different part of the tree, indicated by the shapes.

### Tree Trunk Encounters: 1d4

- 1-: Brilliant Green Moss makes the climb easier until the next encounter.
- 2: The way up is blocked by a forming branch. Move horizontally to go around it.
- 3-4: A sudden gust! Brace yourself or fall.

### Tree Branch Encounters: 2d6

- 2-: Tread carefully or you climb through sap. The next encounter is a Spike Ant or Bladebug.
- 3: A bundle of 1d4 Mammoth Kabosu. Eating this overripe fruit makes you lose an hour to incontinence.
- 4: A light breeze fills the air with Pollen. Inhaling places you under a compulsion to protect plant life for an hour.
- 5: A horse-sized Bladebug strides across the path, uninterested in you.
- 6: 3d4 dog-sized Spike Ants burst from the leaves. Their bite is so painful you can only do one thing next round. If total rolled is >9, a Bladebug appears shortly after, hostile towards insects only.
- 7: 2d4 nearby twigs sprout legs and begin to move. They attack to inject a seed that sprouts 3d4 weeks later. Once a seed is injected, the twig goes motionless.
- 8: Playful Winged Lemurs rush towards you, taking up the entire branch.
- 9: A bundle of 1d4 Kabosu. Consuming energizes the mind and body.
- 10: The Green-Eyed Frog stops and regards you. It swallows anyone adorned in bright colors and deposits them safely higher in the tree an hour later. Will not cross the nest if Anrada is home, and flees if attacked.
- 11+: Reroll twice and both occur. This stacks.

### Tree Leaf Encounters: 1d4

- 1-: Large spiders build webs in the leaves to catch anything flying into the tree. You stumble into a web, a spider looms above you.
- 2: You come across a body caught in a web. Looting it causes spiderlings to burst from the corpse.
- 3: A sudden gust sends 1d4 Kabosu falling onto your head.
- 4: You watch as an adventurer flies in and is swiftly caught. A spider begins to devour them.

## Static Encounters

- 1: True Elf Jousters armed with lances swing down on vines from the branch above.
- 2: These True Elf Villagers are wary of outsiders, but use words before weapons. They know the Forest King's objective.
- 3: Anrada, the dragon-sized two-headed bird of lore. One head heals with a peck, the other turns to stone with a kiss.
- 4: The Forest King, a Tree Golem, and the Forest's Heart, an artifact of power. Unbroken forest once connected the King to his lover, he will not stop until the connection is reformed. Stealing the Heart stops the expansion but makes the King attack. Felling the Tree causes the Heart to disappear, and the King would rather that than adventurers escape with it.

Seven weeks ago the tree at the center of the rainforest tripled in size. Since then, the rate of forest expansion has increased exponentially. The loggers came first in droves, looking to make a profit. But when sprouting trees demolished an entire village, they called in the Adventurers.

## Maneuvering through the Tree

**Climbing:** The giant tree provides natural handholds, but vertical movement is slow and exhausting.

**Circling:** The main branches are shown, but smaller branches enable circular movement around the trunk. Roll increasing agility checks to keep balance. On failure, roll on encounter chart - 2. If one goes all the way around they can reach the other side, but cannot end up higher than where they started.

**Falling:** The tree's twigs and branches allow for chances to catch one's self before hitting the ground.

