

# Encounter type: Organic, Tree, Living

# Encountered: 1-D4 per 2 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Branch-Strike / 2-D6

D20 roll needed to have Gold / # of gold coins found: 18+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 17+ / 2-D4

D20 roll needed to have [Treasure](#) / # of treasure items found: 18+ / 1 Check for each to have treasure.

Defense: 11

Experience: 9

Life-points: 27

Offense: 0 See: "Special".

Region: Forest Wilderland.

Special: Impale: Once per turn, the Living Tree will send up a cluster of roots to spear one random creature within the ranks of its foe.

Damage: 2-D6

Offense: +7