

LEGENDARY TREES: Fools see not the same tree as the wise

RAP

Not every facet on this list needs to be determined, but this will provide options for a variety of descriptors. Lists with a ● indicate the traits which make the tree legendary. Roll as indicated or choose as desired.

● d12 Location

- 1 Jungle
- 2 Forest
- 3 Plain/Grassland
- 4 Hill
- 5 Mountain
- 6 Swamp/Bog
- 7 River bank
- 8 Lake shore
- 9 Ocean shore
- 10 Valley
- 11 Desert edge/Oasis
- 12 Special *

* - *This tree might randomly shift planes, or move (e.g. walking slowly, teleporting, etc.) to random areas at random intervals*

● d4 Protections *

- 1 Wards and defences
- 2 Traps
- 3 Guardians
- 4 Attacks

* - *At DM option, these may be avoided by certain preparations, spells, rituals, items, etc. Also, more than one form of protection may be used (no more than one of each type, however, e.g. one ward and one guardian, not two guardians)*

● d10 Wards and defences *

- 1 Permanent confusion spell, save every turn
- 2 Thick fog springs up; save vs. wand every turn or get lost
- 3 Webs (as the spell) fall on the party from the ends of the branches
- 4 Bark is very hard and thick, making it immune to piercing attack, including poison arrows and the like
- 5 Permanent Protection from evil in a radius of 90'
- 6 Magic Resistance of 90%
- 7 100 flowers, surrounding the tree in a random pattern, act as holly berry fire seeds (see spell)
- 8 Save vs. wand or be teleported 1 mile in a random direction
- 9 Surrounded by poison ivy **
- 10 Aroma of tree acts as a sleep spell (save vs spell at -2)

* - *Most of these surround the tree at a radius of 100'*

** - *All classes and levels must roll natural 16+ on a d20 to save vs reaction*

● d8 Traps *

- 1 A hidden moat of quicksand
- 2 Undergrowth entangles the party (as per spell)
- 3 Assassin vines surround the trunk and hang from lower limbs

- 4 A series of ditches, at the bottom of which are tree roots which grab and hold any attackers **
- 5 A thorny vine is hidden in the underbrush; causes 1-4 Dam per round to all who walk on it (no save)
- 6 Animal warren surrounds the tree; save vs. paralyze each round or get foot stuck in a hole for 1-4 rounds, taking 1-4 pts incidental Dam
- 7 Hidden 10' deep pits; after a victims falls in, tree roots form a web at the top to seal it off
- 8 The tree is an illusion (undetected); when anyone finally touches the tree, it disappears (actual tree is 1 mile away and is also magically undetectable)

* - *These are located anywhere from 5' to 50' from the trunk of the tree*

** - *ST of 17+ breaks out in 1-3 rounds; ST of less than 17 must receive assistance*

● d10 Guardians *

- 1 35 4-HD herd animals
- 2 4 Druids, levels 8-11 **
- 3 Community of 1d12+25 wood elves, living in nearby trees (F, F/MU, F/MU/T)
- 4 A large, ancient forest dragon
- 5 A mated pair of Baluchitherium plus 2 young (one 60%, one 30% of adult size)
- 6 12 stag beetles
- 7 4 pairs of giant eagles in nearby trees
- 8 A giant ant colony, 71-80 ants
- 9 3-6 treants
- 10 6-8 basilisks

* - *These will stampede/attack if tree is attacked/abused/etc. Numbers and levels subject to DM discretion; they should present a substantial challenge to the party*

** - *Plus henchmen, servants, etc., for each*

● d8 Attacks *

- 1 Call 4d8 Lightning bolt **
- 2 Psionic (201-300 pts or click [here](#))
- 3 4d8 Cone of Cold **
- 4 Wind gust of 60 mph/100kph, 2d6 Dam and disperses party
- 5 Drops branch on nearest foe, 4d6 Dam
- 6 2 branches attach (as a Whomping Willow), 3d6 Dam each
- 7 Releases pollen, acts as Charm spell, save at -4 **
- 8 Shoot 20 thorns as arrows, 1d6 Dam each ***

* - *These attacks occur when a hostile party/target has come within 40' of the tree*

** - *Three times per day*

*** - *Up to 4 times per day, either in cone shape or complete circle*

● d20 Special (legendary) qualities

- 1 Sentient (1d6+12 Intelligence) d4
 - 1 Knows intimate details of area within 1 mile radius
 - 2 Is able to astrally project a party of up to 6 people for one day
 - 3 Knows alignment without error
 - 4 Will lay a quest/geas on the weakest party member
- 2 All alignments may approach the tree, but it is impossible for them to fight in any way while within 100' (use location for peace negotiations?)
- 3 Asks a sphinx-like question; correct answer gains d6
 - 1 a limited wish
 - 2 a fruit from the tree *
 - 3 a seed from the tree *
 - 4 permission to spend the night under the tree/in its branches in safety
 - 5 the right to ask a question (similar to an oracle)
 - 6 a large leaf with a single druid spell (level 2-5) on it (treat as a scroll)
- 4 Blossoms once per decade *
- 5 Produces fruit (one? many?) once per century *
- 6 Produces fruit (one? many?) once in its life, then dies **
- 7 Sap spread on skin heals 3d6 points of damage once per day per person
- 8 Sap spread on skin cures one disease per week per person
- 9 A leaf worn against skin for a day removes a curse, one per person per lifetime
- 10 Large thorns from tree usable as one-time +3 weapons ***
- 11 Possessing a twig makes one able to command normal birds within 60'
- 12 Tree glows gently at night ****
- 13 Tree is immune to all fire; surrounding terrain in 1 mile radius is regenerated in no more than 3 years if destroyed by fire
- 14 A fresh leaf picked and consumed immediately gives the eater control plants ability for 24 hours
- 15 Wands, staff and rods made of this tree's (fallen) branches add 50% to all ability scores *****
- 16 The pit of the fruit is a 10,000 gp gemstone 20% of the time

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17 A sip of sap is rumoured to protect the imbiber against death for one year **d4** *****

- 1 True; imbiber cannot be reduced past 1 hp, but any damage that would have gone past 1 will result in unconsciousness for 2-5 days
- 2 True, but only for magical damage (physical damage (melee) can still kill)
- 3 True, but only for physical (melee) damage (magical damage can still kill)
- 4 False, but sap heals up to 75% of HPs once per character per lifetime

18 The tree will, upon correctly worded request, turn any wooden object into a roughly human-shaped wood golem under the command of the petitioner *****

19 Can *teleport* one individual per day to any location known to the teleporte without error

20 Tree may use the following Druid spells once per day at will **d4**

- 1 3 2nd level, 2 3rd level and 1 4th level
- 2 3 3rd level, 2 4th level and 1 5th level
- 3 3 4th level, 2 5th level and 1 6th level
- 4 3 5th level, 2 6th level and 1 7th level

* - *These could contain magical ingredients or qualities which make them desirable/valuable*

** - *Planting this fruit is the only way for the tree to be preserved (fruit/seed may be kept/hidden/dormant for a very long time)*

*** - *Thorns must be given by the tree willingly for bonus to apply*

**** - *Leaves/twigs/bark taken at night (with permission?) will continue do this for 2-5 days*

***** - *Attempting to take a living branch will, in this case, be treated as an attack*

***** - *Once per character lifetime*

***** - *Object must be best possible quality; once per character per year*

● **d10 Other features**

- 1 Trunk(s) and branches are mostly hollow
- 2 Wind in the leaves/branches sounds like music/wind chimes/ghosts
- 3 Exterior bark is shaggy and loose
- 4 Air is calm and sky is clear around the tree, regardless of weather elsewhere
- 5 Song birds live in its branches **d4**
 - 1 Due to the bird's raucous singing, conversation and verbal spell casting under the tree are impossible *
 - 2 The birds suddenly go quiet/start squawking when anyone approaches (guardians can't be surprised)
 - 3 Unless the party has a talisman or instructions to enable approach to the tree, the birds

will take to the wing and fly around the party, singing all the time, until they leave the area

- 4 They fly noisily away as soon as the party shows up, alerting neighbours that they are in the area
- 6 Surrounded by remains of a stone circle
- 7 A fresh-water spring with a shrine is located nearby
- 8 A burial took place under the tree in a previous age; only a worn stone marker remains
- 9 No other tree or bush (unless noted above) grows within 150' of this tree
- 10 A large branch has recently broken off and is lying on the ground next to the trunk

* - *At least until the birds are driven away*

Optional lists/traits

d6 Height *

- 1 Sapling (1-3 feet) **
- 2 1d8x10 feet
- 3 1d10x10 feet
- 4 1d12x10 feet
- 5 1d20x10 feet
- 6 2d20x10 feet

* - *Note that height may or may not be related to age*

** - *Roll a d3 on the "Trunk(s)" listing below*

d10 Trunk(s)

- 1 Single, straight
 - 2 Single, bent
 - 3 Single, very irregular
 - 4 Several *, generally straight
 - 5 Several *, bent
 - 6 Several *, irregular
 - 7 Single, large with many small "sucker" trunks surrounding
 - 8 Single, several air roots form large arches around the base
 - 9 Many, 3d4 (actually a small grove)
 - 10 Single, irregular with massive girth
- * - *"Several" means 2-5 trunks from a single root system*

d10 Trunk colour

- 1 Grey, dark
- 2 Grey, light/silvery
- 3 Brown
- 4 White
- 5 Black
- 6 Green
- 7 Hidden under uncounted butterflies
- 8 Hidden under grey moss
- 9 Hidden by an illusion *
- 10 Transparent/invisible

* - *Generated by the tree? By its creator? By another?*

d10 Branches

- 1 None (large tuft of leaves at top like a palm tree?)
- 2 None (leaves/needles along trunk like a cactus)
- 3 Branches irregularly spaced *
- 4 Many small branches, densely packed

- 5 A few large branches only (e.g. a saguaro cactus)
 - 6 Many branches, large near bottom, short near top (cone shaped like a spruce)
 - 7 No branches on lower half of tree (cut/eaten off?)
 - 8 Branches on one side/in one section are dead or dying (weather damage/ attacked/ tree is dying?)
 - 9 Branches droop (like a weeping willow)
 - 10 Branches unnaturally straight and angular
- * - *Easiest to climb (unless covered with needles)*

d10 Leaf style

- 1 Long needles
- 2 Short needles
- 3 Long (12") narrow (1") flat leaves
- 4 Long (12") narrow (1") curlicue leaves
- 5 Large flat leaves (10-12" across)
- 6 Multitudinous small circular leaves (1" diameter)
- 7 Flat, palm-sized (like the maple or oak)
- 8 Flat, finger-sized (like the willow)
- 9 Flat, multi-pointed (like marijuana)
- 10 Thick and rounded (like a succulent)

d8 Leaf colour *

- 1 Light green
- 2 Dark green
- 3 White/cream
- 4 Yellow
- 5 Red
- 6 Orange
- 7 Burgundy
- 8 Variegated (roll twice on this list, ignoring duplications)

* - *In growing season? Year round? Does it lose its leaves in fall/winter?*