



Dead Tree (Supportless) - Tabletop Terrain



Amoda

[VIEW IN BROWSER](#)

updated 29. 1. 2022 | published 29. 1. 2022

Summary

A supportless tree model for tabletop gaming.

[Toys & Games](#) > [RPG Figures](#)

Tags: [terrain](#) [supportless](#) [dnd](#) [tabletop](#) [tree](#) [tabletoprpg](#)
[tabletopterrain](#) [nosupportsneeded](#)

This tree is a supportless and bulkier limbed remix of 'Swamp Tree' by [Micahol](https://www.thingiverse.com/thing:4861749/files) from Thingiverse: <https://www.thingiverse.com/thing:4861749/files>

I remixed the model so that it would:

- not require supports,
- so that it would be more resilient for tabletop use, and
- so that it would scale to the standard tabletop battlemat (~25mm base).
- I also made additional edits to extend the trunk, add roots to the base to make it more like a cypress tree.

I recommend adjusting the height between the trees when you print to give them some variety.

The base of the tree fits in a standard medium space and is relatively stable depending on how rambunctious your players are. That said I have

a based version as well. The tree on the based version is slightly smaller (80% scale) so that the roots fit on the base.

I recommend the version without the base as it really is just as stable.

Model files



terrain_tree_dead.stl

☐ Main tree version that I recommend



terrain_tree_dead_based.stl

☐ Based tree version. Unnecessary and I don't recommend it, but you do you. :)

License ©

This work is licensed under a
[Creative Commons \(4.0 International License\)](#)



Attribution

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✓ | Commercial Use
- ✓ | Free Cultural Works
- ✓ | Meets Open Definition