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THE SKY TREE



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For many years, the sky tree has floated gently through the heavens. However, now it is falling, ready to crash into a heavily populated area. Can your party stop this catastrophe? Can you defeat those who would kill the SKY TREE?



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THE SKY TREE

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Playtesters: David Cooper, Matt Ferguson, Shannon Ferguson, Earl Kinsley, Patrick Von Raven
(Thanks fellas!)



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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for your favorite old-school (or perhaps new school) game. Map files are provided for online tabletops. Printable pdf files are provided for tabletop use. They're scaled for miniature play. Simply print the maps, trim off some of the white borders, and glue or tape them together. Alternately, you could print the online map files if you have a large format printer. We've also provided pregenerated characters so you can play as soon as you'd like.

In this adventure, player characters will explore a gigantic tree that floats in sky. They'll investigate why its orbit is decaying, and try to prevent it from crashing into a halfling town. Of course, not all of the tree's inhabitants will be happy with their presence.

Here're a few notes before we get started.

Armor Class: Armor class (AC) is provided in both descending and ascending format. For example, if AC is listed as 8 (12), 8 is descending, and 12 ascending.

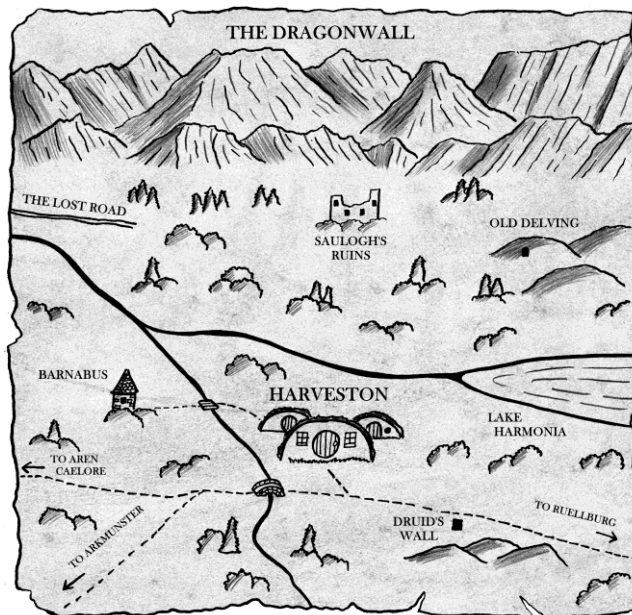
Monsters and Opponents: This adventure uses simplified stat blocks to provide you with the most important information for play. A single saving throw (based on "VS. SPELLS") is provided. Assume all opponents move at 40 feet per round unless otherwise noted, and natural monsters will flee when badly injured. Magical creatures like mummies will fight to the end. Both a "to hit" chart (descending armor class) and an attack bonus (ascending armor class) are provided for each opponent. Full monster descriptions are provided in the **New Monsters** section.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are present. For larger or smaller parties, feel free to adjust the number of opponents.

THE DRUID'S WALL (Map 2.)

Player characters will begin this adventure while traveling to Harveston, the county seat of a prosperous halfling shire. The town is surrounded by fertile farmland and is the financial and cultural center of the area. Shops, markets, churches, and even inns catering to the "tall folk" can be found there.

Player characters can become involved in a number of ways. Perhaps they were traveling to Harveston in search of work. They may have relatives to visit in town. Any halflings in the party may even be from there. If you're starting a new campaign, Harveston can be used as a home base. The Dragonwall Mountains to the north are home to many nasty creatures. There are numerous ruins in the mountains in formerly active mines and human settlements. The map below (**Map 1.**) details the general area.



Map 1. Harveston and Surroundings

The first encounter takes place as the party is travelling west to Harveston, at the Druid's Wall. The map for this encounter, **Map 2.** is on page 6. You can read or paraphrase the box text provided below to your players.

The morning is damp and foggy and it's difficult to see very far. You're not far from your destination, the halfling town of Harveston. You pause to rest at the Druid's Wall.

The Druid's Wall is a shrine built in an alcove of a small cliff face. The stone wall has many trees and plant symbols carved in relief, and stands about 12 feet tall. There are two stone benches and a well with a bucket on a rope. A few small trees and shrubs grow in the shrine.

While the party is in the shrine, or as they pass by, they will be attacked by two hatchettes, deadly carnivorous birds. They are lead by a monachian, a vulture man with piercing red eyes. They will attempt to herd the party into the shrine area to restrict their movements



None of these creatures will fight to the death. When reduced below half hit points, the monachian will cast invisibility and try to flee. If the monachian is killed, the hatchettes will flee immediately.

The Druid's Wall may be toppled with 4 successful STRENGTH checks. They may be performed by one character or multiple characters working together. The wall does 3d6 damage to anyone it falls on.

Hatchette (4 HD)

	AC 7(13)				HP (18)			SV (15)	
+4 (1d6/1d6/2d6) claw/claw/beak									
AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

Monachian (4 HD)

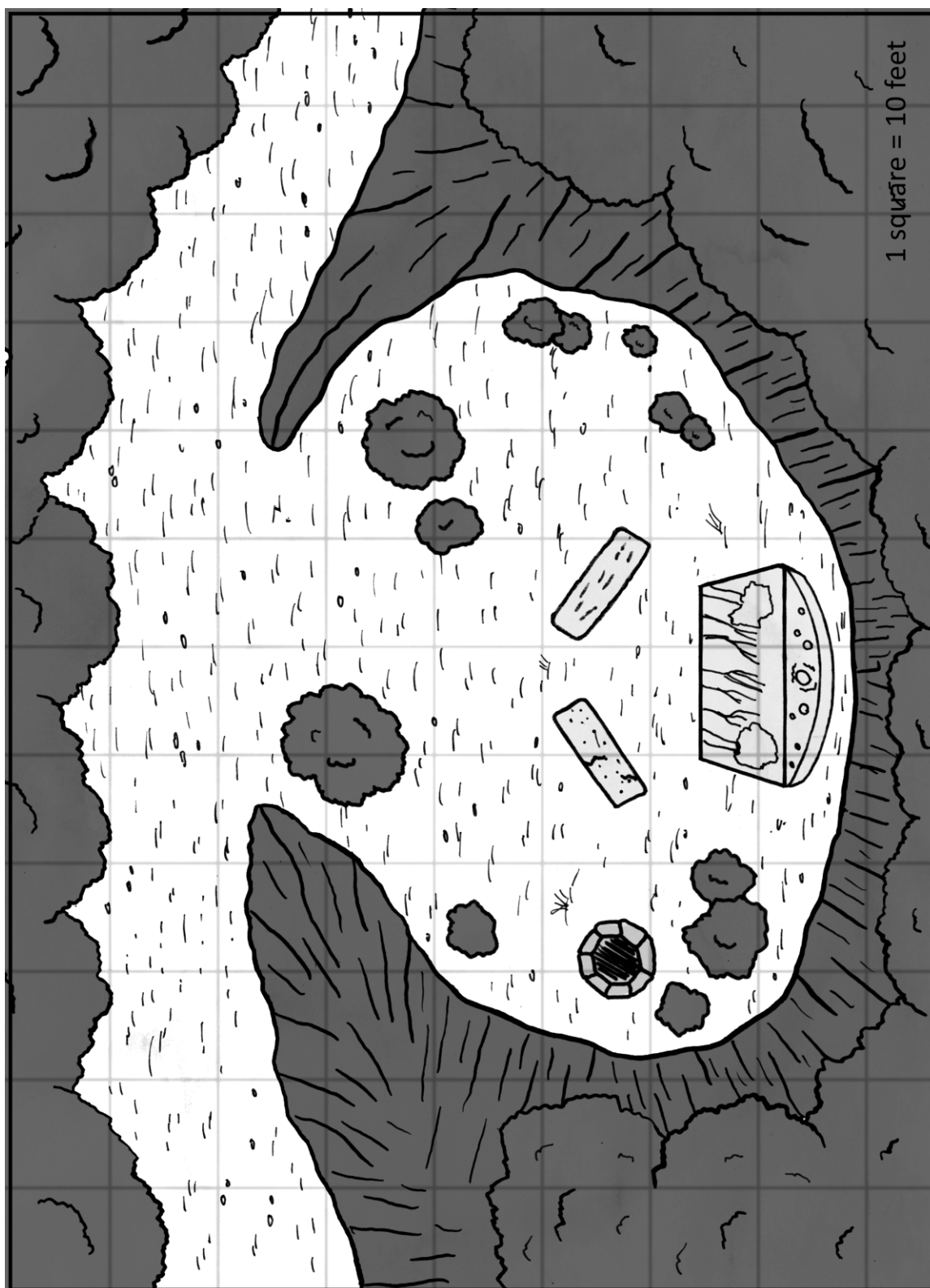
	AC 7(13)				HP (18)				SV (15)	
+4 (1d8+paralysis) sword+gaze or spell										
<i>Save vs. paralysis or be paralyzed for 1d4 rnds</i>										
<i>(full round action to rouse victims)</i>										
<i>Magic Missile, Light, Invisibility, Web</i>										
AC	9	8	7	6	5	4	3	2	1	
To hit	7	8	9	10	11	12	13	14	15	

If the monachian is captured, he will make pleading gestures, hoping to be released. He does not speak the common tongue. If the party finds a way to communicate with him, he will tell them the following points:

- His name is Larskecka (TRUE)
- He was merely trying to protect the shrine from what he thought were thieves (FALSE)
- He lives deep in the Dragonwall Mountains (TRUE)
- He is the last of his kind (FALSE)

If he is searched, the party will find several gems and crystals worth 110 gold pieces (gp). Note that he is still able to use his gaze attack even if bound.

MAP 2. Druid's Wall



IN HARVESTON

Upon arriving in Harveston, you notice a number of halfling inhabitants leaving town. Their possessions are piled high on carts and wagons. Not all of the shops are open, and there is very little business in the marketplace.

The sky is beginning to clear, and you notice an unusual dark spot in front of one of the clouds.

The characters may wish to stop and talk with some of those leaving town. If they do, assume that they talk to Farmer Mathom and his wife Orchid. Here's what they tell them.

Farmer Mathom – Farmer Mathom will tell the party he's only leaving because his wife insists. He thinks Sunday Roamer is crazy and this whole story of trees falling from the sky is proof of that. He doesn't believe Sunday was really an adventurer, and thinks his stories are lies told for attention.

Orchid – Orchid will gently disagree with her husband, explaining that Sunday's spyglass can't be lying as well. The tree is indeed headed for Harveston. Also, a few days at her mother's couldn't hurt, just in case.

Either spouse can direct the party to Sunday's home atop Cobbin's Hill. The party may decide to talk to other people in town. Several of them are detailed below.

Old Rose – Old Rose is an aging halfling and the innkeeper at the *Spectator*. She's very upset that Sunday Roamer stirred the town into a needless panic. She's losing far too much business over nothing. (If needed, Old Rose could be a merchant in the market or a shop instead.)

Constable Samton – The constable is a young male halfling who is upset about all the disturbance. He'd much rather be attending to matters such as stolen chickens and unpaid tavern tabs. He will gladly point the party towards

Sunday's residence, and ask them to talk some sense into him when they get there.

If the monachian Larskecka was captured, he may be remanded into the constable's custody.

Toothy – Toothy is an aging male halfling, and the town drunk. He will tell the party that he knows a secret, and can be persuaded to share it for some ale. If the party buys him ale or gives him money, he will tell them that Sunday actually saw a dragon and that's what's approaching the town.

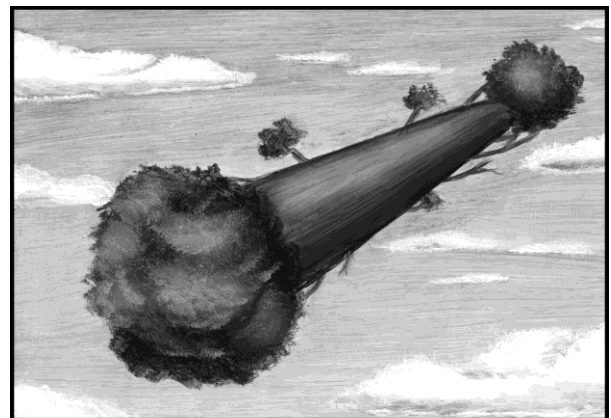
Hopefully the party will want to see Sunday Roamer and find out what's really going on.

SUNDAY ROAMER

Sunday's lives in a halfling hole built into the peak of Cobbin's Hill. Sunday is outside in his small garden looking through a telescope mounted on a stand. He's talking to himself and making notes in a book. Seeing the party, he will say:

"Welcome, friends. You might be just what we need right now. Can you tell me who you are and why you're here?"

Sunday will be happy to allow anyone to look through the telescope. The fog has lifted, and through the lens, one can see a great tree, floating high above the land. The leaves on the trees seem to be dying, though no other details can be made out. Sunday names it the "Sky Tree".



THE SKY TREE

“It’s even lower in the sky than yesterday,” Sunday says.

Sunday is a retired halfling adventurer who has settled into retirement. In his travels he often heard of a great tree that floated through the skies. The legends differed about its origin, though most agreed that it served as a sanctuary for plants, animal, and perhaps even an ancient race. Sunday was initially excited to see it appear in his telescope, but became alarmed when it began to drop in the sky towards Harveston. His calculations suggest it will hit the town in two days, causing a great many deaths. He encouraged everyone to leave, but not everyone believed him or was able to go. He will beg the party to discover why the tree is falling, and will offer a way to do this.

“If anyone can get you to that tree, Old Barnabus can,” he says.

Barnabus Fester is a retired wizard who lives to the west of Harveston. Sunday will offer to accompany the party there to introduce them to Barnabus. If the party is still reluctant to participate, Sunday will offer them 1000 gold pieces, pilfered from a dragon hoard in his youth.

If the party agrees, then move on to the next encounter. (If not, hopefully the gamemaster has another adventure waiting in the wings!)

BARNABUS FESTER

Barnabus lives in a three story tower just outside of town. Along the way, you do not encounter any fellow travelers. The Sky Tree seems even larger in the heavens than before. Along the way, Sunday tells you stories of his travels with Barnabus.

“I only wish we could go with you,” Sunday says, “but we’re not getting any younger. These tasks require more spry individuals.”

When you arrive at the tower, you find the door shut. A deep voice cries out from within, “Who approaches in these perilous times?”

Once Barnabus hears that Sunday is with the party, he throws open the door and rushes to embrace him. Barnabus sports a trim beard, a raven on his shoulder, and a silver crown on his forehead. After introductions are made, he invites everyone inside. He clears off piles of books, scrolls, and alchemical equipment to make room for everyone to sit at his table. The room smells a bit of old paper and bacon. He offers everyone light refreshments and a sweet wine he makes himself.

Barnabus will ask the party what they’d like from him. He’ll confirm that the Sky Tree is indeed falling and may devastate Harveston. He has sent his raven, Edgar, to observe it. Several large birds carrying riders have been seen coming and going as well, though he could not make out any more detail. He suspects someone is draining the tree of its life force, though he’s unfamiliar with the tree’s history or origin.

If asked about the monachians, he will consult one of his many tomes. Inside there is mention of a race of aggressive vulture men. They are rumored to specialize in alchemy and engineering, and live deep within the Dragonwall mountains. They seem to have a piercing gaze that can stop people in their tracks.

If asked about the crown, he will smile, pleased to be noticed. “Oh, just a trinket from my younger, handsomer days,” he says.

Barnabus offers to teleport the party to the tree. He will send Edgar to the arrival point in a day or so. Once the party has completed its mission, Edgar can return to tell Barnabus to bring the party back.

If the party agrees Barnabus asks them to stand in a group near his fireplace. After a wave of his hands and some magical words, Barnabus’ room fades from view.

ARRIVAL AT THE TREE (Map 3, Area 1.)

In an instant, you see a bright blue sky above you, a brisk wind flowing through your hair. You now stand on the Sky Tree. The Sky Tree floats on its side, with tufts of leaves at either end. The tree is about 500 yards wide and perhaps 2 miles long. It is relatively flat where you stand. The leaves on nearby branches are a sickly grey-brown color.

You have materialized near a branch, and hear angry chittering above you.

Map 3., Area 1. shows the arrival site and the immediate area. The angry chittering is caused by 4 giant squirrels who are unhappy that someone is near their branch. Two will come down and engage the party in melee. The other two will remain in the tree and hurl large nuts at the party.

The squirrels have no treasure and will flee up the branch if reduced below half their hit points.

Squirrel, Giant (5 HD)

AC 6(14) HP (25) SV (15)

+5 (1d6/1d6/1d6) claw/claw/bite *or*

+5 (1d8) thrown nut

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14



pixabay

THE BOTANICALS (Map 3, Area 2.)

Near the squirrels' branch is a small village. There are small houses built of branches with roofs of thatched twigs and leaves.

Approaching from the village are men and women who seem to be made of green vegetation. There are 10 of them, and they are carrying wooden quarterstaves. One of the women calls to you:

"Halt your violence. Why have you come? Are you working with them?"

The green people are botanicals, the main inhabitants of the Sky Tree. They are a peaceful race and can be convinced to talk to the party. If needed, their combat statistics are:

Botanical (3 HD)

AC 6(14) HP (14) SV (15)

+3 (1d6) quarterstaff

Surprise on 1-5 on 1d6

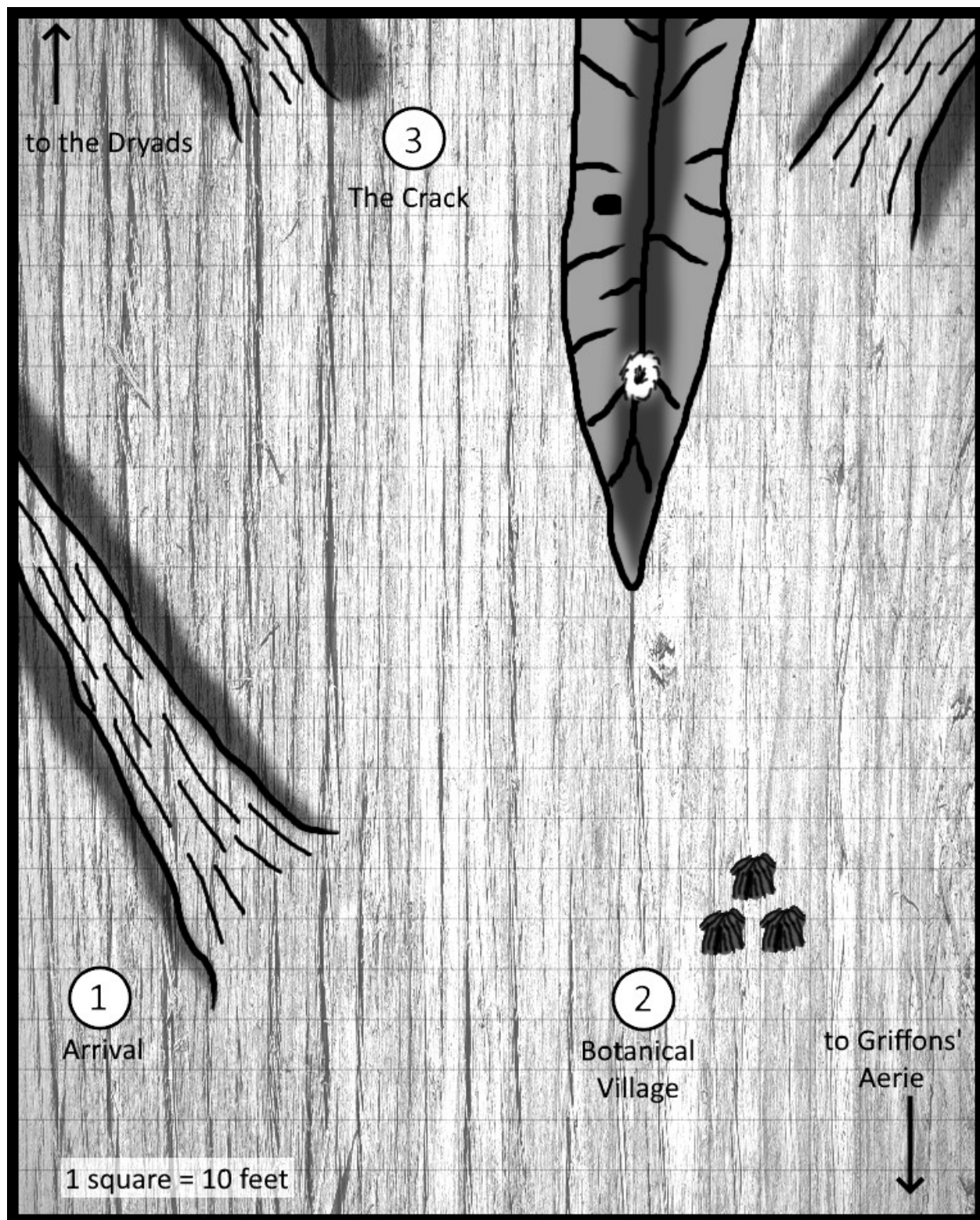
AC	9	8	7	6	5	4	3	2	1
To hit	8	9	10	11	12	13	14	15	16

If the party chooses to talk with the botanicals, they will invite them to sit in their village circle. They offer water and fruits, all served in wooden vessels. The leader of the botanicals is Truemoss, and she will be the main speaker for the group. They are very concerned about the health of the tree and are frightened by its recent descent. They'll implore the party to help the tree recover its former health.

If the party was difficult with the botanicals, one male, Sharplimb, will occasionally interrupt Truemoss and question why they should trust the party. The party may roleplay this out, or use a CHARISMA check to allay Sharplimb's concerns.

Truemoss can give the party the following information. Allow the players to ask their questions first.

MAP 3. The Sky Tree



- The tree has become sickened within the last few weeks.
- A large crack appeared just before this along the trunk just north of the village.
- The crack is near a series of tunnels carved into the tree. Some say the tree's creator carved them centuries ago.
- Four botanicals went to investigate the crack, but never returned. They did not send more for fear of losing even more people.
- Huge birds have been seen near the crack and flying beneath the tree. A particularly large and dangerous one is nesting in the crack.
- They can offer four healing draughts if the party asks for them. These thick brews taste of honey and heal 1d4 hit points.

The botanicals will accompany them out of the village point them in the right direction. They will offer to prepare a feast should the party return. If not, they will begin their religious preparations for the afterlife.



THE CRACK (Map 3, Area 3.)



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Truemoss and the botanicals will lead you from the village towards the crack. They will not accompany you to the crack itself. They wish you good luck, and hope you will stop at the village if you're able to save the tree.

They promise to look for you in the afterlife if not.

The crack is a deep chasm that exposes the inner core of the tree. The crack is about 30 feet deep. Anyone falling into the crack will take 1d6 points of damage per 10 feet that they fall. The chasm is quiet when the party arrives. The only visible opening is about 15 feet down on the western side of the chasm. At the bottom is a large bird's nest which is currently empty.

As soon as any characters begin to enter the crack, a large eagle-like bird, a roc, will descend and begin to attack the party. The bird is a natural creature and will flee if it is heavily damaged.

If the roc is defeated or driven away, characters may proceed to enter the tunnels. The opening is filled with wood shards. The tunnel appears to have been carefully carved and sanded smooth. The floor is flat and smooth, and the walls curve

together to form a roof about 12 feet above the floor.

Roc (8 HD)

AC 2(18) HP (36) SV (14)

+8 (1d8/1d8/2d6) talon/talon/bite

Can carry and drop a character if both talons hit

AC	9	8	7	6	5	4	3	2	1
To hit	3	4	5	6	7	8	9	10	11

COME INTO MY PARLOR (Map 4, Area 1.)

Once inside the tunnel, the passageway splits. To your left, the passage slopes slightly downward. To the right, you see a faint light and detect a musty smell

The remaining encounters in this adventure will take place inside the Sky Tree, on Maps 4 and 5. The corridors inside are about 10 feet wide and most missile ranges will be short range. Thrown weapons may be medium range. GM's may use common sense when adjudicating distances inside the tree. It won't break the adventure.

The walls of the room to the right are draped with many webs. They glow with a slight phosphorescence. There are small cracks in the ceiling, wide enough to permit the spiders to reach the surface. In the corner is an elven skeleton. Next to the skeleton are the shredded remains of robes and what appears to be several leather scroll cases and a spell book.

The room is inhabited by 3 Sky Tree spiders. They are hiding on the ceiling which gives them a +2 to their initiative roll. They will drop on the party and attack as soon as any characters enter the room.

During the battle, the spiders will hiss a few words to each other such as: "New food!", "Elf long gone", or "Die food!". The spiders will flee into the cracks in the ceiling when they are below half their hit points.

Spider, Sky Tree (4 HD)

AC 5(15) HP (18) SV (15)

+4 (1d8 + poison) bite

On successful hit, Save Vs. Poison or paralyzed for 1d4 rounds

AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

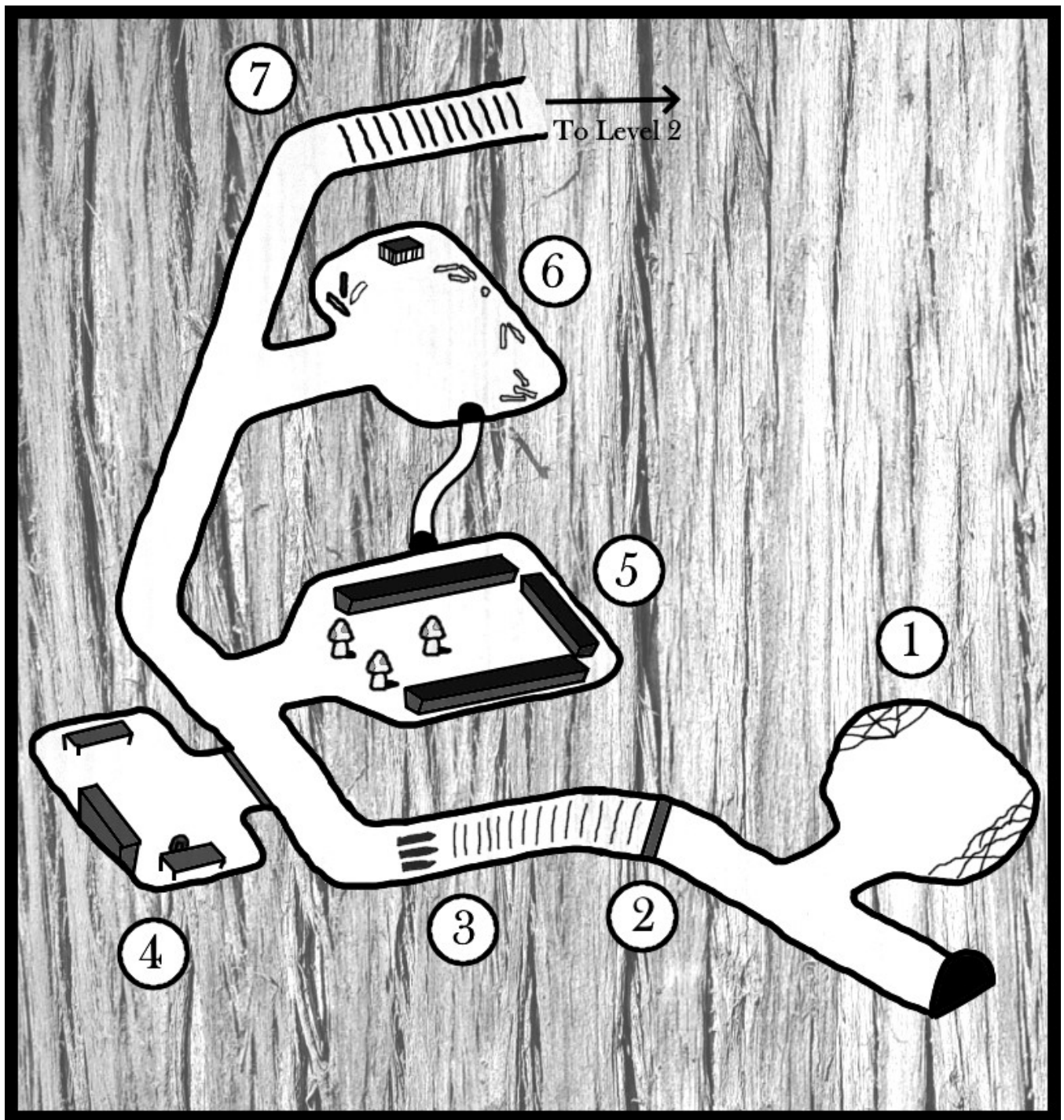
In the corner are the remains of an elven adventurer who expired about a year ago. The name "Kelris" is embroidered on the robe. The scroll book is shredded and illegible. However, the scroll cases are still closed and contain 3 scrolls with 1 spell each written on them. The spells are: *Floating Disc*, *Knock*, and *Ventriloquism*,

RIDDLE STATUE (Map 4, Area 2.)

As the tunnel proceeds downward, you come to a door. Carved next to the door is a tree with a human-like face. One arm of the tree is draped casually over the door frame.



MAP 4. The Sky Tree Interior (Level 1)



If characters try to open the door, they will find it locked. The tree creature will eventually speak to them.

“Answer my riddles, and I may open the door.”

The door is sealed by a **Wizard Lock** spell. The tree carving is not actually alive, but merely a sophisticated guardian of the inner tunnels. He will ask three riddles. If the party misses one, he may grant a fourth one.

The door also may be opened with a **Knock** spell. If characters break down the door, this will attract any remaining spiders from Area 1. *and* the clawroaches from Area 6.

Here are some suggested riddles and their answers:

The more you take, the more you leave behind.
(footsteps)

Look at my face, I am someone. Look at my
back, I am no one. (mirror)

You sliced me open with a knife, then wept.
(onion)

Inside a green house is a white house. Inside the
white house is a red house. Inside the red house
are many babies. (watermelon)

I have no hands, feet, or wings yet I climb to the
sky. (smoke)

SLIPPERY SLOPE (Map 4, Area 3.)

On the far side of the door, the passageway slopes downward. The rough steps carved into the floor have been worn smooth by use or water. There is no light down below.

If the party proceeds cautiously or sends someone to scout ahead, they will see that the passage has been coated with a slippery, oily substance. If they do not proceed cautiously, they will slip down the slope to encounter the spikes below.

Safely traversing the passage down requires 2 DEXTERITY checks. If the party uses ropes, spikes, or some other cautionary measures, reduce the difficulty to 1 DEXTERITY check. At the bottom of the passage are a number of sharp wooden spikes. They have been hammered into the floor and will do 2d4 points of damage to anyone who falls on them. Characters are allowed a SAVING THROW VS. DRAGON BREATH to reduce the damage by half.

FINNA'S ROOM (Map 4, Area 4.)

There is a room to your left. The wooden door has clearly been damaged and is barely hanging on the hinges. There is a darkened room inside. Farther down the hall is another entrance. Soft light can be seen from that doorway.

A careful examination of the door will reveal claw marks. The inside of the room has been ransacked. A long bench about the size of a bed lies on its side, though no pallet or blankets are present. There's a desk and chair, and an overturned book shelf. Broken pottery sculptures are scattered on the floor. The sculptures were of trees and tree-like people. Several brown robes are also on the floor.

This is Finna's room. Finna is the creator of the Sky Tree and took refuge in his chamber when the monachians came. There is no danger in the room. A careful search of the desk (and perhaps a FIND SECRET DOORS roll if desired) will reveal a hidden bottom in one of the drawers. There is a book, 2 scrolls, and 3 flasks. The book contains what appears to be plans for growing and levitating a sky tree. These plans will not be immediately useful to the party as the process is quite involved. However, they could be dangerous in the wrong hands.

The scrolls contain the cleric spells **Cure Light Wounds** and **Light**. The flasks contain **Healing Potions** that provide 1d6+1 hit points each. The labels have fallen off the flasks, but can be easily found at the bottom of the drawer.

THE NURSERY (Map 4, Area 5.)

There is a soft light coming from the 20 foot ceiling of this room. The ceiling appears translucent: the grain of the wood can be seen, as well as the blue sky above. Just inside the doorway are 3 mushrooms that stand about 4 feet tall. Behind them are various potting beds that contain miniature trees (much like bonsai trees). Behind one of the beds is a rough hole about 5 feet in diameter.

This is Finna's nursery and it has not been disturbed, other than the large hole bored into the wall. The mushrooms are actually shriekers. They cannot attack or move, but they will scream when they detect light or movement within 10 feet. If they shriek, the clawroaches in AREA 6. will appear in 1 round. A total of 4 clawroaches will come: 2 through the hole in the wall and 2 from the hallway in an effort to corner the party. Clawroaches are the semi-intelligent servants of the monachians. They stand about 6 feet tall and resemble giant cockroaches with two huge frontal claws. They do not speak. They are aggressive creatures and will fight until they are at about 1/4 hit points.

If the party did not dispatch the spiders in AREA 1. they will arrive and join the fight at the beginning of the 3rd round. (They avoid the slippery slopes in AREA 3. by walking on the ceiling.)

Shrieker (3 HD)

AC 7(13) HP (13) SV (15)

Movement within 10 feet causes it to shriek for 1d3 rounds

Clawroach (5 HD)

AC 3(17) HP (22) SV (15)

+5 (1d6/1d6/1d4) claw/claw/bite

Eyes will glow for 2 days even after death

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

The nursery contains numerous metal shovels, rakes, and spades. There are also wooden buckets that collect water from channels tapped into the xylem of the tree.

THE PRISONER (Map 4, Area 6.)

The corridor continues and there is another opening ahead. The area is dark, and a voice can be heard crying out: "Help me, please. Whoever you are, help me." The voice is thin and high pitched, much like a child's.

This room is the clawroach lair. There are numerous animal bones on the floor and sawdust from where they have gnawed on the tree. At the far end of the room is a cage that is about 5 foot square. Inside the cage is a mushroom man who stands about 3 and a half feet tall. Any clawroaches left alive will be found in this room.

Clawroach (5 HD)

AC 3(17) HP (22) SV (15)

+5 (1d6/1d6/1d4) claw/claw/bite

Eyes will glow for 2 days even after death

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14



Fungisoid (1 HD)

AC 8(12) HP (4) SV (15)

+1 (1d4/1d4 + spores)

On successful hit, SAVE VS. PARALYSIS or paralyzed for 1d4 rounds

AC	9	8	7	6	5	4	3	2	1
To	10	11	12	13	14	15	16	17	18
hit									

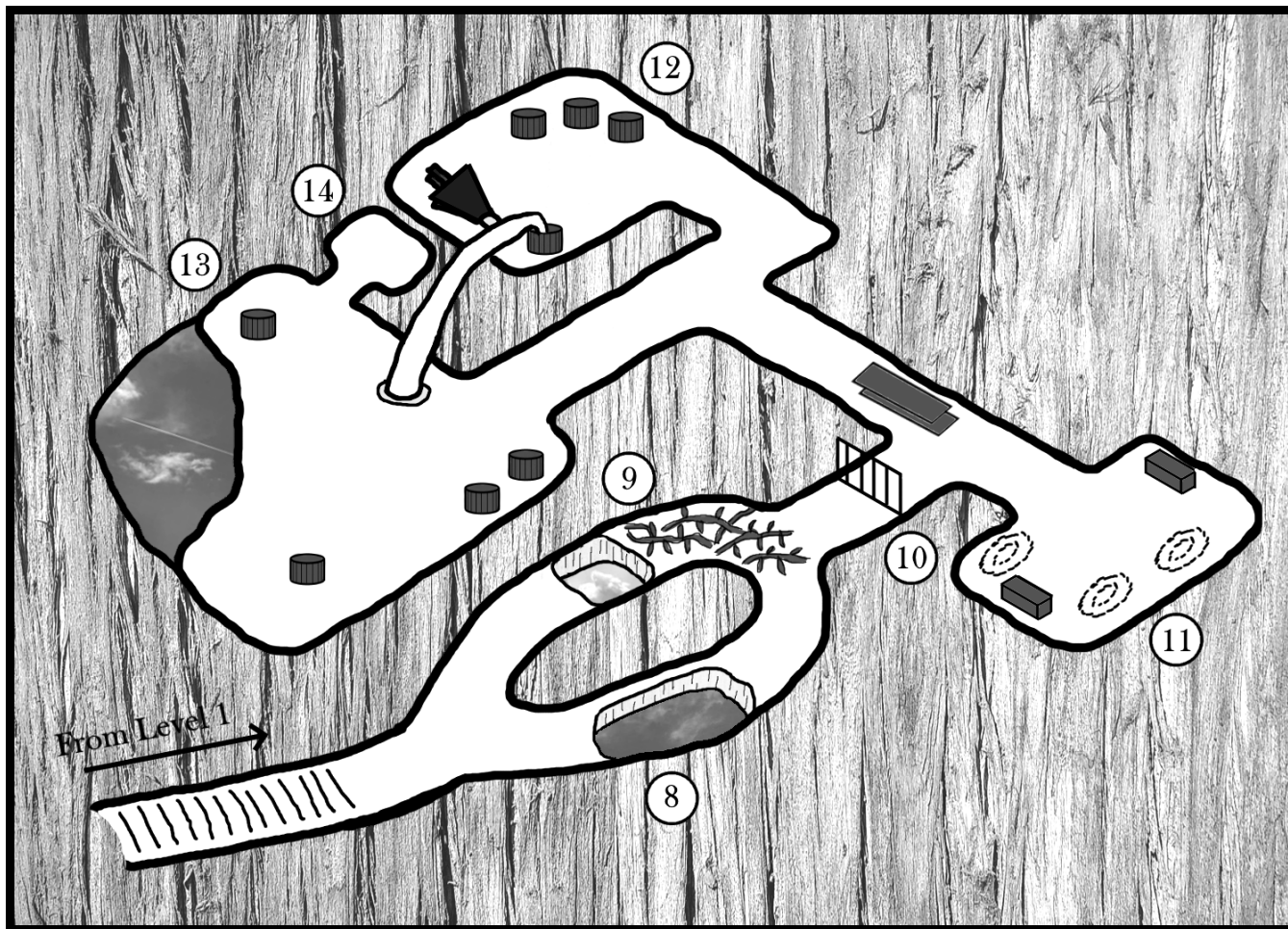
If the mushroom man is freed, he will be very grateful to the party. He will tell them his name, Agarico, and that he is Finna's servant. Finna is the creator of the tree, and was captured by three

awful bird-men. He was confined by the clawroaches, probably until they got hungry enough to eat him. Agarico is pretty sure the bird-men took Finna to the lower level, and that that they are harming the tree somehow. He will be willing to accompany the party. He is able to use small weapons, though he has none at the moment.

DOWNWARD (Map 4, Area 7.)

The corridor after the clawroach lair turns and there are carved stairs that lead downward.

The steps are not trapped in any way.

MAP 5. The Sky Tree Interior (Level 2)

OPEN TO THE SKY (Map 5, Area 8.)

At the bottom of the stairs, the corridor splits. There is light coming from up ahead in both directions, though there is more from the right.

A loud wind can be heard up ahead.

The passageway is well lit is because the floor has been carved away. The party will see blue sky and farmland below. The gap is about twenty feet wide and there are burn marks around the edges. The ceiling is still intact. There is a slight lip on the left edge, though it is only about 8 inches wide.

If the PC's choose to cross, they may work their way across the ledge. This will require 3 successful DEXTERITY checks. Thieves will be able to climb using the walls and ceiling, or even the rough edges of the hole itself. Kind GM's remind players that the hole opens directly to the farmland hundreds of feet below. They may even mumble the word "rope" under their breath, if they are feeling particularly generous.

On the far side, they will encounter the carnivorous vines which are also growing into Area 2. and are described below. They will attack characters who try to pass towards area 10.

ANOTHER OPENING (Map 5, Area 9.)

This fork in the corridor also has another hole in the floor, though this one is only about 8 feet wide. Underneath, a loud wind blows, as though the tree is moving (or falling) faster.

On the far side of the hole, there is a large tangle of vines. It is moving gently, perhaps with the wind.

Thieves may climb across the walls to the far side of the hole, or they may even climb the rough edges of the hole itself. Any character will need to make a successful DEXTERITY check if they wish to jump the hole. The vines on the far side of

the hole are a nest of carnivorous vines. They will attack the first character who makes it to the far side. The vines will not try to throw characters down the hole, as they intend to eat them later. The vines move at 20 feet per round.

Carnivorous Vines (6 HD)

AC 5(15) HP (21) SV (14)

+6 (6 X 1d4 + paralysis) vines and thorns

On a successful hit, the victim must SAVE VS.

PARALYSIS or be immobilized for 1d4 rounds

Vines may only use two attacks on a given opponent

AC	9	8	7	6	5	4	3	2	1
To hit	5	6	7	8	9	10	11	12	13

THE GATE (Map 5, Area 10.)

A large iron gate bars further progress. The bars of the gate are adorned with sharp iron barbs. There is no visible lock on the gate.

The howl of the wind is increasing to hurricane level.

Opening the gate will require 3 successful STRENGTH checks. Unless precautions are taken the barbs will do 1d3 points of damage to anyone gripping the bars. Spells such as *Passwall* or *Teleport* may be used to get across the bars. If offensive spells like *Lightning Bolt* or *Fireball* are used, assume the bars have 20 hit points. Any loud noise will attract the 2 automatons guarding the botanical prisoners in Area 12.

NESTS (Map 5, Area 11.)

After the gate, the corridor branches. There are two 12-foot long planks lying in the hallway. The planks are about 1½ feet wide. The corridor to the right is quiet. High winds can be heard from the corridor to the left.

The room to the left contains two large chests and three large birds' nests. The nests are empty but smell musty. The chests are locked and

trapped. Anyone who tries to open the chests without precautions or a thief's successful FIND/REMOVE TRAPS roll will feel a prick from the needle trap. The poison causes 2d6 points of damage, though a *SAVING THROW VS. POISON* will reduce the damage by half. If any characters decide to use brute force, assume the chests have 10 hit points each.

Inside one chest are several robes which smell much like the nests. There are also metal goblets, plates, and small metal spears that may be used for eating. The spears do 1d3 points of damage if used as a weapon.

Inside the other chest are three scrolls and a map of the area north of the Dragonwall Mountains. Each scroll has one spell on it. The spells are *Magic Missile*, *Mirror Image*, and *Fireball*.

Also inside the scroll is a whistle. If any characters blow on the whistle, they will not be able to hear anything. This is a high-pitched whistle that the monachians use to call their roc mounts. It will call one roc if blown in Area 13. However, the roc will be hostile to the party.

THE PUMP ROOM (Map 5, Area 12.)

As you move past the planks, the corridor branches again. From the room to the right, you can hear a regular, wheezing sound.

In this room are the four botanicals who have gone missing. They have been forced to work a large bellows that is pumping a green sap-like liquid into large wooden barrels. They are being watched by two automatons, servants of the monachians.

The automatons have a human-like structure but are made of metal and wood. They stand about 6 ½ feet tall and are armed with two-handed swords. Embedded in each of their chests is a gem shaped like a bird's head. The gem glows with a dim purple light. If this gem is destroyed or pried from their chest, they will stop attacking and wander

about in a confused state. These gems keep them loyal to the monachians. Losing the gem will not make them the PC's servants.

Automatons are intelligent and speak the common tongue with a flat tone.

The gem can be destroyed on a called shot. To make a called shot, the character must succeed with a regular melee or missile attack. They do *no* damage to the automaton, only to the gem. The gems have 10 hit points.

Automaton (5 HD)

AC 2(18) HP (22) SV (15)

+5 (1d10) 2-handed sword

Become confused if their gem is destroyed or removed

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

The botanicals are exhausted from working the pumps. They are very grateful to the party, but will not be able to help them with combat. The head botanical, Greenbud, will tell them what has been happening to the Sky Tree.

The monachians took the creator of the Sky Tree captive and have been draining the tree of its sap. They plan to use it to create skyships to wage a war of conquest from the sky.

They know that there are 3 monachians and 2 more automaton guards in the next room. They are waiting for their roc mounts to return to begin transporting the sap barrels. Once that is accomplished, the monachians will abandon the tree. It will crash into Harveston as expected.

The barrels of sap stand about 5 feet tall. The tube passes out of the room through a hole in the wall to Area 13. The hole is large enough for characters to crawl through one at a time, if they choose.

THE MONACHIANS (Map 5, Area 13.)

As you approach this room, you can see sunlight and hear the wind outside. You can barely hear birdlike voices from within. You can only make out a few sentences. You hear the following:

*"Cursed halflings, let the tree fall on them."
 "Soon our own ships will take to the sky."
 "No place will be safe from our skyships."*

Inside the room are 3 monachian sorcerers Froudou, Hensor, and Goelzek. They have 2 more automaton guards with them. If the battle starts to go against them, they will use their invisibility spell and try to escape by calling a roc to them. The roc will not fight and it takes a full round for them to mount the roc and escape. It takes three rounds for the roc to arrive.

Monachian (4 HD)

AC 7(13) HP (18) SV (15)

+4 (1d8/paralysis) sword/gaze or spell

Save vs. paralysis or be paralyzed for 1d4 rnds

(full round action to rouse victims)

Magic Missile, Light, Invisibility, Web

AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

Roc (8 HD)

AC 2(18) HP (36) SV (14)

+8 (1d8/1d8/2d6) talon/talon/bite

Can carry and drop a character if both talons hit

AC	9	8	7	6	5	4	3	2	1
To hit	3	4	5	6	7	8	9	10	11

Automaton (5 HD)

AC 2(18) HP (22) SV (15)

+5 (1d10) 2-handed sword

Become confused if their gem is damaged or removed

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

If any monachians are taken alive, they will beg for their life. They are willing to tell the party that the sap can be pumped back into the tree to correct its flight path. Each monachian has a spellbook containing the following spells in it: ***Magic Missile, Light, Invisibility, Web.***

The monachians do not have any gold on them, but each wears a large pendant with a purple crystal. Each crystal gem is worth 400 gold pieces.

FINNA (Map 5, Area 14.)

Inside this small alcove is a man who appears to be made entirely of wood. He is wearing monk's robes and is lying on the floor. He appears to have been roughly dumped here and seems to be unconscious or dead.

The wooden man is Finna, the creator of the Sky Tree. He is a cleric of the long-lived carven race. He was drugged by the monachians and forced to tell them where the main veins of the Sky Tree



were. Finna speaks quite softly and will beg the party to help him heal the tree.

If anyone is injured, he is able to cast *Cure Light Wounds* and *Cure Serious Wounds* as an eighth level cleric.

If the party agrees to help him, he will reverse the pumping action of the bellows. The party and the botanicals can then pump the sap back into the tree. This will correct the trees path and it will rise back into the sky.

Finna will thank the party for freeing Agarico if they did. He will accompany the party and the botanicals back to the cavern entrance, but will stay behind. He needs to help the tree begin to regrow itself and repair the damage.

The botanicals will be glad to get back to their village.



FINNA

Edgar will be waiting at the arrival site. He has a telepathic link with Barnabus, so the party can be teleported back to Barnabus' house as soon as they would like.

EXTENDING THE ADVENTURE

Sunday and Barnabus will be very grateful to the party if they prevented the crash of the Sky Tree. Sunday will happily pay them with the dragon gold. The townspeople will be glad to see the Sky Tree float away from Harveston, but may not believe that the party had anything to do with it.

There are more adventures to be had in the area if the party wishes to stay. Some involve a return to the Sky Tree, and others take place in the area around Harveston.

THE DRYADS. The Sky Tree is large enough to provide a home for a colony of dryads. However, some harpies have taken to nesting nearby and the dryads ask the party to drive them out. However, the dryads don't know that the harpies are actually working for an evil wizard who has come to the tree to set up a base of operations.

THE GRIFFON'S AERIE. Numerous griffons also inhabit the sky tree. Barnabus may ask the party to try to tame one to be presented as a gift to a noble knight, Sir Aurelius.

SAULOGH'S RUINS. This ancient castle has long been quiet. Recently, however, strange lights and howling noises have been heard coming from the castle. The town council of Harveston will be willing to hire the party to investigate the ruins and dispatch any monsters or undead that are dwelling there.

LAKE HARMONIA. The farmers who live near Lake Harmonia are being harassed by lizardmen who have begun to encroach on the far side of the Lake. The farmers have pooled their money and will pay the party to drive the lizardmen away.

THE DRAGONWALL. A small dragon has been seen circling the forests just south of the Dragonwall mountains. A ranger claims to have seen the cave where it rests. However, other monsters may share the lair as well. The party may be hired to deal with the dragon may keep whatever treasures or weapons they find there.

OLD DELVING. Sunday's adventurous niece Ellibeth has gone missing near the abandoned

mines of Old Delving. A ranger friend of his claims to have seen trolls in the area. Sunday will gladly fund an expedition to get her back.

CONCLUSION

Thank you for purchasing this adventure. Change what you like and make it your own. Most importantly, have a great time with your players!



New Monsters and Sentients

Automaton

Armor Class:	2(18)
Hit Dice:	5
No. of Attacks:	1
Damage:	1d10 (2-handed sword)
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter 5
Morale:	12
Treasure Type:	None
XP:	360

Automatons are human-like creatures of metal and wood. They stand about 6 ½ feet tall and are armed with two-handed swords. Embedded in each of their chests are a gem shaped roughly like a bird's head. The gem glows with a dim purple light. If this gem is destroyed or pried from their chest, they will stop attacking and wander about in a confused state. These gems keep them loyal to the monachians. Losing the gem will not transfer their loyalty to other characters.

Automatons are intelligent. They may also be used as a race separate from the monachians.

Botanical

Armor Class:	6(14)
Hit Dice:	3
No. of Attacks:	1
Damage:	1d6 (quarterstaff)
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter 3
Morale:	8
Treasure Type:	None
XP:	145

Botanicals are plant creatures who closely resemble humans in size and form. Their "skin" is actually soft green moss. Stems, leaves, and even flowers grow in

them and adorn their bodies. As they grow, some botanicals take on a male form, and others a female. Some solitary botanicals take on a less civilized form, more closely resembling shambling swamp creatures. Instead of eating, they must spend time every day in the sun and must absorb water frequently.

Botanicals may see 60 feet aboveground in the dark. They are able to speak with plants, and may regrow lost limbs with one day of rest. They are immune to the undead.

Botanicals are a peaceful and even-tempered folk who live in secluded natural areas. They see the preservation of nature and life as the highest duty. However, they turn into fierce warriors when confronting those who would despoil the land or harm the innocent. In a natural environment, they may blend in with plant life and surprise opponents on a roll of 1-5 on a d6.

Clawroach

Armor Class:	3(17)
Hit Dice:	5
No. of Attacks:	2 claws + 1 bite
Damage:	1d6/1d6/1d4
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter 5
Morale:	8
Treasure Type:	None
XP:	37

Clawroaches are the semi-intelligent servants of the monachians. They stand about 6 feet tall and resemble giant cockroaches with two huge frontal claws. They have glowing green eyes which cast a beam for about 30 feet. If slain, the creatures eyes will glow for two more days. Clawroaches do not speak.

They are aggressive creatures and will fight until they are at about 1/4 hit points.

Fungisoid

Armor Class:	8(12)
Hit Dice:	1
No. of Attacks:	2 claws + spores
Damage:	1d4/1d4 + paralysis
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter 1
Morale:	8
Treasure Type:	None
XP:	37

Fungisoids are intelligent, ambulatory mushroom people. They stand about 3 feet tall and can range in color from dull tan to bright reds, oranges, and purples. Their arms end in sharp fingers that they use for defense. Their legs are a series of roots that they shuffle around on.

Fungisoids form colonies in caves near the surface, emerging at night to forage for food to decompose. They are quite intelligent, and many learn the common tongue by listening to farmers and hunters near their caves. Some wizards even have fungisoid servants, feeding them well and asking them to take care of the grounds in return.

Fungisoids are reclusive creatures, preferring to blend in with their surroundings rather than fight. However, if attacked they will defend their homes. When a fungisoid is hit for the first time in combat, they release spores. Any opponents within a 10-foot radius must make a SAVING THROW VS. PARALYSIS or be paralyzed for 1d4 rounds. It takes a full day for fungisoids to regrow their spores.

Hatchette

Armor Class:	7(13)
Hit Dice:	4
No. of Attacks:	2 claws/1 beak
Damage:	1d6/1d6/2d6
Movement:	50'
No. Appearing:	1d6
Save As:	Fighter 4
Morale:	8
Treasure Type:	None
XP:	240

Hatchettes are large, flightless birds characterized by an axe-like beak. They stand up to 8 feet tall and their feathers range from light tan to near black. Over the eons, they have adapted to live in a variety of climates.

Hatchettes are quite aggressive and will attack anyone who comes too close. In combat, they swing their heads, using the razor-sharp edge of their beaks like an axe. Also, they will pounce on their prey and attack with their claws. Hatchettes have a particular fondness for halfling flesh, and will generally attack them first.

Some species have domesticated hatchettes and ride them into battle. In those instances, hatchettes may only attack with their beaks. Their riders may attack as normal.

Monachian

Armor Class:	6(14)
Hit Dice:	4
No. of Attacks:	1 weapon + gaze or spell
Damage:	1d8 + paralysis or spell
Movement:	40'
No. Appearing:	1d4
Save As:	Magic User 4
Morale:	9
Treasure Type:	U
XP:	320

Monachians are intelligent vulture-men. They have evolved a roughly humanoid frame with

claw-like hands and feet. However, they no longer possess the ability to fly.

Monachians live in enclaves far from civilization. Their society revolves around magical and alchemical research. One day they hope to conquer and enslave other races using advanced weapons of war. Those encountered by adventuring parties are generally Magic-Users seeking powerful magical items or hidden knowledge.

In combat, monachians use large swords and their gaze attack. They may choose one opponent to lock eyes with. The opponent must make a save versus Paralysis or be paralyzed for 1d4 rounds. The gaze effect is ineffective against monachians, even if reflected by a mirror or shiny surface. If they choose to cast a spell, they may not use their gaze attack that round. A suggested daily spell list includes: **Magic Missile**, **Light**, **Invisibility** and **Web**.

Spider, Sky Tree

Armor Class:	5(15)
Hit Dice:	4
No. of Attacks:	1 bite + poison
Damage:	1d8 + paralysis
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter 4
Morale:	8
Treasure Type:	None
XP:	280

Sky Tree spiders are giant spiders. They have a white, almost crystalline carapace. They are quite clever and can speak a few words of the common tongue. Most of their prey consists of birds that find their way to the Sky Tree. Therefore, they never developed potent poison that affects larger targets.

An a successful bite, victims must make a SAVING THROW VS. POISON or be paralyzed for 1d4 rounds.



pixabay

PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages are all seventh level characters. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

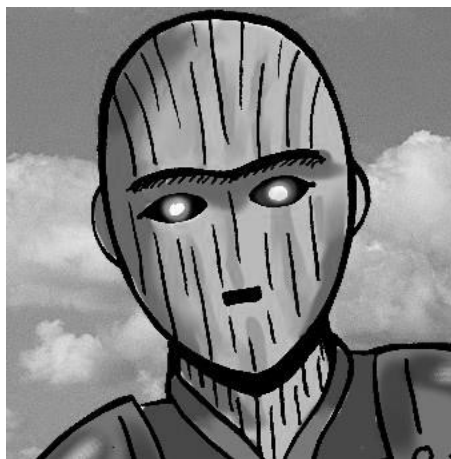
Three BONUS character sheets are provided to give you a taste of some of our other supplements Full character class write-ups for all three can be found on the **Sharp Mountain Games** page at drivethrurpg.com. (They're pretty cheap, too!).

Permission is given to photocopy the character sheets for personal use.

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**.

HALFLING THIEF – A classic for all time! A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**.

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**.



Carven



Halfling Thief



Wanderwood

CLERIC (Level 7)

AC 6(14) HP 27

Abilities

STR	14	(To-Hit, Damage, Open Doors)	Adj. +1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	16	(Save vs. Spells)	+2
CHA	13	(Reactions)	+1

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

Mace: (1d6)
Sling: (1d4)
Unarmed: (1d2)

Saving Throws

POISON/DEATH RAY	9
MAGIC WANDS	10
PARALYSIS/PETRIFY	12
DRAGON BREATH	14
SPELLS	12

Turn Undead

Skeleton	D
Zombie	D
Ghoul	D
Wight	D
Wraith	T
Mummy	T
Spectre	7
Vampire	9

Spells

First level (2/day)
Second Level (2/day)
Third Level (2/day)
Fourth Level (1/day)
Fifth Level (1/day)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Mace: +4 (1d6 +1)
Sling: +2 (1d4)
Unarmed: +4 (1d2+1)

DWARF (Level 7)

AC 5(15) HP 36

Abilities

STR	16	(To-Hit, Damage, Open Doors)	Adj. +2
DEX	12	(Missile To-Hit, AC, Initiative)	
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

Special Abilities

Infravision

Find traps and mining (2/6)

Gear

Chainmail, Healing Potion

Weapons

2-handed Axe: (1d8)

Dagger: (1d4)

Unarmed (1d2)

Languages

Dwarvish

Gnomish

Kobold

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	5	6	7	8	9	10	11	12	13

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Axe:: +8 (1d6+2)
Dagger: +8 (1d4+2)
Dagger(thrown): +6 (1d4)
Unarmed: +8 (1d2+2)

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	13	(Languages)	+1
WIS	8	(Save vs. Spells)	-1
CHA	14	(Reactions)	+1

Gear

Spellbook, Chainmail armor, Healing Potion

Weapons

Sword: (1d8)

Bow: (1d6)

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	9
DRAGON BREATH	10
SPELLS	10

Special Abilities

Infravision

Find secret doors (2/6)

Immune to ghoulish paralysis

Languages

Elvish, Orc, Hobgoblin, Gnoll

Spells

First level (3/day): *Magic missile, Sleep, Protection from evil*

Second level (2/day): *Invisibility, Knock*

Third level (2/day): *Fireball, Haste*

Fourth level (1/day) *Dimension Door*

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	5	6	7	8	9	10	11	12	13

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword +6 (1d8)
Bow: +8 (1d6)
Unarmed: +6 (1d2)

FIGHTER (Level 7)

AC 4 (16) HP 42

Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	12	(Languages)	
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	10
SPELLS	12

Gear

Chainmail armor, Healing Potion

Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	5	6	7	8	9	10	11	12	13

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Sword:: +8 (1d10+2)

Bow: +7 (1d6)

Unarmed: +8 (1d2+2)

HALFLING (Level 7)

AC 3(17) HP 27

Abilities

STR	8	(To-Hit, Damage, Open Doors)	Adj. -1
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

Special Abilities

-2 (+2) to AC against large opponents
Hide Outdoors (90%)
Hide Indoors (33%)

Gear

Chainmail armor, Marbles, Healing Potion

Weapons

Short sword: (1d6)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	5	6	7	8	9	10	11	12	13

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +5 (1d6-1)

Bow: +8 (1d6)

Unarmed: +5 (1d2-1)

MAGIC-USER (Level 7)

AC 8(12) HP 19

Abilities

STR	8	(To-Hit, Damage, Open Doors)	Adj. -1
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	10	(Hit Points)	
INT	16	(Languages)	+2
WIS	12	(Save vs. Spells)	
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	12
PARALYSIS/PETRIFY	11
DRAGON BREATH	14
SPELLS	12

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Weapons

Dagger: (1d4)

Spells

First level (3/day): *Magic missile, Charm person, Shield*

Second level (2/day): *Web, Invisibility*

Third level (2/day): *Lightning Bolt, Dispel Magic*

Fourth level(1.day): *Polymorph Other*

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +2 (1d4-1)
Dagger(thrown): +4 (1d4)
Unarmed: +2 (1d2-1)

THIEF (Level 7)

AC 5(15) HP 26

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Saving Throws

POISON/DEATH RAY	12
MAGIC WANDS	13
PARALYSIS/PETRIFY	11
DRAGON BREATH	14
SPELLS	13

Thieves' Abilities

Open Locks (55%)

Climb (93%)

Hide in Shadows (45%)

Hear Noise (67%)

Remove Traps (50%)

Pick Pockets (55%)

Move Silently (55%)

Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +3 (1d4)
Dagger(thrown): +5 (1d4)
Unarmed: +3 (1d2)

CARVEN (Level 7)

AC 3(17) HP 41

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	16	(Languages)	+2
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PETRIFY/PARALYSIS	10
DRAGON BREATH	10
SPELLS	7

Special Abilities/Restrictions

Scout (70%)
 Identify Potions (60%)
 Limited Healing
(Only receive ½ hp from healing spells)
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Leather Armor, Healing Potion

Weapons

Sword: (1d8)
 Bow: (1d6)

Languages

Treant, Gnome

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	7	8	9	10	11	12	13	14	15

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword: +4 (1d8)
Bow: +5 (1d6)
Unarmed: +4 (1d2)

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF (Level 7) AC 5(15) HP 31

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	5
MAGIC WANDS	6
PETRIFY/PARALYSIS	7
DRAGON BREATH	9
SPELLS	9

Special Abilities

-2 (+2) to AC against large opponents
 Hide Outdoors (90%)
 Hide Indoors (33%)

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)
 Dagger: (1d4)

Thieves' Abilities

Open Locks (55%)
 Climb (93%)
 Hide in Shadows (45%)
 Hear Noise (67%)
 Remove Traps (50%)
 Pick Pockets (55%)
 Move Silently (55%)
 Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	5	6	7	8	9	10	11	12	13

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +6 (1d6)
 Dagger: +6 (1d4)
 Dagger(thrown): +8 (1d4)
 Unarmed: +6 (1d2)

HALFLING THIEF – A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by Sharp Mountain Games on drivethrurpg.com.

WANDERWOOD (Level 7) AC 5(15) HP 41

Abilities

STR	13	(To-Hit, Damage, Open Doors)	Adj. +1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	16	(Hit Points)	+2
INT	14	(Languages)	+1
WIS	12	(Save vs. Spells)	
CHA	10	(Reactions)	

Saving Throws

POISON/DEATH RAY	9
MAGIC WANDS	8
PETRIFY/PARALYSIS	10
DRAGON BREATH	12
SPELLS	6

Special Abilities/Restrictions

Tracking (70%)
 Hide in wooded area (95%)
 Find Healing Herbs (2d6)
 Photosynthetic
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	7	8	9	10	11	12	13	14	15

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Great Staff: +5 (1d6+1)

Sling: +3 (1d4)

Unarmed: +5 (1d2+1)

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on **drivethrurpg.com**.

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