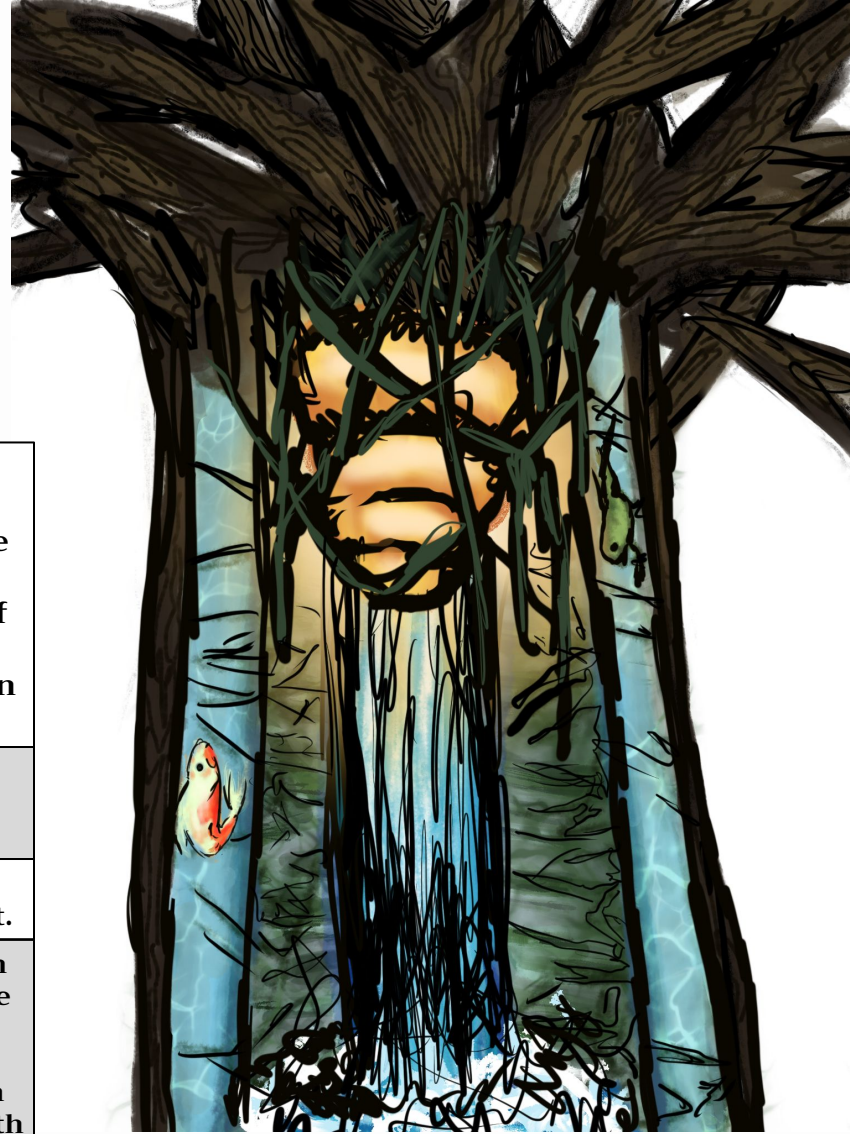


The Marsh Tree of Gravitas

Legend Tells of an Ancient Sorcerer who resides in the Gravitas Swamp. It is rumoured that they can cure any ailment or illness. Their mysterious residence, an ancient, hollowed tree, is also said to home many dangers and riches!



The Firefly Heart at the center of the tree has a strange effect on the gravity inside. It is always considered to be “Up” regardless of where you are inside the tree. This allows travel along the inner walls and even on the “Ceiling” without the use of climbing equipment. It takes about 4 hours to travel from the bottom of the tree to the top when walking along the walls.

The main entrance to the tree is a magical doorway near the roots that only opens when exposed to very foul smells. Goblin Raiders can move through at will.

The sides of the tree are covered in slow-moving swamp water. The depth fluctuates from 1.5 to 3.5 feet.

A quarrelling Brackish Nymph and Lilypad Dryad each make their home at opposite ends of the tree. They are former lovers who hold a grudge and will reward any who help them pull a prank on the other. The Dryad will offer a bracelet of tree climbing, while the Nymph will offer a ring of water-breathing. They will offer both gifts to any who help them reconcile.

The Woodpecker Dragon’s Nest resides in some of the higher branches of the Tree. Inside are three dragon eggs and the magical (regurgitated) gear of several past adventurers, including a Sword of Dragon-Slaying and a Cloak of Elvenkind. There’s also a secret passageway directly into the Firefly Heart.

The branches directly above the heart are guarded by the Alpha Crocuirrel! (stats as Giant Crocodile with climb speed)

A stream of brackish water flows up towards the Heart from the bottom of the tree. It is inhabited by many Reverse Diving Bell Spiders.

Inside the heart is the home of the Leech-Lich, a sorcerer made of a swarm of leeches. They guard a portal to the Plane of Swamps and have mastered all sorts of ancient magic and lore. Their leeches can cure any disease or affliction, even aging. The Leech-Lich is impressed with anyone able to survive the journey into the Heart and will offer them a single leech. They are also quite lonely and happy to chat about any number of subjects, especially Ancient History, the Planes of Existence, and the Arcane Arts.

ENCOUNTER TABLE (Roll Once Every Hour)

1	1d4 Crocuirrels: Giant Squirrels with the head of a Crocodile (Stats as Crocodile with climb speed). Their pelts are warm and waterproof.
2	Piranha-Frog Swarm: Frogs with the head of a piranha. Devour everything in their path. Their teeth are quite durable and can be made into darts or arrowheads.
3	1d12 Goblin Raiders: Armed with Blowguns that double as an air tube. Good swimmers. They use Crocuirrel Pelts for clothing and Piranha-Frog teeth for their darts.
4	1d6 Giant Vampire Fireflies: Save vs Swamp-Vampirism if bitten. (Stats as Stirge). Corpses give off light for 1d3 days after death
5	Reverse Diving Bell Spider: Aquatic Spiders that attempt to drown their prey in water with bubbles they throw like nets. Will retreat back into the water if the bubble around their head is popped (Stats as Giant Spider, Begin to Drown if hit by an attack)
6	Giant Marsh-Koi: They are harmless and worth 1000 gold each if brought to a buyer alive. The average Marsh-Koi weighs 200 pounds. They are quite fast despite their size.
7	Holy Water Elemental: Created by the Leech-Lich to control the Vampire Firefly population. Peaceful until provoked, they only speak Aquan. Will gently attempt to stop anyone from leaving with a Marsh-Koi, and will attack Swamp-Vampires on sight.
8	The Woodpecker Dragon’s Beak Hammers through the tree like a giant dagger, searching for prey.