

Hanging Trees

13th age Compatible Fan Work

Hanging Trees are said to be descended from an ancient oak that the Briar Queen, leader of the blood elves, used to execute her defeated enemies. That oak drank up the juices from the bodies that were left to putrefy and grew great and strong, before enlisting their raging spirits to spread its seeds. Whenever a tree descended from one of those seeds is watered with blood that ancestral darkness awakens and the tree begins its own hunt.

Others claim that each hanging tree must be subject to a deliberate necromantic ritual, causing the spirits that die near it to become bound; and that there is a cult dedicated performing these rituals in secret.

Whatever the truth of the matter, Hanging Trees are rare but exist throughout the world's woodlands – and are nearly indistinguishable from their neighbours.

Occasionally Hanging Trees are used as guardians; they will allow those who water their roots with fresh blood to live, as long as they continue to be useful.

Hanging Tree

Huge Level 1 Blocker; [Plant]; Initiative -1

Vulnerable: Fire, Bladed Weapons

Attacks: **Reaching Limb:** +6 vs. AC: 10 damage and the target is dazed until the Hanging Tree's next turn.

Critical Hit: The target is lifted into the air with the limb gripping their throat. The Hanging Tree will not attack them while they are suspended this way, but they take 5 ongoing damage and are weakened (-4 to attack and defences), stuck and vulnerable (hard save [16+] ends all). If the Hanging Tree receives a critical hit it releases all gripped enemies.

Miss: 5 damage

C: Gripping Roots: (1d3 nearby enemies): +6 vs. PD: 5 damage and the target is stuck and vulnerable (save ends both)

Natural even hit: The target is forced to engage with the Hanging Tree.

Special

Great Cover: Ranged attacks against creatures adjacent to the Hanging Tree or within its branches take a -2 penalty

Just a tree: Adventurer's must succeed on a DC 25 skill check to recognise a Hanging Tree as anything unusual prior to it making its first attack. If they are aware of the presence of a Hanging Tree this check is instead DC 15 as they know what signs to look for.

Rooted: The Hanging Tree can't move. It's a tree.

AC 17 | PD 16 | MD 10 | HP 95

Ravens

The most common threat to find living within the branches of a Hanging Tree are bloodthirsty ravens, ready to finish off the tree's victims and feast on their corpses.

Ravenous Raven

Level 1; mook; [beast] Initiative +6

Attacks: **Flyby attack:** +6 vs. AC: 3 damage.

Natural roll higher than target's dexterity: If the raven has moved this turn it may pop free of the target and move again

Peck: +6 vs. AC: 4 damage

Special

Flying: Ravens are agile fliers, and can easily escape from battle if they feel it isn't going their way.

AC 17 | PD 11 | MD 15 | HP 7

The mostly mundane corvids detailed above may be led by a far more dangerous form of bird – the Dire Raven is a cunning predator able to strategise for its lesser fellows while simultaneously making a dangerous foe in itself.

Dire Raven

Level 2; Leader; [beast] Initiative +6

Attacks: **Flyby attack:** +7 vs. AC: 6 damage.

Natural roll higher than target's dexterity: If the raven has moved this turn it may pop free of the target and move again

Peck at Eye: +7 vs. AC: 7 damage

Critical Hit: The target takes -2 to all perception based rolls and all ranged attacks (save ends both)

Special

Tactical Guidance: Other birds get +1 to all attacks and defences as long as there's a Dire Raven in the combat.

Flying: Ravens are agile fliers, and can easily escape from battle if they feel it isn't going their way.

Nastier Special

Eye Eater: When a Dire Raven scores a critical hit on a peck roll, it makes the following attack for free:

[special trigger] **Consume Eyeball:** +9 vs. PD: 10 damage and the target loses one eye.

Regenerating this eye requires the use of a healing ritual, made easier if the corpse of the Dire Raven is used as a component. Until the eye is restored the target takes -2 to all perception based rolls and all ranged attacks. If both eyes are eaten the target is blinded.

AC 17 | PD 11 | MD 15 | HP 36