

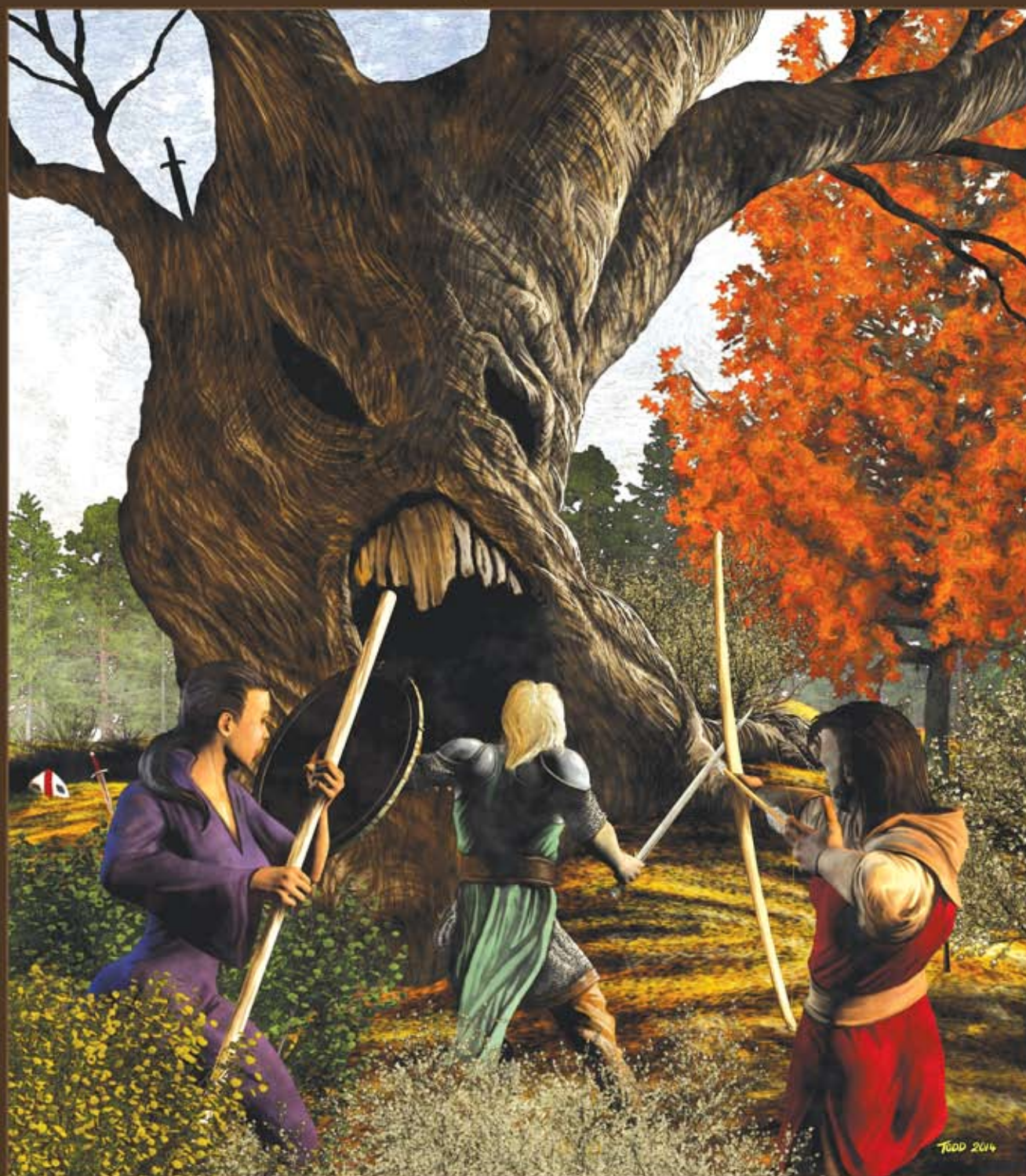


JAMES M. WARD & STEPHEN A. LEE
THE 77 LOST WORLDS
AN APOCALYPTIC SPACE™ GAME

Lunar Resort Adventure

The Healing Tree

Written by James M. Ward



77WORLDS.COM

The Healing Tree



Name – MUTATED TREE

Creation Cards – 2♥, 3♠, 4♣, and J♣

Hit Points – 75 – Rank 6

Silhouette – The tree stands 60 feet tall and appears dead with no leaves. The bark is very thick and there are several huge branches growing from the trunk. There is one large hole that is a mouth, but appears to be a normal part of the rotting process.

Attitude – During the daylight hours the tree is capable of attacking with its limbs. The trunk is limber enough to slowly bend as it attempts to bite large prey. Once there are 50 or more pounds of meat in its mouth, the tree doesn't attack until that mass is digested.

Attacks – Claw (strike 7, bonus 3), Bite (strike 10, bonus 4)

Defense – The trunk wood and bark give it an armor class of (6).

Specials – Known only to a few shaman, the bark of this tree can heal 9 points of any type of damage when soaked for 24 hours in water and drunk as a tea. When the Tree is reduced to less than 20 hit points, the tree lashes out with three two-handed swords (strike 12, bonus 12).

THE STORY

Three hundred years ago, this was a normal looking tree in a small forested area. When the aliens came, there was a collision and an alien troop carrier dropped a set of troops into this tree at high speed and killed them all. For a year, the alien life forms rotted around the roots of the Tree. The plant absorbed many types

of strange bacteria from the blood and tissue of the aliens. These things grew in their own right and the Tree was transformed. The plant grew senses normal trees didn't have. Its limbs became unusually limber and able to grasp things from the ground. The Tree acquired a taste for blood to be spilled on its roots and bark. Unwary animals were ripped into parts for the feeding of the Tree. It grew much larger than the other trees surrounding it. Soon there was a legend about a great god of plants that wanted to punish humans for what they did in harvesting its brothers. The legends weren't even close to the frightening nature of the real thing.

THE SITUATION

For hundreds of years, the Tree grew more and more hungry. It wasn't until two villages rose along the river that humans started becoming part of the Tree's diet. Although, the Tree learned to like the taste of human blood, it didn't like the many objects humans carried. More and more equipment started piling up around the root systems of the Tree. Those items became a lure for the people around the Tree. They would pass by and see the weapons, armor, and other things and wanted them. Many came up to the Tree, expecting to find a normal large plant. They found a new type of monster. No human lived long enough to send back a warning.

The Tree grew intelligent enough to want to lure prey into its branches. It thought of many things and began to change the look and feel of the area around it. The Tree noticed that it didn't look like other trees in the area. It started ripping up creatures, draining them of blood, and then throwing the pieces on the other trees in the area. Soon the land turned into a charnel area where bugs and smaller predators came to eat the flesh the Tree provided. The smell was incredible.

The surrounding trees filled with the nests of hawks, eagles, and other predator birds. The root systems became mouse and rat warrens and these grew fat on the mass of flesh the Tree spread around. Larger predators started appearing and lions and hyenas joined in the feast and became part of the food as the Tree caught the larger creatures in its grasp. Packs learned where it was safe to move in the forest and where the Tree could grab them. Soon there were large groups of predators ready and waiting for anything the Tree could provide.

The Tree also realized there were too many unusual things around its roots. The Tree started picking up some of these devices and started hurling them at the roots of other trees in the area. Soon the forest in and around the Tree was filled with shiny things and only the large size of the tree set it aside from the other trees in the area.

One day as the Tree was moving things to other trees it grasped a two-handed long sword and accidentally cut off a section of its limb. Instantly, the Tree knew just how useful such a device would be. It found two other similar weapons and stored them away in a section of its limbs – in case it had a special need to defend itself. While the tree had never been successfully attacked, it knew there would come a day when it would need to defend itself and these cutter things would be perfect for that battle.

After the first hundred years of its existence, the Tree had destroyed the fifteenth android trying to move along a path beside the tree to fix equipment in the dome. This clicked a circuit in the controlling artificial intelligence of dome. Special, robotic units were dispatched to see what was destroying the androids. The units were sent at night. The Tree rarely moved during times of darkness. The area was searched; the equipment was found and collected. The report said there must have been some unknown creature at work. It wasn't a large enough problem for other circuits to kick in. However, the Tree noticed all of the many devices it had collected were gone. This made the plant think there might be some value in such things if other beings thought to take them. The Tree thought of this for a long time.

The following are the type of things to be found at the roots of the trees in the area:

Short swords, rotted leather armor, crushed shields of many types, chariot parts, crushed horse skulls, broken javelins, flashlights, tool belts designed to repair electrical equipment, tool belts designed to repair water pipes, crushed anti-grav sled, crushed two-wheeled cycle, and human skulls.

The following are the type of creatures the characters can face long before they come to the Tree.

Name – MOUNTAIN LION

Creation Cards – Q♥, 9♠, A♣, and K♣

Hit Points – 10 – Rank 4

Silhouette – 4 feet long and 3 feet high, this tan feline moves almost invisibly in the tall grass of the savanna.

Attitude – It likes to strike from surprise with claws and fangs. It's very capable of attacking with a leap from a position above its prey.

Attacks – Claw (strike 7, bonus 3), Bite (strike 10, bonus 4)

Defense – It is dexterous and moves fast, giving it an armor class of (6).

Specials – It is never surprised.

Name – GIANT BOAR

Creation Cards – 2♣, 2♦, 2♠, 3♥

Hit Points – 20 – Rank 4

Silhouette – It is 12 feet long and 4 feet tall at the shoulder. Its flesh is jet black and it has four feet long tusks.

Attitude – It is extremely aggressive, but won't fight near the water.

Attacks – Crushing rush (strike for 12, bonus 12)

Defense – Its flesh is tough (10)

Specials – None

Name – GIANT WOLF

Creation Cards – A♥, 2♥, 3♠, 4♠

Hit Points – 20 – Rank 7

Silhouette – It is ten feet long and five feet tall at the shoulder. Its fur is jet black. Its fangs are large enough to bite a human in half.

Attitude – It is aggressive and constantly hungry. Fire drives it off.

Attacks – Bite (strikes for 11, bonus 10)

Defense – Its fur is thick and blocks a great deal of damage (8)

Specials – It can see in the dark and is never surprised.

Name – TYRANNOSAURUS REX

Creation Cards – A♥, A♠, A♣, 2♠

Hit Points – 13 -- Rank 11

Silhouette – 18 feet tall, this is the king of the dinosaurs. It is a meat eater afraid of nothing.

Attitude – It constantly attacks until it or its prey are dead.

Attacks – Bite (strikes for 14, bonus 10)

Defense – Its lizard flesh is very hard (9)

Specials – It attacks first in the first combat round, and last in all of the other rounds.



Basic Box Set



Map Pack

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