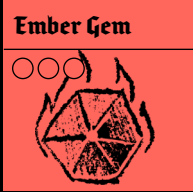


The Ember Gem

Just below the canopy of the tree, unbeknownst to its inhabitants, sat a crystal clear gemstone, nestled within the tree's inner chambers. When the lightning struck the tree the gem acted as a conductor, absorbing intense amounts of electricity and heat. It began to turn a bright red and promptly turned its chambers into a glowing hot hazard. The tree will continue to burn as long as the Ember Gem radiates its energy. If the gem is extinguished, contained, or removed from the tree, the burning will cease and the billowing smoke will dissipate.



A Turn spent focusing on the Ember Gem will mark Usage and summon a Lightning Elemental, which will perform one task before returning to the gem.

When all Usage is marked, the gem shatters and the Elemental is set free.

Treasure

d6	Encounter
1	Fossilized sap (100p)
2	Emberleaf (Worth 200p to followers of Reverend Goldenfur)
3	Carapace Shield (Light, 1 Def. Lightning damage is Impaired)
4	Fine Soot Powder (Instant flame when mixed with oil)
5	Thunderstruck Spear (Heavy d10, Damages DEX)
6	Golden Caterpillar Crown (400p)



During a particularly horrendous storm, an old oak tree was struck by lighting and burst into flames. Thanks to the pouring rain, the inferno quickly died down, but the fire continued to smolder deep within the tree.

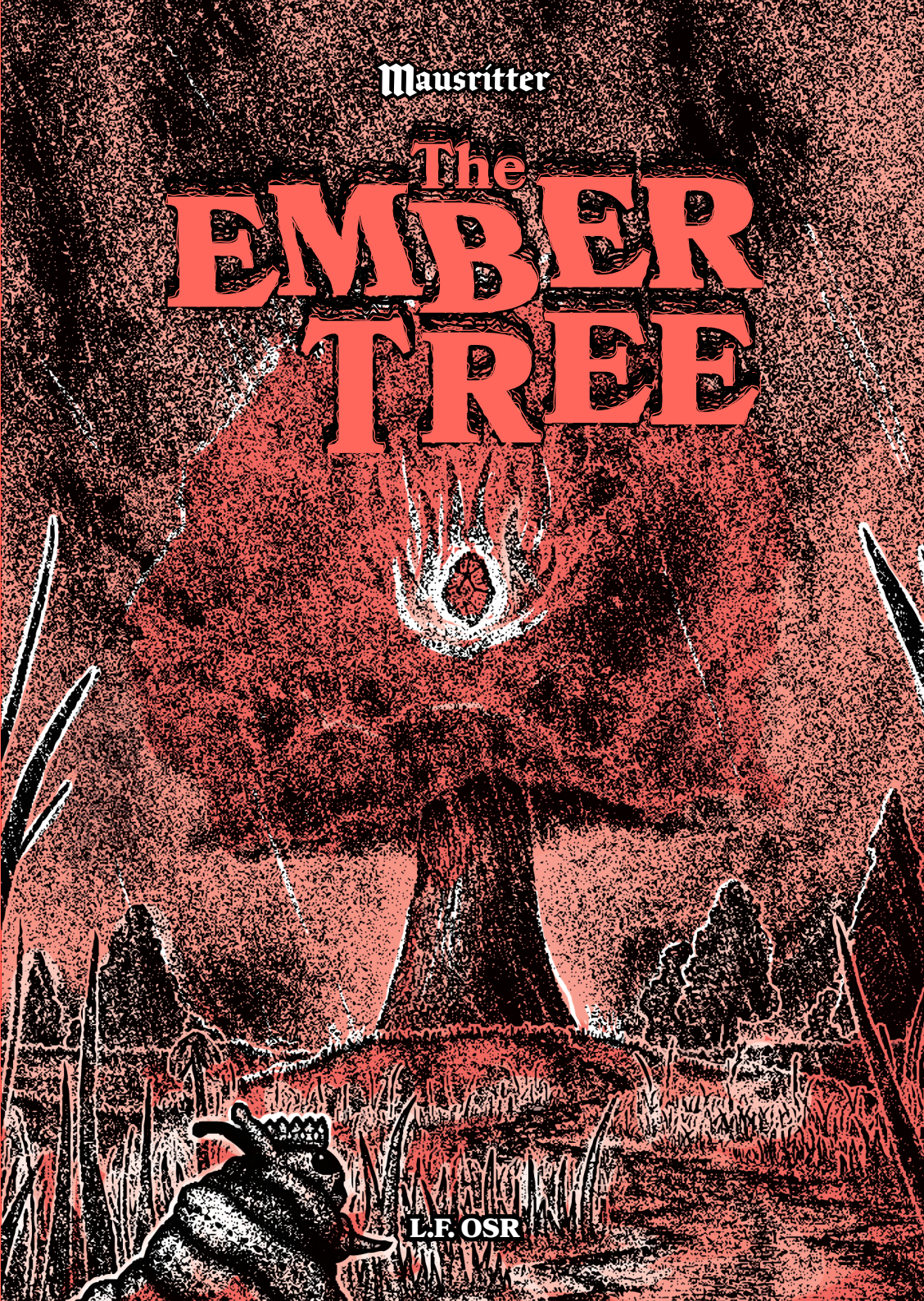
Several days after the storm, the blackened tree began to spew a thick, lung burning smoke beneath the scorched bark, disturbing the surrounding settlements and wildlife.

Adventure hooks

d6	Hook
1	Smoke from the tree is blocking out the sun. Local farmers offer a 500p reward to any who can stop it.
2	The scorched Caterpillar King arrives at Brickport, seeking aid.
3	Smoke from the tree has sent a migrating hive of bees into a deep slumber above Brickport.
4	Reverend Goldenfur preaches that the tree's clensing fire will soon consume the whole Estate.
5	Louie Two Knives says it's chaos inside the tree. A great time to steal the Centipede kingdom's wealth.
6	The Moth Queen sends word that her Termite workers are in revolt, complaining that their home is on fire.



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Encounters

d6	Encounter
1	1d4 enraged Termites pacing in anger
2	2d4 Termites engaging in heated arguments
3	2d6 Termites , panicked and trying to flee
4	Molten Silverfish , violently thrashing
5	2d4 Moth Explorers , drawn to the embers
6	A Lighting Elemental crackles to life

Termite
Ponderous heads, bladelike jaws.

3hp, STR 9, DEX 8, WIL 8
Attacks: d6 bite

Wants to build a mighty empire, one tunnel at a time

Molten Silverfish
Like a bead of molten lead dancing amongst the embers.

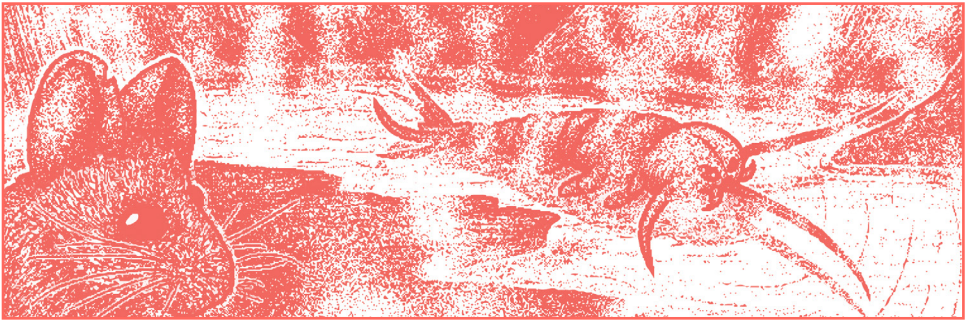
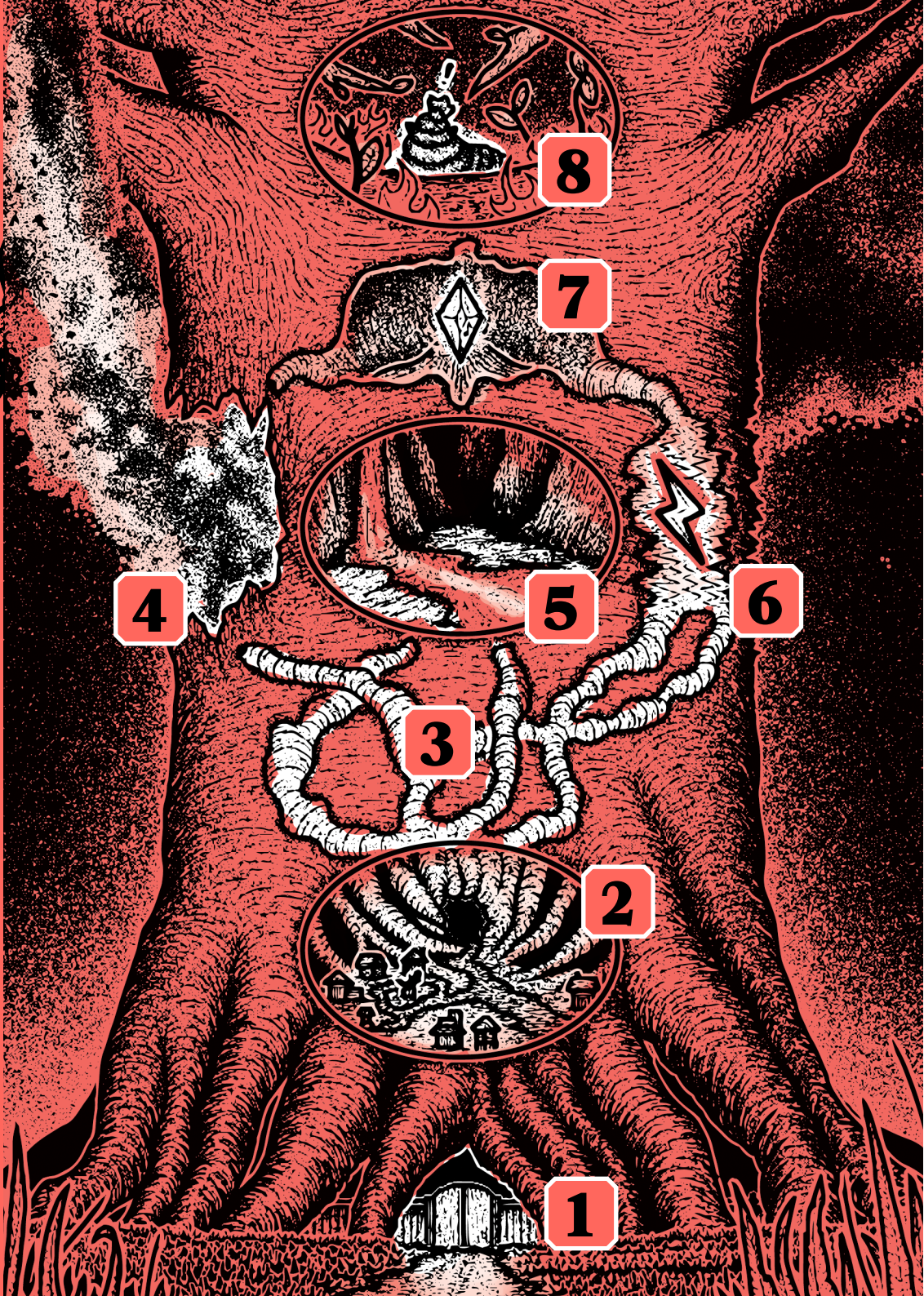
2hp, STR 8, DEX 10, WIL 6
Attacks: d6 burning touch
Critical damage: d6 Items in Pack catch alight

Wants to play in the flames

Lighting Elemental
A ghostly ball of energy, sparking with rage.

8hp, STR 10, DEX 12, WIL 15
Attacks: d4 Charge, then next round,
d12 Shockwave (damages DEX, area effect)
Only harmed by silver, magic or water.

Wants to be free of this form



1. Charred Gate

Streaks of black soot stain the once-red gate.

- A **billow of smoke** pours out when opened.
- Caterpillar tracks on the soot-covered ground.
- Through the smoke:** Chaotic sounds from the Caterpillar Settlement.

2. Caterpillar Settlement

Tents of silken thread clinging to the tree hollow.

- In chaos. **Panicked Caterpillars** run back and fourth pursued by equally agitated **Termites**.
- Charred tent:** Almost collapsed onto the ground. Several **Caterpillar young** stuck inside.
- Humble tent:** Inside, **Fizzle**. She is in mourning for the lost prince **Brand**, her secret betrothed.
- Grand tent:** Golden threads woven into the silk. Inside, d4 **Termites** searching for loot. Scared caterpillar guard **Dritter** hides inside a hammock. The Caterpillar King has left to seek aid. Roll a **treasure**.

3. Termite Tunnels

Echoes of shouting termites. In dark winding tunnels.

- Uncomfortably **hot, humid, and claustrophobic**.
- d6 **Termites**, looking for a way out.
- Winding tunnels:** Leading into the tree, but **easy to get lost** without a guide (*randomize next location if lost*). Leads to Hazy Hollow, Hot Sap River, or Thunder Tunnel.

4. Hazy Hollow

Thick haze of smoke obscures vision and chokes.

- d6 **Termites**, lost in the smoke.
- Drifts of **Fine Soot Powder** dot the floor.
- Crumbling stairs:** A long climb to Ember Chamber.

5. Hot Sap River

Glowing river of molten sap blocking the path.

- River **scalds** if touched (d8 damage). Make DEX Save to cross without equipment.
- d6 **Molten Silverfish** playing in the sap.
- Chunks of **Fossilized Sap** floating downstream
- Perilous climb:** To Ember Chamber.

6. Thunder Tunnel

Deafening claps of thunder roll through the tunnel.

- Residual **electricity** arcs along the walls and floor. d6 damage if struck.
- Lodged in the wall:** **Thunderstruck Spear**. If removed, a **Lighting Elemental** is freed.
- Through the tunnel:** To Ember Chamber.

7. The Ember Chamber

Unbearably hot. Cracks in the blackened wood glow red.

- Each Turn spent here, make a STR Save or take d6 damage. 2-in-6 chance wooden Items catch alight.
- Center of the chamber:** the **Ember Gem**. If the gem is extinguished, contained, or removed from the tree, the tree's smoke will dissipate.
- d6 **Molten Silverfish**, scuttling around the Gem.
- Two arching stairwells:** To Torched Canopy.

8. Torched Canopy

Fluttering leaves and falling ember.

- If the Ember Gem is not extinguished, branches will burst into flames at random intervals.
- 2d4 **Emberleaves** hanging from the branches
- Clinging to a high branch:** Caterpillar Prince **Brand**. Traumatized. If rescued, will offer a **golden leaf** as reward (500p).