

# Hagoth Tree

The following is the information concerning this organic plant:

# Appearance

This tree is solid black, as is its bark and leaves. The very appearance of this tree is ominous and spooky.

If one sleeps under the long, arch-like, bows of this tree, there will be a 50% chance of strange dreams taking hold of the sleeper. These dreams have a 25% chance to create a vision of the past, present or future (01-90: Past, 91-98: Present, 99-00: Future). What these visions will be will be strictly up to the discretion of the Game Master.

This tree will instantly commune with a druid who draws near to it. The communication will be in the form of a daydream vision and will not necessarily be friendly. What communication the Hagoth Tree and the druid will share will also be strictly up to the discretion of the Game Master.

% chance to locate per 24 hours: 5%/,;'+ +

# of checks per 24 hours: 1

Classification: Plant.

Color: Black.

Location: Surface.

Maturity: 40 years.

Regional habitation: UnderWorld (Vermillion Forest).

Smell: The smell of this wood is as a sweet fragrance, not unlike sugar, yet mixed with the very minute scent of ashes.

Uses found: A mature Hagoth Tree will yield enough wood for 200 measures.

Value per use: 100 white-gold.

Taste: Charred wood.

Texture: Smooth (once the bark is stripped away from the wood itself).

# Explanation

This tree grows within the Vermillion Forest of the UnderWorld. It is a very rare tree to find. The Vahkrin, known as "Arsia" prize this tree, creating death weapons from its wood. Once this tree has been found by an Arsia, he or she will live near it, taking from it as needed (and protecting it fiercely).

**Area of influence:** Not applicable.

**Damage:** If used as a weapon (i.e., club, lance, etc.), this wood will be considered as hard as Iron Wood. See: "Wood types" in the W section of the Basic Rules Book for details on iron wood.

**Duration of effects:** Not applicable.

**Effect time:** Not applicable.

**Effects:** Not applicable.

**Healing:** Not applicable.

**Immunities:** Fire does not effect this type of wood.

**Maximum adjustments:**

**Overdose symptoms:** Not applicable.

**Range of influence:** Not applicable.

**Resting time:** Not applicable.

**Side effects:** Not applicable.

**Used for:** Creating the Morgel Death Weapon. See: "Arsia" in the V section of the Creatures Book for details on this Vahkrin's ability to create this weapon.

# Preparation

Not applicable.

Avoidance-roll: Not applicable.

Measurement per use: About as much wood as it would take to create a full sized quarter staff.