

# Isle of the Entilles

By Kyle Currie

## Key

1. In a ring that surrounds the entire island, guardian saplings stare out to sea. Watching, waiting. One clutches an **amber bead necklace** in its right hand.
2. Deep in the forest lies the village of the Entilles. They welcome all visitors, as long as the Tree of the Photogenitors is respected. No foreigner may stand upon its roots. They have **ancient hardwood tools and weapons** and **fleshy fruit** (doubles rate of healing for one day after consumption) for trade.
3. A cramped crawlspace between the roots of the Tree leads to a hidden metal shaft leading further up and deeper down. All doors to other levels are shut tight.
4. At the bottom of the shaft sits an ancient elevator. A hatch in the top allows for passage through the elevator to area 5.
5. The crumbling floor drops away into a pool of dark, electrified water. On the far side is a generator, currently in low power mode. Turning the power up will activate the elevator, lights and doors. Turning the power off deactivates the aerosolizers that cover the island. Every turn, d6 giant photovoltaic salamanders emerge from the dark pool to defend the area. A vent leads up to area 8.
6. At the bottom of the pool, d4 photovoltaic salamanders stand watch over a **shining clutch of salamander eggs**. A tunnel leads away from the clutch and opens up beneath the water on the far side of the island.
7. A bank of monitors and controls takes up most of this room. A single skeleton clutching a **depowered solar pistol** sits at the center console. If power has been restored, the monitors show live

You've arrived at the Isle of the Entilles, sometimes called the Isle of the Wooden Folk. The isle holds secrets, knowledge, and opportunity - what will you leave with? And what will you change in the process?

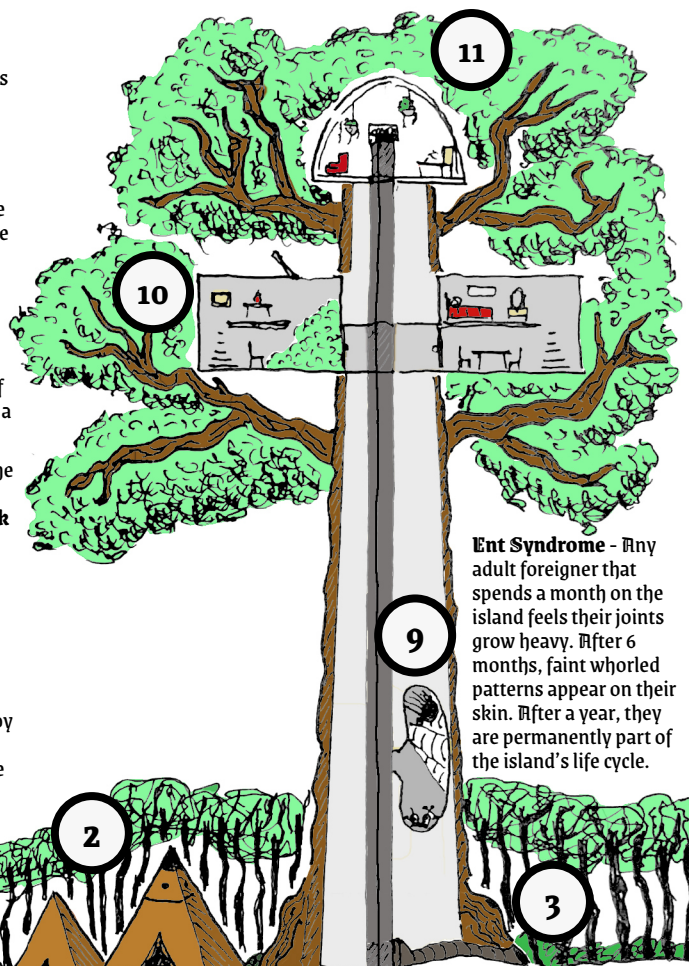
feeds from all over the island. Several monitors flash obvious warnings in several languages. Digging through the database reveals that this island was an experiment to adapt photosynthesis to other forms of life. It worked all too well.

8. The door to this room is blocked by a heavy, leaking tank that's fallen over on the other side. Two tanks still stand, feeding liquid into a pipe that goes into the ceiling (and ultimately feeds the roots of the Tree). Skin exposed to the liquid in the tanks immediately changes to heavy whorled wood. The liquid in the tanks could be swapped out for something else. A vent leads to area 5.

9. A giant treehouse spider has grown fat on salamanders and is now too big to leave the Tree. It will investigate loud sounds or the activation of the elevator. Amongst a pile of bones in its den is a **sack of carved amber coins**.

10. Dusty old living quarters, hidden from view by the Tree's lower branches. The room on the right contains **old rations** and a **set of fine spider-silk bedding**. The door on the left is blocked by a pile of detritus from the open hatch in the ceiling. A photograph in this room shows a group of researchers that bear passing resemblances to many of the villagers. A **red crystal vase** sits nearby.

11. A clear glass dome that must have once had an unblocked view of the entire island, now hidden by the Tree's highest branches. Several comfortable chairs and wildly overgrown hanging plants make up the decor. A cupboard contains a **red crystal barware set** and **three bottles of incredibly rare rum**.



**Ent Syndrome** - Any adult foreigner that spends a month on the island feels their joints grow heavy. After 6 months, faint whorled patterns appear on their skin. After a year, they are permanently part of the island's life cycle.

## Encounters in the Woods (d6)

1. A guardian sapling, wandering erratically, identifying every foreigner as a threat.
2. A treehouse spider, waiting to ambush prey from above.
3. Group of d6 barkers. 50% chance of being wild, otherwise domesticated.
4. Group of d3 adult hunters stalking a large trojan boar.
5. Swarm of solar beetles, gathering sunlight and attracted to any nearby power source.
6. Group of d4 photovoltaic salamanders, scurrying through the brush.

## Missions (d4)

1. A group of researchers would pay handsomely for any evidence explaining the wooden folk's strange lifecycle.
2. The nearby island of Toe-Hold seeks advice from the Woods-speaker, but the petulant noble in charge demands that they come visit him in his palace.
3. An eccentric inventor is looking for photovoltaic salamander eggs - they are the ideal biological power source for her newest creation.
4. Merchants are looking to establish trade for the isle's legendary fruit and incredible hardwood. All previous attempts have failed.

## Lifecycle of the Wooden Folk

**Child** - Born of two adults, the children appear (and are) human in every way. They can often be found running errands for the slower adults and seedlings.

**Seedling** - At adolescence, the effects of the island begin to manifest. It always begins in the joints, making their movements appear wooden and stilted.

**Adult** - Hardened flesh whorled with wood grain patterns. Naturally camouflaged within the forest and twice as strong as a human, but slow in movement and speech.

**Sapling** - Now both more and less than human, these slumbering folk can still be roused in times of great need to defend the isle. Terrifyingly strong.

**Fruit-Bearer** - After several years, these trees begin to grow a protein-rich fleshy-colored fruit that acts as the dietary staple of the islanders.

**Ancient Hardwood** - No longer able to bear fruit, these trees grow thick and tall. When required, a carpenter-priest will perform a tree's final rites so that the wood may be used to craft structures and tools of all sorts.

**Woods-Speaker** - Rarely, a sapling maintains its flesh-consciousness and gains a connection to the Woods, along with incredible longevity. They are treated as honored elders by the villagers.

## Villagers

1. **Ash, Lead Seedling** - This serious teen is in charge of corralling the other children when work needs to be done. Takes her job way too seriously.
2. **Syca, Woodward** - A giant of a woman, Syca is known for her stealth, powerful throwing arm, and deadly accuracy. She can feel her change coming on, and will sorely miss hunting.
3. **Poplar, Fruit Singer** - A boisterous young man with a beautiful voice that he

uses to great effect while singing the gathering songs. Always knows if a fruit is ready with a look.

4. **Hawthorn, Carpenter-Priest** - Somber and skilled, Hawthorn oversees each tree's final rites. His hardwood tools are unequaled, as sharp as steel.

5. **Willow, Woods-Speaker** - This ancient woman, curled up like a bonsai tree, resides beneath a hillock in the forest, tended to by the other villagers. Like all Woods-speakers before her, she's learned the truth of this isle, and has decided that this is nature's chosen course.