

The Complete
Guide to



TREANTS



Denmark

The Complete Guide to TREANTS

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Table of Contents

Introduction	2
Chapter 1: Physiology	2
Chapter 2: Social Structure	5
Chapter 3: Cultural Habits	7
Chapter 4: Combat Strategies	12
Chapter 5: Characters	14
Firesworn	17
Leafsinger	18
Treeherd	20
Woodwarden	23
New Feats	24
Chapter 6: Treant Magic	25
Magic Seeds	25
Living Magic Items	25
New Spells	27
Chapter 7: Campaigns	29
Appendix 1: New Templates	31
Blasted Treant	31
Deep Treant	33
Forsaken Treant	35
Hollow Treant	37
Brambleshadow	38
Withered	40
Appendix 2: New Monsters	41
Eater-of-Souls	41
Appendix 3: Sample NPCs	43

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Introduction

In the depths of the forests, the treants walk, silent and powerful. Ancient beyond reckoning, these protectors of the woodlands are the shadow that haunts the dreams of any who would despoil the natural world. Revered by druids and elves, their wisdom is legendary, as is their wrath against axe-wielders and fire-starters.

This book is a complete guide to treants, offering role-playing tips, treant-specific prestige classes, cultural insights, mythology, combat strategies and variant templates for treants and other plant creatures. It includes sample NPCs as well as rules for playing treants as PCs. While this book covers the treant's traditional role as guardian of the forest in great detail, it also focuses on a different side of treants: their dark impulses. Background and game stats are presented for a variety of undead and otherwise dark treants, including hollow, blasted, and forsaken types.

For reference, here is the standard treant stat block as presented in the MM.

	Treant Huge Plant
Hit Dice:	7d8+35 (66 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +12 melee
Damage:	Slam 2d6+9
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Animate trees, trample, double damage against objects
Special Qualities:	Plant, fire vulnerability, half damage from piercing
Saves:	Fort +10, Ref +1, Will +6
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12
Skills:	Hide -9/(+7 in forests), Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats:	Iron Will, Power Attack
<hr/>	
Climate/Terrain:	Any forest
Organization:	Solitary or grove (4-7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	8-16 HD (Huge); 17-21 HD (Gargantuan)

Chapter 1: Physiology

Treants, sometimes called treelords, belong to a small but diverse group of plants known as *herbae vividum*, animated plants. Unlike most members of the plant kingdom, animated plants are capable of independent motion and in many cases act more like animals than plants. As one of the most common intelligent plant species, treants often serve as intermediaries between the green world of the forest and the red world of the tool-using races.

Adult treants can range in height from sixteen feet to more than sixty-four feet tall, though often as much as a third of this height is made up of the crown, a wide protrusion of leafy branches extending from the treant's head. The tough, flexible tissues that make up most of the internal structure of the treant's body are nearly as dense as the wood of an ordinary tree, and so a treant's weight can range from 5,000 to more than 300,000 pounds.

Though roughly humanoid in outline, treants have little in common with humanoids, physiologically speaking. The head and the crown make up about two fifths of a treant's height, while the thick legs often make up less than one fifth. A treant's long, thin arms, located at the midpoint of the torso, are usually more than long enough for the treant to touch the ground without bending over. The rigid, bark-like skin and powerful internal fibers that comprise most of a treant's torso and limbs can twist with surprising ease and speed. Bending is much more difficult, except at the shoulder and multiple elbow joints in the arms, and the hip joints of the legs.

Thick, root-like toes extend in all directions from a treant's feet, digging into the ground for support and pushing it along at surprising speed. Treants' hands usually have between six and thirteen long twig-like fingers, with at least one opposable digit per hand. These fingers can fold into a knotted fist capable of dealing blows of tremendous force, and can also dig into wood, stone or metal with surprising speed, causing great damage.

Treant faces most often resemble human faces, although occasionally they include the facial features of other humanoid species if these are more common in the region. They can include features from non-humanoid creatures if the dominant tool-using race nearby is non-humanoid, though this is rare.

Treants generate humanoid speech using a hollow sounding chamber located in the middle of their bodies. Treants communicate with each other in a much more complex fashion, using their sounding chamber as well as creaks, groans, rustling leaves, and specialized pollens to speak Treant. As a result, Treant is a difficult language for humanoids to understand, let alone speak.

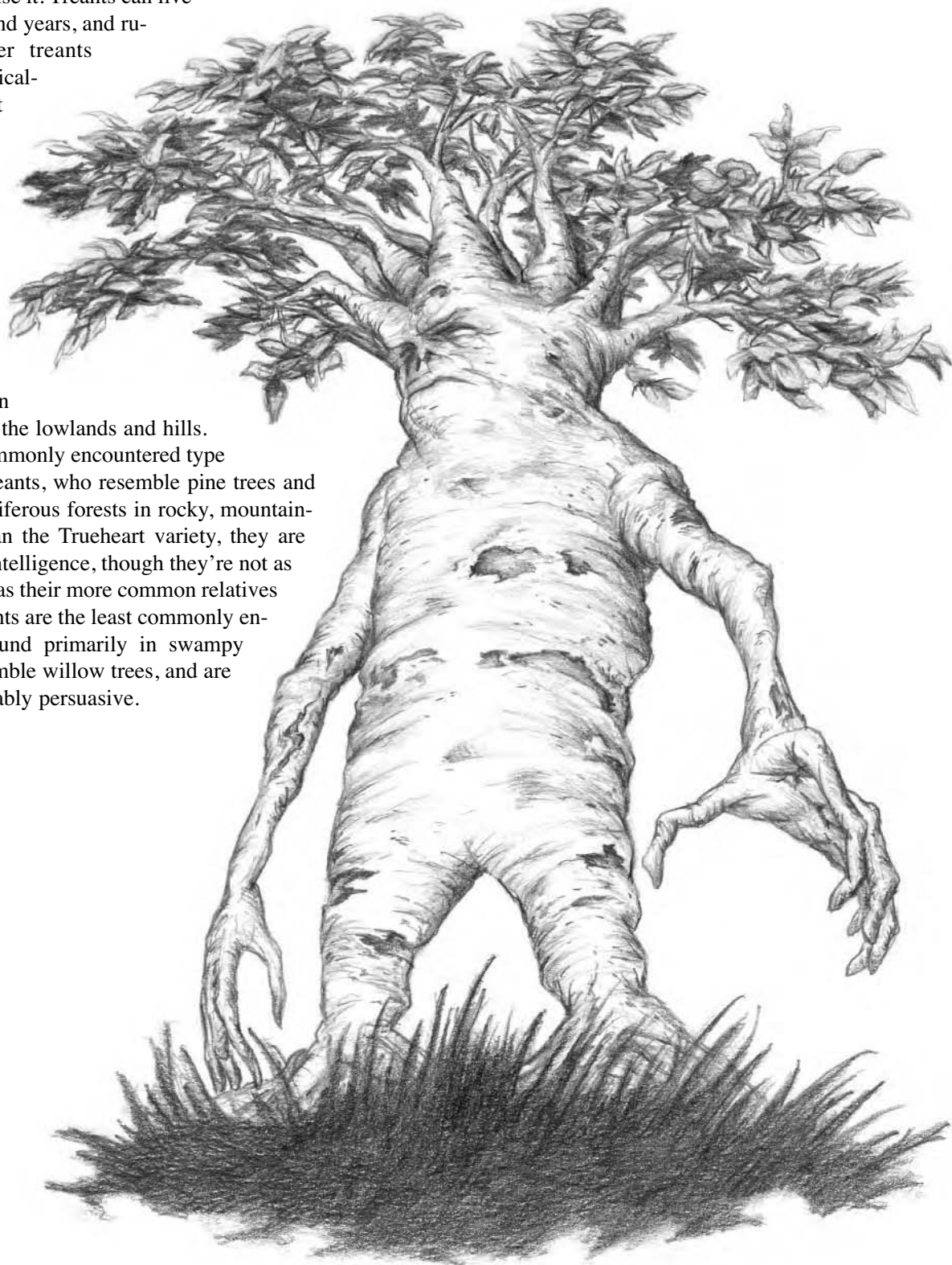
Like ordinary plants, treants derive most of their suste-



nance by rooting themselves in the soil and basking in the sunlight. They spend between six and twelve hours a day like this, resting in a meditative state. While resting, they are virtually indistinguishable from ordinary trees.

Treant reproduction is a complicated process. Though treants are hermaphroditic, and capable of self-germination, they most commonly gather in small groups of three to five to germinate a sapling and raise it. Treants can live for up to five thousand years, and rumors of even older treants exist. They are physically mature at about three hundred years of age.

There are three common varieties of treants. Trueheart treants, the most commonly encountered variety, closely resemble oak trees and dwell in deciduous forests of the lowlands and hills. The second most commonly encountered type are the Evergreen treants, who resemble pine trees and usually frequent coniferous forests in rocky, mountainous areas. Taller than the Trueheart variety, they are renowned for their intelligence, though they're not as physically powerful as their more common relatives are. Waterborne treants are the least commonly encountered, being found primarily in swampy wetlands. They resemble willow trees, and are known to be remarkably persuasive.



Chapter 2: Social Structure

Treants are, by nature, a solitary species. While they do gather in small groves from time to time, these groups tend to be temporary. Of course, for such a long-lived race, temporary can mean several hundred years. Treants focus much of their attention on their own territories, rather than concerning themselves with direct social interaction. Often months or sometimes years will pass without face-to-face contact between treants with neighboring territories. “The Green comes first” is a common saying, and treants who neglect their forests to spend time “chattering like squirrels” acquire a reputation as unreliable wastrels.

Despite this apparent isolation, treants maintain an elaborate communications network, using migratory birds, animals, and insects to carry messages across vast distances. Treants call this the “Vine of Tales.” These messages are transmitted via specialized pollens that travelling creatures can carry for thousands of miles, sharing the information they bear with hundreds of treants. These pollens are secreted at will by treants, and are almost impossible for non-treants to intercept and understand, as few species have the sensory apparatus to perceive them, let alone decipher them. As a result of the Vine of Tales, very few treants are more than six months out of touch with treant society.

On the smaller scale, most treants do maintain some social ties with treants in adjacent territories. Every few months or so, neighboring treants will meet on the border of their respective territories and spend a day or two catching up on recent events. Larger forests can contain many territories, and periodically all the treants of a specific area will gather for a “moot” to socialize, discuss larger issues, and plan serious business like the greatly feared, but necessary, controlled burns that keep the forest’s underbrush from collecting to dangerous levels. These moots take place every two or three years, and can last for several weeks.

A treant’s territory can range from five to fifty miles across, depending on the terrain and population. Territories in areas with large, active populations of humanoids tend to be smaller, making it easier to respond to the problems inevitably created by “axe-wielders,” as treants often call the tool-using races. Monitoring and maintaining its territory is the primary focus of a treant’s life.

Oddly enough, the borders of these territories are fairly loose, being defined more by a mixture of consensus and convenience than by rigid adherence to specific geographical markers. Treants who neglect their caretaking duties often find

their territory gradually absorbed out from under them, as their neighbors take over maintenance duties for the areas adjacent to their own territories. Treants “uprooted” in this fashion are subject to a great deal of social pressure from their fellows to mend their ways. Often an older treant will unilaterally assume a mentoring role for one of these uprooted deviants, sometimes spending hundreds of years attempting to correct the misguided youth.

Occasionally, some darker force will overshadow a treant, leading it onto paths from which it cannot be rescued by moral persuasion or social coercion. Whether rotted by some internal bitterness of spirit or corrupted by an external evil, a shadowed treant can become a powerful force for evil, as its close connection with its territories can corrupt the very fabric of the land. The usual response by its fellows is ostracism, followed by a careful readjustment of the surrounding territories to minimize contact with the aberrant treant. So long as the corruption is contained within its territory, little further action will be taken. Should the shadowed treant begin to encroach on its neighbor’s territories, eventually they will band together to restrain the expansionist deviant.

Among treants, age, experience and wisdom determine social dominance. The physical measure of this experience and wisdom is the health and upkeep of the treant’s territory. Treants do not express their leadership in hierarchical terms; in fact they have no kings, chiefs, or formal offices of any recognizable kind. Often, it is difficult for an outsider to tell which particular treant in a group is the leader. How much weight other treants give to its opinions and how often they seek out its advice are the only real clues to who is in charge of a given area. Even then, should the burdens of leadership distract the elder from its duties to its own territory, the cloak of ad hoc authority can quickly pass to another. “Prune one’s own branches first” is a popular treant aphorism. After all, how can you trust the advice of someone who cannot maintain his own lands properly?

Fortunately, the glacial pace of treant social politics prevents this informal system of leadership from interfering with relations with outside societies. By the time a given elder has faded from the political scene, many generations have passed among the mayfly races. Even among the druidic circles that make up most of treantkind’s social contact with other races, the extended lifespan of the treefolk means that much of treant politics goes unnoticed.



Shepherd, Shield, and Singer: Treat Classes

Outsiders who study treants often remark on the similarity between the three primary classes that treants take (treeherd, woodwarden, and leafsinger) and certain classes of the younger races (druid, ranger and bard). When asked, treants say that the answer is simple; in the dawn of time, treants taught these skills to the elves, who taught them to the other races.

The most common class for a treant to take is treeherd. Nearly all treants will take a level or two in this class before they settle down and take on the lifelong responsibility for their territory. Their knowledge and mastery of all aspects of the forest define them. Though they focus on the welfare of the plants in their domain, animal life is a part of their dominion, at least where it impacts the green world. Gardeners without peer, they are the core of treant life.

Though there are fewer woodwardens than treeherds, they are the class most often encountered by other races. If the outsider is not careful, the woodwarden may be the last encounter of any kind that they experience. Fierce protectors of the green world, they often take a proactive stance toward intruders. Stealth, power, and keen knowledge of their foes define these warriors.

Though they are more likely to wander freely than their other kin, leafsingers are rare enough that few outsiders encounter them. Even so, their knowledge of the outside world is unparalleled among treants. Keepers of knowledge, masters of negotiation, weavers of illusion, leafsingers are the voice of the green world.

Seeds, Thorns, and Flowers: Treat Groves

While treants ordinarily maintain their territories as individuals, occasionally a small group will gather together in one territory for a period of time for one reason or another. These groves can remain together for hundreds of years, until the reason for their assembly has passed. Most often, the treants who make up a particular grove are neighbors, but occasionally a grove will include treefolk from distant forests who've become acquainted through the Vine of Tales.

There are three basic varieties of treant groves.

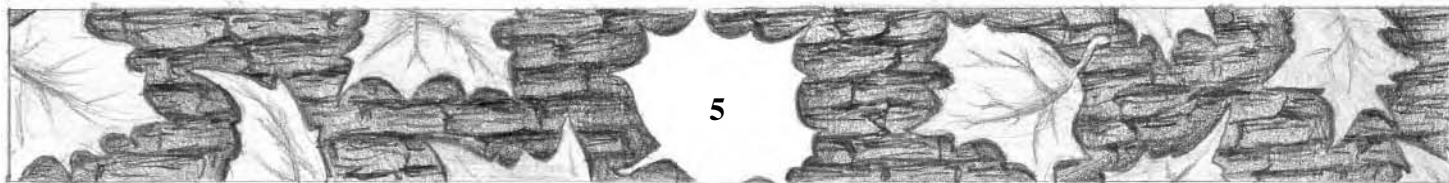
Seedling Groves

The most common is called a Seedling grove. Seedling groves are normally formed around an older treant, who is preparing to pass on. The elder treant contacts a few of its neighbors and occasionally one or two distant acquaintances and proposes that they gather and form a Seedling grove. This is seen as a great honor, and it's extremely rare for a treant to reject such an invitation. Occasionally, the neighbors of a treant who died unexpectedly will form a Seedling grove in order to raise a replacement.

Those invited to join usually merge their lands into one larger territory, allowing other neighbors on the outskirts to accept temporary charge of the outer areas. Treants travelling from farther away will generally divide their lands among the adjoining territories for the few short centuries that they'll be away.

Most Seedling groves consist of three to five treants of varying ages, who'll remain together for three or four hundred years while they raise their sapling. These groves are nearly always made up of the same subspecies of treant. At least one of them will be a leafsinger. The focus of attention for all of them is, of course, the healthy raising and proper education of the sapling. A sapling is never left alone; two or three of its parents remain with it at all times, answering its incessant questions, demonstrating proper forest management, and recounting educational tales and homilies. As the sapling grows older, it is allowed to visit neighboring treants in the care of one of its parents, expanding its horizons and making friendships that will last for thousands of years. The subjects of these visits welcome the newcomer gladly, sharing personal forestry techniques and homespun wisdom with the young treant and rejoicing in the renewal of their kind. Toward the end of its childhood, a sapling may be introduced to a particularly trusted druid grove, where it can study the humanoid races in their most balanced and reliable form.

Once the sapling has reached maturity and ventured out on its wandering time, the parents slowly part and go their separate ways. Occasionally, a parent from a distant forest will travel with its wandering scion for a time, on its way home. The parents will remain close friends for the rest of their long lives. Although it is extremely rare for the same group of parents to produce more than one scion, often one will include a partner from a previous Seedling grove when it comes time to raise its own replacement.



Thornheart Groves

The next most common grove, and the type that most outsiders encounter, is called a Thornheart grove. Thornheart groves are formed in response to an overwhelming threat to a forest; for example, a major migration of humanoids, or a swarm of red dragons. Usually centered on an older woodwarden, who sends out the call, these groves can occasionally get as large as ten treants. Most are around five or six strong and will work together for several centuries to ensure that the threat is truly destroyed.

Active-minded treants from near and far gather as a Thornheart grove to work together against the invading force. Most of these are younger woodwardens during their windblown time, excited by the inevitable rhetoric of the Thorns of the Sheltering Branch (see page 7). Often a leafsinger will join as well, to lend its knowledge to the effort, and to remember the results of the struggle, for posterity. Thornheart groves are one of the few treant gatherings that do not look amiss at a firesworn treant joining their number.

Though they are centered on a particular treant's territory, the Thornheart defenders regard the entire threatened forest as their charge. Other treants in the area normally regard them as an asset, though occasionally a more fervent proponent of the Wandering Flowers' ideals will reject their aid.

The strategies used vary with the different threats that they face. The primary objective is to alleviate the immediate threat to the forest, but while the more physically inclined members of the Thornheart grove are laying traps, slaying intruders, and destroying weapons, the older members are analyzing the threat and finding ways to ensure that it does not recur. Threats focussed around marauding aberrations or raiding dragons are relatively simple to deal with; once most of the intruders are dead or driven off, the threat is over. Humanoid migrations and expanding realms of axe-wielders are more complicated. Like endless waves wearing away at the cliffs, these threats do not stop at one obstacle. They must be quelled at the source. This often involves recruiting the aid of druid groves, the temples of sympathetic deities, and occasionally, inciting a new threat to the source of the invasion. Perhaps the dragons assaulting the forest on the other side of the continent can be persuaded to redirect their efforts toward a more lucrative foe? The knowledge and skills of a leafsinger are invaluable when dealing with this sort of threat.

Once the threat has been dealt with, the Thornheart grove separates. The bonds formed in combat never fade, and these treants will remain close friends for the rest of their long lives. Often veterans of the grove will return, centuries later, to form a Seedling grove with their old comrades, and tell tales of their valiant youth to their offspring.

Flowervine Groves

The rarest but longest lasting groves are the Flowervine groves. These groves are found deep in the forest, often in places that no one but treants have ever seen. Far from the distractions of the younger races, the Flowervine groves are the heart of treant culture. Formed around an elder leafsinger, these groves are educational circles, sharing the wisdom of countless millennia of treants with new generations.

Nearly all treants spend a few decades or so in one of these groves, learning as much from each other as they do from the elder instructor. Some of these groves last for thousands of years, though they occasionally enter fallow periods when only one or two students remain. Sometimes a mature wandering leafsinger will stop and stay for a few hundred years, sharing the elder's instructional duties and learning more advanced skills from the ancient master.

As the elder leafsinger grows closer to rejoining the soil, it will select a long-time associate to take over its duties. This new teacher gradually assumes all instructive tasks, and the older treant fades into the background. After a few hundred years, the old instructor retires completely from teaching and the grove continues on, carrying the tale of the green ever forward.

Climbing the Vine of Tales

The "Vine of Tales" connects all treants with each other, carrying gossip, lore, news, and arguments across the world. For many thousands of years, this network has been dominated by discussion of one issue, the "axe-wielder problem." This question revolves around the growth and expansion of the tool-using races and their ever-increasing encroachment into the forests. During this time, three schools of thought have arisen about the long-term solution to the problem. These three associations combine aspects of debating societies, trade guilds, social clubs, and philosophical currents. The conflict between them largely defines the course of treant culture.

Roots of the Ancient Oak

The Ancient Roots are the oldest and most traditional of these currents. Their position is one of isolationism, believing that direct response to anything but an existing threat is foolhardy. Elders of the Ancient Roots say it's only a matter of time before the younger races destroy themselves in some great war or cataclysm. After all, it's happened before. To become obsessed with pre-empting axe-wielder incursions only makes one more like them, hasty and foolish. Better to wait for the inevitable storm, roll with it when it comes, and repair the damage afterward, without interference.



Thorns of the Sheltering Branch

The Sheltering Thorns are the activist school, believing that ignoring the problem won't make it go away. An active defense is the only answer. If left to their own devices, the younger races will inevitably expand into and destroy all the forests, leaving nothing but stumps and ashes. Only by striking first, crushing any incursion and driving all outsiders from the forest, can the treelords preserve themselves. The humanoid races are nothing more than animals exceeding their population limits, and should be culled the same way.

Flowers of the Wandering Vine

The newest of these streams of thought are the Wandering Flowers. Small but growing in influence, they believe that the proper education and psychological management of sympathetic races is the key to co-existence. After all, it worked on the elves. Like-minded races can serve as examples to the rest and as a shield from those who won't learn. Simpler antagonists can be manipulated into destroying each other, without cost to the forest. Understanding the minds of the enemy can transform them into friends, or at least tools.

Chapter 3: Cultural Habits

Oldest of All

Treants consider themselves to be the oldest of all sentient races, first to walk in the green world, first to speak, first to name the world about them. They see themselves as seeds of the Worldtree, created to care for the forest, to be its hands and mind. While moral philosophers classify treants as "neutral good," their sense of "good" is distinctly skewed towards the interests of plant life. What is good for the forest is good for all.

In this view, animals are simply part of the support structure of the forest; something to carry seeds and pollen back and forth, something to fertilize the ground. They are a vital but distinctly secondary part of a much larger system, and from time to time, they must be pruned back for the good of the whole. Tool-using animals (the younger races) are outside the pattern of life, and are thus prone to imbalance. Treants, as responsible beings, must pay much closer attention to such dangerous creatures, ever alert for the need to trim them back into shape.

In a more aggressive species, this kind of "greater good" philosophy could lead to monstrous acts. Fortunately, treants tend to react rather than act hastily. They see it as better to wait and collect more information than to act incorrectly. This does not stop them from subtly nudging events in the direction they wish them to go, however. Some treants could easily be construed as manipulative or political by an impartial observer. From their own perspective, the wisdom afforded by their longevity gives them an understanding that the younger races lack. If any of the axe-wielders could live 5,000 years, they would surely agree with the treant's worldview.

Into the Green: A Day in the Forest

The day to day life of a treant could be best described as one of relaxed routine. Beginning at dawn with a quick survey of the forest with its Forest Sense ability (one reason why nearly all treants take at least one level in the treeherd class), the treant identifies areas in need of particular attention. Any problem areas damaged by weather, disease, or fire are carefully checked over early in the day, to make sure they're recuperating properly. While doing this, the treant will also make note of the various local animals, checking them for illness and ensuring that their populations are not growing past the area's ability to support them.

Around noon, the treant will root down for a few hours in a sunny spot and catch up on the news, as various birds and insects flit back and forth across the forest, carrying the local branch of the Vine of Tales. Long term projects are monitored in the afternoon, as the treant wanders about, seemingly at random. These projects are often hundreds of years in scope, involving gradual shifts of treelines and stream beds in a kind of forest-wide bonsai technique that is nearly impenetrable to anyone but another treant. As night falls, the treant finds a spot near the center of its domain and roots down.

This pattern changes very little over the year. During the summer months, treants are usually more active, especially in drier areas, as the possibility of uncontrolled fires is an ever present nightmare. In winter, the treelords become more sedentary, sometimes rooting down for days on end. Several times a year, a treant spends a few days comparing notes and coordinating projects with each of its neighbors, usually in the spring and fall.



Seed, Sun, and Soil: Treat Life Cycle

The life cycle of a treat takes place on a scale difficult for most other races to perceive. Even to the long-lived elves, treats are ancient; to humans they're as old as the mountains. Their childhood alone lasts longer than most mortal kingdoms. The full five thousand year lifespan of an average treat extends farther back than most races' history does.

The treat's life begins in a Seedling grove, as the parental treats plant the germinated seed in the rich soil. Nearly a decade later, they gather around to watch the three foot tall sapling, still rooted to the ground, first open its eyes. The young treat won't take its first step for another decade or so, but during that time its parents never leave it alone. After its first Uprooting, the sapling begins to wander about at a pace that often taxes its elders, in a frantic race to experience all it can of the world. The next three hundred years, as the treat grows to maturity, are typically a time of joy and companionship, the young treelord's never-ending questions and chatter moving even the gravest of elders to laughter.

Once the treat has matured enough to survive outside its parents' care, it takes its leave of them and begins its "windblown" time, a period of several centuries of wandering. This second Uprooting is a time of adventure for the young treat, as it encounters for the first time a world unfiltered by its parents' protective guard. Often two or three wandering treats will join together, traveling in a group for both safety and companionship. Much of this wandering time is spent traveling from grove to grove, learning from older treats, but some time is always

spent on the fringes of the forest, observing the younger races. Toward the end of this time, the young treat will find a Flowervine grove and begin its class training.

Those who choose the path of the leafsinger often continue wandering for a few more centuries after this, but more traditional treelords return home to the grove that bred them once they are experienced enough to assume responsibility for it. Under the guidance of the treat whose place it will take, the now-adult treat begins the slow process of Rerooting, reacquainting itself with the land it will protect and guide for the rest of its life. This Rerooting can take two or three hundred years, before the retiring treat is satisfied that its replacement is fully qualified to take its place.

Barring unforeseen tragedy, the now Rerooted treat will never again leave its territory for more than a few centuries.

The next few thousand years will be spent in the traditional treat pursuits of tending the forest and managing its animal inhabitants, continuing the millennia-long projects left by its predecessor and beginning the plans that its successors will carry out, thousands of years hence. This, to most treats, is the prime of their lives, their time in the sun.

By the end of its second or third millennium, the treat has participated in one or more Seedling groves with neighbors and friends, and begins to think about arranging for its own replacement. It will spend the next few centuries seeking out partners and preparing its territory for the new arrivals. Once all is in readiness, the other treats arrive and the cycle begins again.

After the brief Indian summer of the Seedling grove is over and the new heir is off on its own time of wandering, the melancholy autumn centuries begin. While waiting for its sapling to return, the elder treat slowly prepares to turn over responsibility for its home. During this time, the old treelord



often becomes more deeply involved in the philosophical debates that occupy the Vine of Tales.

After the return and Rerooting of the new caretaker, the ancient treant's winter years begin. No longer occupied by the daily routine of caring for the forest, the elder spends much of its time in preparing and delivering arguments over the Vine about long-term strategies in dealing with the "axe-wielder problem." While doing so, the elder spends an increasing amount of time rooted in the ground, rarely moving for any great distance. Gradually, it begins to spend more and more time drifting in and out of a state of reverie, only emerging to briefly chat with its heir about inconsequential matters. After a few more centuries, it no longer awakens at all. Soon after that, the empty shell of bark collapses, returning to the soil that gave it birth. This spot is marked by the new caretaker; when it comes time to plant the seed of its heir, it will be placed here in the soil of its ancestor.

Fire-Starters and Axe-Wielders: Relations with Other Races

Treant relations with other races largely depend on their impact on the forest. Of all the younger races, treants get along best with elves. Their long lives give them a similar perspective on the other races, and elves have long revered the "fathers of trees" who first welcomed them into the forests, teaching them the ways of the green world. They also find a common bond in their resistance to the intrusion of less "enlightened" races into the forest. Despite this congruity of interest, a hint of condescension occasionally creeps into treant/elf relations, as treants often find it difficult to suppress their amusement at the elven attitude of superiority toward the other races. More philosophical elves see this as a sort of cosmic justice, much to the dismay of their stuffier kin.

Of the "civilized" races, the group that treants find most alien is the dwarves. Dwarven forges need fuel, and wood makes an excellent substitute for coal. The dwarven affinity for axes and flame is deeply disturbing to treants, and they have a hard time understanding how a race with such a (comparatively) long lifespan can show such a lack of concern for ecology. Fortunately, much of dwarven society focuses on underground activities, so the two races do not come into conflict as much as might be expected. When they do, however, the potential for tragedy is immense, and only careful negotiation can avert it.

Humans are varied enough that treants have difficulty forming an overall opinion of the race. Instead, the attitude of the treelords often depends on the particular group in question. Tribes with stone-age technology have a low enough impact on the forest to be regarded as harmless, and can usually be easily intimidated or persuaded to abandon any problematic be-

havior. More technologically advanced groups can be as dangerous as dwarves, and as difficult to deal with. The primary difficulty that treants face with humans is their unpredictability. During a treant's lifespan, a human civilization can rise from stone-age hunter-gatherers to global empire-builders and fall back again into barbarism, more than once. When combined with their rapid reproduction rate, this can make humans very problematic. At the same time, their cultural mutability makes them the focus for much of the educational efforts of the Wandering Flowers. Should they succeed in transforming the human race into allies, there is little question that humans could become an asset to rival the elven nations.

Treant attitudes toward the smallfolk, both gnomes and halflings, are much the same. Neither culture is expansionistic, and both focus more on the comforts of life than on shaping the world in their image. Most treants find the innate good humor of the smaller races refreshing, and many halfling and gnome settlements make a concerted effort to maintain good relations with the local treant population. After all, having extremely large and powerful friends can be a very good thing.

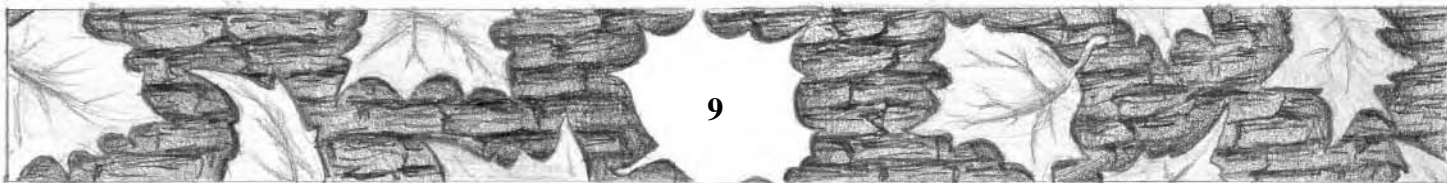
The cruder humanoid races are much more problematic. Neither long-lived enough to learn from the past, nor cowardly enough to be easily intimidated, these ever-reproducing pests combine the worst aspects of humans and dwarves. It is orcs and goblin-kind that the Sheltering Thorns point to as a demonstration of the futility of negotiation and the folly of isolation. They respond only to direct force, and often even that is not enough. Though hobgoblins are organized enough to learn from past encounters with the "forest terrors," their expansionistic desires and the pressures of leadership mean that too often they disregard prior experience in search of new conquests.

Gnolls, interestingly enough, get along relatively well with treants. Their druidic influences give gnolls a more balanced world-view than other humanoids, and while treants abhor their bloodthirsty culture, the treelords recognize the need for predators in the wild. When the hyena-folk overstep their bounds and the treants must prune them back, gnolls are philosophical enough not to take it too personally. This pattern also holds true for lizardfolk.

A Song of Beginning, Separation, and Ending

First of all things, was the Worldtree. Alone, complete, without movement. Life, without growth; existence, without change; eternal. Thus it was, in the time without time.

Then was born Fireheart, and with it, time. Self-created, everburning, ceaseless in motion. Fireheart, unknowing, sought the Worldtree, and found it. Sought to embrace it in union, and brought destruction. The Worldtree burned, and



Worldtree and Fireheart: Cosmology and Philosophy

burning, gave birth to creation. The ashes from its roots became the dry earth; its branches writhing in pain created the winds; and from the cracks ripped in its bark, flowed the sap that became the seas.

With pain came knowledge, and the Worldtree knew existence. Fireheart, unknowing, still sought union, non-existence. Creation, newborn, stood between them, shielding the Worldtree from unmaking's flame. Ceaseless in motion, Fireheart embraced creation, and creation burned.

The winds pushed Fireheart back, the seas quenched the flames, and the earth remained, a shield between unmaking and the Worldtree. But earth was scarred, and the seas were boiled, and the winds had no strength, and Fireheart, unknowing, still sought union and non-existence. Ever circling, now bright, now dim, Fireheart sought the Worldtree, never ceasing.

From beneath its leaves, the Worldtree brought forth seeds and planted them in the earth. Warmed by Fireheart's passage, the seeds grew and became the fathers of forests. From the first they knew their task, to repair the wounds of the world. This they did, and the earth grew strong.

But still Fireheart circled, and sparks fell to earth, and took on form. As was their nature, they began to devour the substance of the earth, burning, as did their father. The fathers of forests, seeing this, spoke to the winds, and the seas, and the earth. And creation wrapped the sparks in the substance of the world, and the fathers of forests showed them the way of the Worldtree. Some listened and grew wise. Some did not.

And still Fireheart, circled; now high, now low, now near, now far, inconstant, ever circling, seeking the Worldtree. But, wrapped in creation, the Worldtree remained, protected by its children.

And Fireheart's unwise children strive with the fathers of forests, devouring the substance of the world, as is their nature. And the fathers of forests reweave the world, with wind, sea and earth, as is their nature.

Someday, it is said, the last of the forests will fall, and creation will unravel, revealing the Worldtree to the hungry gaze of Fireheart. And Fireheart, unknowing, will seek and find union, and non-existence.

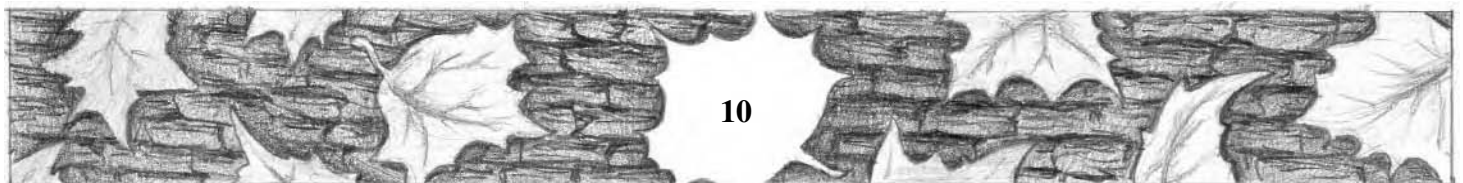
The conflict between the Worldtree and Fireheart is what created and defined the world, and the conflict between the descendants of the fathers of forests and Fireheart's unwise children is what defines existence in that world. Treants see the younger races as the children of Fireheart, devouring sparks, who will inevitably unmake the world. After all, do they not worship the sun god?

This dualistic cosmology posits opposing poles of passive preservation and dynamic destruction, and between them, the compromise of creation. To treants, these figures are not gods, to be worshipped and petitioned for power; instead, Fireheart and the Worldtree are principles, the primal forms that shape existence. This philosophy informs all of treant culture, from their role as protectors of the forest to their almost religious dread of fire.

Despite this dread, fire is central to one of the most mysterious and sacred parts of treant culture: the periodic controlled burns that take place every few years, clearing out the underbrush in the forest, and forestalling greater uncontrolled wildfires. This is the closest that treants get to a religious ceremony, the propitiatory sacrifice that ensures the future. Treants rarely discuss this with outsiders, except to warn local druid groves and elven villages of the coming fire.

The metaphors of combustion permeate treant speech. Treants reluctant to settle down are described as "scorched," or "touched by fire," and those whose spirits have been darkened by conflict are said to have "charred hearts." The metal blades that cut down trees are called "silver flames."

Despite this, there is still a sense of ambiguity about Fireheart. After all, it was Fireheart's warmth that woke the seeds that sprouted the fathers of forests. The lightning that destroys is also the sun that nourishes. Too much sun brings the dangerous dry days of summer, but too little brings frozen winter. The nature of Fireheart is change, and while too much change is chaos, too little change is death.



Hearts in Darkness: Shadowed Treants

Too much conflict can darken even the brightest heart, eroding away the moral sense and replacing it with a bitter pragmatism capable of monstrous acts in the name of the “greater good.” Treants are as susceptible to this as any race, and after endless centuries of war, too many fallen companions and irreplaceable losses, some do fall into shadow. The process is slow, often imperceptible even to the closest companions of the afflicted treant. By the time the shadowed treant itself recognizes what’s happening, it’s too far gone to care.

Other treants see this as directly connected to the amount of time spent in contact with the younger races. “The fires of war char the heart,” they say, pointing to the atrocities committed by “axe-wielders” in wartime. One cannot have strife with them long without some of the blood sticking to you. This feeling is a major part of the reason that treants isolate themselves from the younger races. Fireheart’s children are simply too dangerous, both to body and soul.

This thesis is supported by the fact that most shadowed treants dwell on the borders of the younger races’ territories. The continual conflict that this exposes them to increases the chance of corruption, and gives them opportunities to explore their darker impulses away from the scrutiny of their peers.

The slide into darkness is sometimes accelerated by other fallen treants. The corrupt seek company in their corruption, and often seem to have an uncanny sense of who is on the edge, and thus, more susceptible to their words. They whisper of the freedom to be found in abandoning the restrictions of consensus and morality, of the justification in revenge, of the pleasures and power to be found in darkness.

What begins as a lack of compunction in dealing with intruders becomes an increasing willingness to use darker methods in protecting the forest: poisoning villages, making questionable alliances with fiends and undead creatures, inciting humanoid tribes to raid and destroy farmlands. As the shadows darken in the treelord’s heart, the forest itself begins to change in response to its protector’s metamorphosis, becoming dark and sinister. The link between treant and grove goes both ways. The animals become more aggressive, the sun no longer shines as brightly, and evil fey and undead things begin to haunt the glades and pathways.

At this point, the change is obvious, and the shadowed treant’s neighbors begin to pull away, separating their territories from the source of contamination. They keep a watchful eye on their dark ex-companion, making sure that nothing unwholesome is spreading into their lands. So long as the shadowed one keeps to its own grove, the matter usually rests there.

The treant distaste for conflict, especially with other treants, leads them to isolate those who show signs of becoming shadowed, rather than attempting to bring them back to the fold. This may exacerbate the situation, however. While some concern for the infectious nature of this spiritual affliction is understandable, this abandonment by the community may only speed the corruption along. This question has been raised many times over the Vine of Tales, but treant culture is glacial in its adoption of new ideas. There is a growing movement among the younger leafsingers that proposes an outreach program, to try to catch these damaged kinfolk before they go too far, to try to return them to wholeness and heal the wounds that scar their hearts.

The matter is one of particular concern to the leafsingers, since their craft, by its nature, exposes them to the hazards of alien thoughtways. Leafsingers do seem more prone to becoming shadowed. Perhaps, they speculate, it is a combination of circumstances: the leafsinger’s tendency to wander longer that keeps them from rooting and stabilizing themselves; their interest in the younger races that exposes them to Fireheart’s twisted influence; their manipulative skills that open them up to reciprocal manipulation.

To the shadowed treant, this isolation merely confirms its status as an innovator, a lone hero in the struggle against the axe-wielders. The other treants are simply not willing to do what is necessary to accomplish their goals, leaving it to those who are strong enough to make the difference. In a way, it’s flattering that they are willing to recognize the shadowed treant’s ability to make the needed decisions.

This bitter, twisted pride is all that sustains them in their loneliness. Shadowed treants cannot trust each other, once the transformation is complete. After all, each of them knows what they are capable of, if the need arises. So, they focus outwards, afflicting the younger races with century long schemes, slowly plotting for the final victory, when all who have shunned them will see them for the heroes they are.

Even death cannot end their scheming. The canker of spite within gnaws them to an empty shell and they pass beyond, becoming immortal undead terrors, hollow nightmares that haunt the dead forest. This final transition into the ultimate stasis becomes a horrible mockery of the peace of the Worldtree, as the hollow treant brings the perfect gift of death to the forest it once loved.



Chapter 4: Combat Strategies

General Tactics

The primary elements of treant defensive tactics are area knowledge and stealth. Within a treant's home territory, its knowledge of the terrain is unparalleled. Most treants have spent centuries, if not millennia, doing nothing but studying and caring for the land. They know every tree, every bush, and nearly every blade of grass. They know the feeding cycles of every animal, where they sleep and when. It is a virtual certainty that within hours of any intrusion, they'll not only know where it happened, but how many creatures there were and what they were doing, with a rough idea of why.

Once an intruding force is located, the next step is direct observation. Within the forest, treants are ghosts. Their natural ability to conceal themselves amid the greenery, combined with hundreds of years of training, gives them an overwhelming advantage in scouting. The treant will shadow the intruders for hours, sometimes days, watching them carefully, until it knows more about their purpose than they do.

The next step depends on the intruders' purpose. Peaceful wanderers, who are careful not to abuse the forest, will probably never know they were observed. Obviously evil or destructive creatures are in for a much more challenging time.

Terrain

The first challenge that intruders face is the land itself. What looks to the unfamiliar eye to be random, natural growth patterns is actually a carefully planned defensive arrangement using thick brush and thornbushes to control access to the few paths available, ensuring that each pathway crosses numerous ambush points, exploiting geographical features like ravines and boulders to interrupt escape routes. The degree of defensive readiness depends on how close to dangerous areas the grove is. Territories deep in the center of the center of the forest, far from expansionist kings and marauding orcs, won't be as elaborately defended as ones on the edge of the forest. Raiding parties that have survived an intrusion into a grove that borders an active foe have said that it was as difficult as trying to penetrate a walled keep.

The few routes that treants let cross their territory are rarely more than deer paths, allowing only single file, dismounted passage. Most have simple, easily prepared traps (pits, deadfalls, nets, trip ropes, and the like) arranged at various points along them, requiring but a few moments to set up.

These are augmented by irritating plants like poison ivy, carefully cultivated and ready to be repositioned in the most inconvenient places. Fierce creatures are persuaded to lair near the paths, so that they can be easily set upon intruders.

Threats and Responses

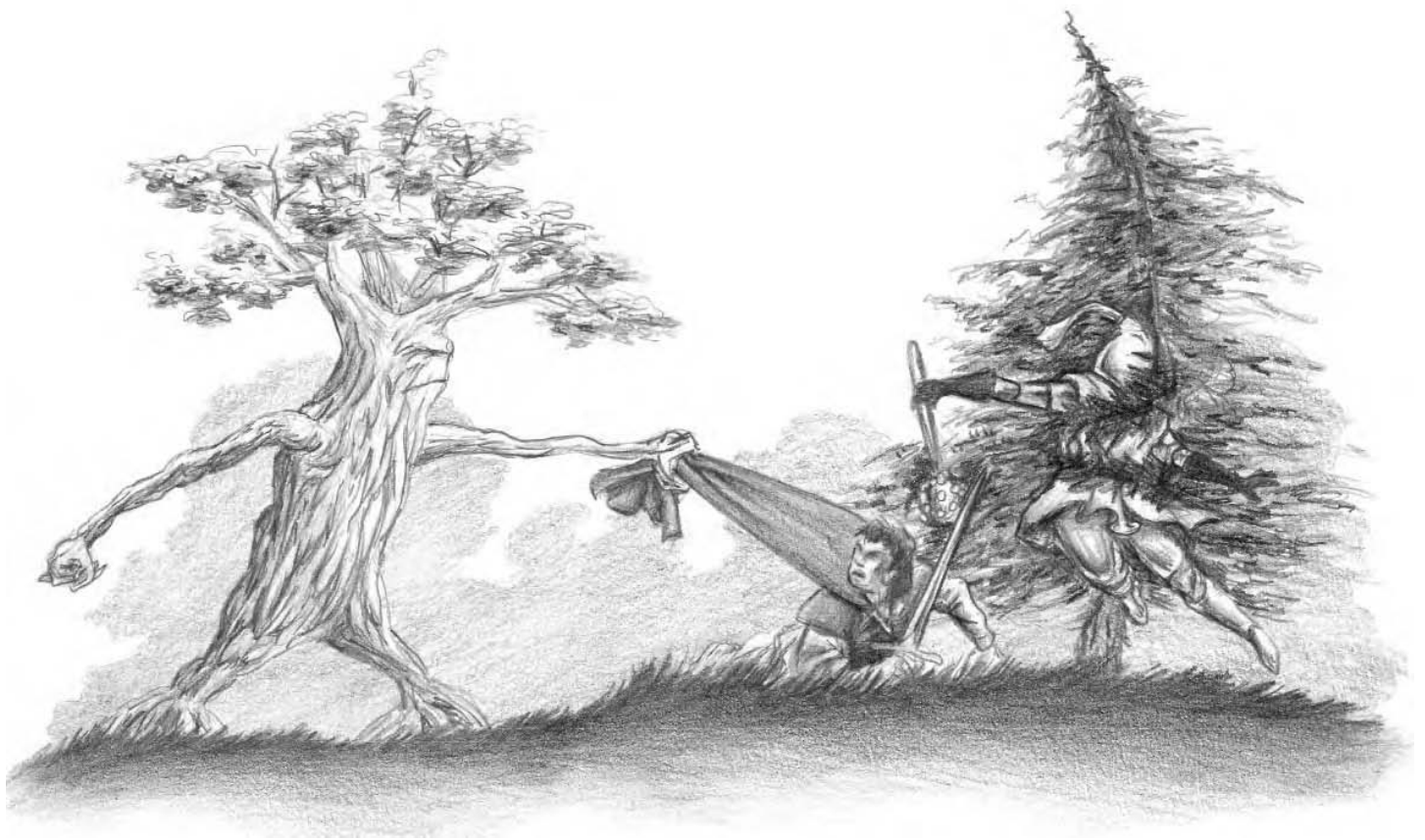
Of course, much depends on the specific nature of the threat. Treants' primary concern is the reckless use of fire. It's the first thing they look for when watching intruders. Intruders that are careful with fire will often receive a much more lenient reception than one might expect. Even savage humanoids that would normally be dealt with harshly, if they manage to restrain their naturally destructive tendencies, will simply be escorted to the edge of the territory, in an effort to encourage responsible behavior in even the darkest of hearts.

Treants have much experience in dealing with fire-wielding creatures and are constantly on the lookout for magic items that will aid in dealing with fiery attacks. Individuals who can supply them with these things have gained an ally whose gratitude will likely last longer than they will. Judicious use of *create water* or *quench* spells normally takes care of the immediate threat of open fires, leaving the treant to harshly quell the soggy firebugs. Just in case, a pre-application of one of the *endure/resist/protection from elements* spells often comes in handy for dealing with unexpected pyromaniac spellcasters.

Once the fiery threat is dealt with, the most powerful-looking intruder is targeted with a disarm attack, after which a quick retreat into the bushes gives the treant enough time to take advantage of its enhanced damage to objects ability. Few things are as alarming to a mighty warrior as a knotty wooden arm reaching fifteen feet out of the bushes and snatching his prized axe from his hand, only to return a moment later to hurl the shattered remnants of the blade at his feet. After the treant repeats this snatch and run attack pattern a few times (ignoring missile weapons, unless they demonstrate fire-based enhancements), the intruders are usually much less dangerous. Occasionally a heavily armored figure might find itself dragged into the brush and forcibly divested of its metallic shell. Once the intruders are disarmed, the treant usually lets them make a frantic run for the borders of the forest, followed only by mocking laughter and the occasional open-handed slap to the head to keep them running.

This does depend on who the intruders are and exactly how much damage they've done in their brief stay. A few scorched trees can be forgiven, but wide-scale or deliberate de-





struction (mass woodcutting, poisoning wildlife, that sort of thing) draws much harsher penalties. Goblinoids, orcs, and other savage humanoids as well as groups displaying obvious symbols of evil will be *entangled* or trapped, interrogated and most likely slain.

Plant and animal allies form a major part of the defensive plans. The combination of magical methods of creature control and hundreds of years of experience in wildlife management means that nearly all creatures in the treant's territory will regard it as a non-threatening figure, if not an actual friend. Even those that won't accept direction from the treelord can be used as animated traps. Diverting fleeing enemies into a dire boar's sleeping area is as effective a method of disposing of them as any.

Most treants will also augment their defenses by making alliances with neighboring creatures, in case of an intrusion too large to deal with alone. Among the likely allies are araneas, centaurs, couatls, metallic dragons, dragonnes, elves, ettercaps, most kinds of fey, giant eagles and owls, occasionally gnolls (carefully supervised by druids), gnomes, (rarely) gray renders, griffons, halflings, krenshars, lizardfolk, water or guardian nagas, pegasi, pseudodragons, and unicorns. In exchange for defensive assistance, treants can offer curative magic, hunting advice and assistance, and neutral arbiters for inter-species disputes, among other things.

Anti-Treant Methods

Those who choose to deliberately engage a treelord are in for an epic struggle. The few that have survived such missions recommend fireballs, fireballs, and more fireballs, though *invisible* and *silenced* hunters equipped with flaming weapons have been used with occasional success. Too many treants have companions with scent abilities to make this a sure-fire method, however. Destroying the forest that hides them is the best way to counteract their native advantages. The treant's vulnerability to flame, and its reluctance to leave the forest even to escape death, make mass destruction an ideal method. Once the forest is cleared, if the treant survives, it is a simple task to use ranged fire damage spells to take the weakened treelord down.

If clearing the forest is not an option, then luring or driving the treant out into the open can be another effective tactic. This is much harder to do than it might appear; treants are not fools, and most would rather die than abandon their territory. Their plant immunity to mind-affecting magic leaves most *charm*-type effects out, and few treants are likely to fall for some clever illusion; they know their lands, and would be most suspicious of the sudden appearance of a previously unnoticed thicket. The process of enraging a treant enough to disregard its own safety and pursue a target into open terrain and subse-



quent ambush is dangerous enough that only the most arrogant and foolhardy of villains would try it.

Another method, albeit with its own difficulties, is to persuade a high-level druid to help. The natural reverence that druids hold for the treelords makes it unusual for even the most predatory of dark druids to agree to such a thing. But, if it can be done, the druid's plant affecting spells make the project much simpler. A distant second is to recruit a priest of some evil plant god, a rare enough thing in itself.

Regardless of the methods used, combatting a treant won't be easy. It is indisputably a task for high-level characters. The basic treant, at CR 8, is but a minor example of the treelord's true potential. Older treants with class levels grow rapidly in power, occasionally reaching challenge ratings in excess of 20. They are not to be trifled with.

Out of the Forest

Even without the threat of a pursuing foe, outside the forest, treants are significantly weakened. The forest is their element, and without the advantages of detailed area knowledge, treants can be taken by surprise as easily as any other creature. Their size makes it difficult for them to hide, and open spaces make treants extremely uncomfortable. When necessity drives them to travel across open areas, they often travel at night, spending their days concealed in isolated copses or abandoned buildings. A treeherd's Forest Sense does work outside the forest, allowing the wandering treant to survey the area for likely hiding places. Those with access to spells like *tree stride* use them to greatly shorten these journeys.

Chapter 5: Characters

Treants as a Character Race

Treants as a character race have these specifications

Personality: Treants tend to be solitary creatures much of the time, but they can be very social, so long as this does not interfere with their duties to their forest. They are always interested in hearing tales of distant lands and peoples from travelers.

Treants maintain strong ties to other treants, both in their own forest and far away. Widespread correspondence networks, carried by migratory birds and insects, link treants together in a never-ending chain of friendly gossip and communal history. Treants rarely feel alone.

Though they have a reputation for seriousness, treants appreciate good humor and jests as much as any gnome does. Treants may laugh last, but they'll keep laughing for a long, long time.

Physical Description: Described under Physiology on pages 2-3.

Relations: Described under Cultural Habits on page 9.

Alignment: Treants are overwhelmingly neutral good. On rare occasions, psychological damage or moral corruption may alter this, but such unfortunate creatures are either pitied for their illness or ostracized for their depravity by treant society.

The primary interest of all treants is the health and well-being of their forest. Their moral outlook is shaped by this overriding theme; those who are good to the forest are good, those who damage the forest are ignorant, or evil, and should be educated or driven off.

Treant Lands: Treants are the caretakers of the forests,

and can be found in any kind of wooded area. Larger forests will often be divided up into several smaller territories, each watched over by an individual treant. Treant forests can be recognized by their health and vigorous growth, and by the sense of ancient peace they exude.

Religion: Treants revere the dualistic principles they call Heart of the World and Heart of Fire, but they do not worship them in the same sense that other races worship their gods.

Language: Described under Physiology on page 2. There is no written form.

Names: Treant names are nearly impossible to translate reliably into any other language. They often adopt nicknames for dealing with outsiders, based on a physical description or the name of the forest they dwell in. Example names: Deepwood, Gnarleybranch, Leafycrown, and Wildroot.

Adventurers: Treants may become adventurers of a sort, for a few hundred years after they reach physical maturity. This "windblown" period of wandering gives them an opportunity to experience the world beyond their own forest. For most treants, however, adventuring is a thing for foolish youngsters and "axe-wielders," not a proper occupation for mature adults.

TREANT RACIAL TRAITS

Note: Treant racial traits will vary, depending on how many treant Hit Dice the treant character starts with and which treant subrace it is. This section presents them as both 7 HD standard treants and as 1 HD saplings.

- Treants are extremely strong and tough. As they grow larger, their size makes them clumsier. A treant's Strength and



Constitution increase by +4 every time it increases in size, starting at Large. Its Dexterity decreases by -2 when it grows to size Huge. Its long lifespan and innate connection with nature gives it knowledge, awareness and personal presence. A treant's Wisdom increases by +2 when it reaches 4 HD.

- Trueheart (standard): +18 Strength, -2 Dexterity, +10 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma
- Trueheart (sapling): +10 Strength, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma
- Evergreen (standard): same as Trueheart except for +16 Strength, +6 Intelligence
- Evergreen (sapling): same as Trueheart except for +8 Strength, +6 Intelligence
- Waterborne (standard): same as Trueheart except for +16 Strength, +6 Charisma
- Waterborne (sapling): same as Trueheart except for +8 Strength, +6 Charisma
- Huge/Small (see table, page 16): A treant's size depends on its age and Hit Dice. As Huge creatures, standard 7 HD treants receive a -2 size penalty to armor class, and to their attack bonus versus Medium-size creatures. As Small creatures, 1 HD sapling treants receive a +1 size bonus to armor class, and to their attack bonus versus Medium-size creatures. At 2 HD, they increase to Medium-size, receiving no special size related penalties. At 4 HD, they increase in size again, to Large. As Large creatures, they receive a -1 size penalty to armor class, and to their attack bonus versus Medium-size creatures. At 7 HD, they increase in size again, to Gargantuan. As Gargantuan creatures, they receive a -4 size penalty to armor class, and to their attack bonus versus Medium-size creatures.
- Treant (standard) base speed is 30 feet. Treant (sapling) base speed is 20 feet. This increases to 30 feet at 2 HD.
- Low-light vision: Treants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Plant: Treants are plants, and therefore are immune to mind-inducing effects, poison, sleep, paralysis, stunning or polymorphing. They are not subject to critical hits.
- Fire Vulnerability (Ex): Treants take double damage from fire attacks unless the attack allows a save, in which case they take double damage on a failure and no damage on a success.
- Half Damage from Piercing (Ex): Piercing weapons deal only half damage to treants, with a minimum of 1 point of damage.
- Treants receive a +16 racial bonus to Hide checks made in forested areas. This is modified by the Hide penalties for size, where applicable. Treants are nearly indistinguishable from normal trees, and can conceal themselves in the forest with ease.
- Natural Armor: Treants have thick, bark-like skin that protects them from damage. As they grow older and larger, this skin thickens and protects them better. 7 HD treants (standard) have a natural armor bonus of +13. 1 HD treants (sapling) have a natural armor bonus of +4. At 2 HD, this bonus increases to +7. At 4 HD, this bonus increases to +10. At 7 HD, this bonus increases to +16.
- Natural Attacks: A treant's fists are capable of knotting themselves into bludgeons that can do remarkable amounts of damage. 7 HD treants (standard) have two slam attacks that do 2d6 points of bludgeoning damage each per round, plus whatever strength bonus the treant possesses. 1 HD treant (sapling) attacks do 1d6 points of damage each. This increases to 1d8 each at 2 HD, and to 1d10 each at 4 HD. At 7 HD, the damage increases to 2d8 points of damage each.
- Double Damage against Objects (Ex): Treants' strong, twig-like fingers can burrow into wood, stone, or metal with surprising speed, doing great damage. A treant that makes a full attack against an object or structure deals double damage. 1 HD treants (sapling) do not possess this ability. Treants gain this ability at 3 HD.
- Animate Trees (Sp): Treants possess such strength of will and are so much a part of the forest that they can temporarily awaken their normally inanimate tree brothers, should the need arise. A 7 HD treant (standard) can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a standard 7 HD treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid. A 1 HD treant (sapling) does not possess this ability. Treants gain the ability to animate one tree in this fashion at 4 HD.
- Hit Points: Treants who advance solely in Hit Dice gain d8 hit points per Hit Die, plus their Constitution bonus. Standard 7 HD treants have 7d8 plus Con bonus hit points. Treants who advance in class levels add whatever Hit Dice are appropriate to their class.
- Automatic Languages: Treant, Common, and Sylvan. Bonus Languages: Draconic, Elven, Gnome, Goblin, and Orc. Treants speak their own language (which has no written form), the common tongue of their area, and the lan-



guage of their Sylvan allies. They also often learn the languages of their neighboring races, whether friend or foe.

- **Favored Class:** None. Most treants advance solely in Hit Dice. Those who don't virtually always choose to advance in the treeherd, woodwarden, or leafsinger prestige classes. Even those who advance in a class normally alternate class levels with Hit Dice.

7 HD treants (standard) are ECL +11, so 1st level treant (standard) PCs are considered 12th level characters. 1 HD treants (sapling) are ECL +4, so a sapling PC with no class levels is considered a 4th level character.

Treant Hit Dice Advancement as a Class

Treants can advance in Hit Dice in much the same way that other races advance as character classes. The time required is much longer, of course, since physical growth is an integral part of the advancement. On average, it takes fifty years to advance one Hit Die between 1 HD and 7 HD. Once a treant has

reached maturity, each additional Hit Die takes approximately two hundred years to advance.

Treants can also advance in a class, as other races do. Most will advance in both, concentrating on Hit Dice advancement. Treants who advance solely in a class will still increase in size as they age.

Hit Die: d8

Feats: One every four Hit Dice or fraction thereof.

Class Skills

Treants who advance in Hit Dice have the following class skills: Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). These skills remain class skills, no matter what other classes the treant may advance in.

Skill Points at 1 Hit Die: (2 + Int Modifier) x 4.

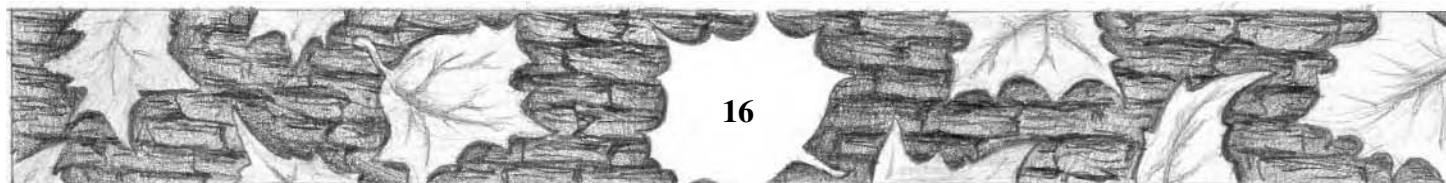
Skill Points at Each Additional Hit Die: 2 + Int Modifier.

Class Features

The table below shows the base attack bonus, saving throw, and special racial abilities progression as a treant increases in Hit Dice. The special abilities are described above.

Table 1-1: Treant Hit Dice Advancement

Hit Dice	Base Atk. Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1	+0	+2	+0	+0	Sapling treant, small, plant, 1/2 dam from piercing, fire vulnerability, slam damage 1d6, natural armor +4
2	+1	+3	+0	+0	Medium-size, natural armor +3, slam damage 1d8
3	+2	+3	+1	+1	Double damage against objects
4	+3	+4	+1	+1	Large, animate one tree, +4 Str, +4 Con, +2 Wis, slam damage 1d10, natural armor +3
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	Standard treant, huge, trample, animate two trees, +4 Str, -2 Dex, +4 Con, slam damage 2d6, natural armor +3
8	+6	+6	+2	+2	
9	+6	+6	+3	+3	
10	+7	+7	+3	+3	+4 Str, +4 Con
11	+8	+7	+3	+3	
12	+9	+8	+4	+4	
13	+9	+8	+4	+4	
14	+10	+9	+4	+4	+4 Str, +4 Con
15	+11	+9	+5	+5	
16	+12	+10	+5	+5	
17	+12	+10	+5	+5	Gargantuan, +4 Str, +4 Con, slam damage 2d8, natural armor +3
18	+13	+11	+6	+6	
19	+14	+11	+6	+6	
20	+15	+12	+6	+6	+4 Str, +4 Con



Character Classes

Firesworn

Survivors of the greatest tragedy that can befall a treant, firesworn have taken an oath on the ashes of their forest to avenge its death. Sworn to the service of Fireheart, the firesworn relentlessly pursue those who took from them all that they treasured, striking their foes down with the fire of vengeance.

Their oath takes them outside of treant culture, in a way that little else can. In fighting their enemy, firesworn have become too like them for the comfort of other treants. They are also a living reminder of the possibility of failure, the shadow of defeat in their midst. Some devote the rest of their lives to vengeance on all their foe's kind, others focus on the specific beings that wronged them, seeking release from their vows once their enemies are dead. But even if they are released, the scars of fire never truly heal.

Hit Die: d12.

Requirements

To qualify for the firesworn, a character must fulfill all the following criteria.

Race: Treant.

Base Attack Bonus: +8.

Feat: Power Attack

Special: The treant who wishes to be-

come firesworn must have been brought to negative hit points in defense of its territory, and failed, resulting in the destruction of its forest.

Class Skills

The firesworn's class skills (and the key ability for each) are Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently

(Dex), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the firesworn.

Weapon and Armor Proficiency: Firesworn gain no proficiency in any weapon or armor.

Fire Resistance: The firesworn treant's oath to Fireheart gives it fire resistance equal to 5 at 1st level. Therefore the firesworn ignores the first 5 points of damage it would normally take from fire. This resistance increases to 15 at 3rd level, and again to 25 at 5th level.

The firesworn no longer takes double damage from fire attacks.

Flamefist: The firesworn's oath to Fireheart is taken on a burning coal, held in one hand. If the oath is accepted, this hand becomes transformed into a blackened, spiky club that does 2d8 points of damage. At 1st level, the firesworn can cause this club-like limb to burst into flames for five rounds, once per day, doing an extra 2d6 points of fire damage per hit. At 3rd level, this power can be activated two times

per day, and at 5th level, three times per day.

Oath of Vengeance: The firesworn takes a terrible oath of vengeance against the creatures that destroyed its forest. Henceforth, whenever fighting creatures of this type, the firesworn gains a +2 on its attack rolls and does an extra +4 points of damage to them on a successful hit. These bonuses stack with those granted by the woodwarden's Favored Enemy ability.

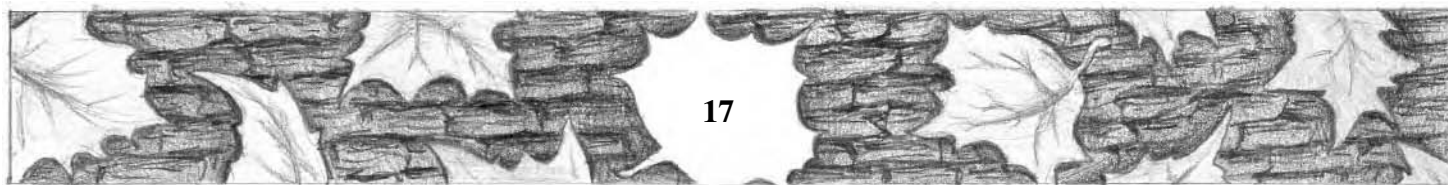


Table 1-2: The Firesworn

Level	Base Atk. Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+1	+2	+0	+2	Fire Resistance 5, Flamefist 1/day, Oath of Vengeance, Spell Resistance, Spell Impairment
2nd	+2	+3	+0	+3	Rage 1/day
3rd	+3	+3	+1	+3	Fire Resistance 15, Flamefist 2/day
4th	+4	+4	+1	+4	Rage 2/day
5th	+5	+4	+1	+4	Fire Resistance 25, Flamefist 3/day

The type of creature that the Oath of Vengeance focuses on must be chosen at 1st level and cannot be changed thereafter. The creature chosen must be one of the creatures that destroyed the firesworn's forest and brought it to negative hit points.

Spell Resistance: The magical energies coursing through the firesworn's body give it some protection from spells. This spell resistance is equal to 15 + the firesworn's level.

Spell Impairment: The same energies that protect the firesworn from spells also interfere with the firesworn's ability to cast spells. In order to cast any spells granted by other classes, the firesworn must make a Concentration check (DC 15 + the level of the spell) to cast it successfully. Failure results in the loss of the spell, as if it had been successfully counter-spelled.

Rage: Beginning at 2nd level, the firesworn can rage once per day, just as a barbarian can. This ability is in all ways the same as the barbarian's rage ability. At 4th level, the firesworn can rage twice per day. The constitution increase also increases

the hit points derived from any non-class Hit Dice advancement that the firesworn may have taken.

Ex-Firesworn

A firesworn who has successfully avenged itself against the specific enemy who destroyed its forest can free itself from the Oath by seeking out a treeherd who can cast *heal*, and asking the treeherd to cast it on the hand that holds the still-burning coal from its fallen forest.

Once this is done, the former firesworn is released from its oath, and may rejoin the greater treant community. The ex-firesworn retains its fire resistance at 5, the bonuses given by the Oath of Vengeance, and the ability to rage. All other abilities are lost with the release from the Oath of Fire.

Firesworn may not advance in any other classes until they are released from their oath. All level advancement must be either in the firesworn prestige class or in treant Hit Dice. The Oath of Fire is a substantial commitment, not a burden to be lightly taken off.

Leafsinger

Lorekeepers and diplomats, leafsingers carry in their minds the history of the treants and the future of their relationship with the outside world. They are masters of knowledge and silver-tongued negotiators, guarding the forest with words as the woodwardens do with deeds.

Leafsingers tend not to assume the worst about intruders, feeling that understanding the enemy often leads to peace. Their in-depth knowledge of the surrounding races gives them the ability to find the precise words to convince them to leave the forest alone. Those who cannot be persuaded can be deceived into attacking their own forces, or fleeing some illusory threat.

Leafsingers are the primary instructors, forming Flowervine groves to teach young treants about their past. More so than other classes, leafsingers often continue wandering long after their generation has settled down. This footloose behavior can lead to some suspicion on the part of more rooted and traditional treants.

Hit Die: d8.

Requirements

To qualify to become a leafsinger, a character must fulfill all the following criteria.

Race: Treant.

Diplomacy: 5 ranks.

Knowledge (Arcana): 8 ranks.

Knowledge (Geography): 8 ranks.

Class Skills

The leafsinger's class skills (and the key ability for each) are Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 6 + Int modifier.



Class Features

All of the following are class features of the leafsinger.

Weapon and Armor Proficiency: Leafsingers gain no proficiency in any weapon or armor.

Spells: A leafsinger casts divine spells from the leafsinger spell list according to the tables Leafsinger Spells per Day and Leafsinger Spells Known. The leafsinger's spells do not need to be prepared beforehand, but are cast spontaneously from the spells it knows. Leafsingers receive bonus spells added to the number they may cast per day for high Charisma, and to cast a spell the leafsinger must have a Charisma score at least equal to 10 + the level of the spell to be cast. The Difficulty Class for a saving throw against a leafsinger's spell is 10 + the spell's level + the leafsinger's Charisma modifier.

Leafsingers do not acquire their spells from study or from worship, but instead from an intimate connection to the forces of nature. Each day the leafsinger must spend one hour in meditation, rooted in the earth to regain its spell allotment.

Bonus Language:

At 1st level, and every third level thereafter, the leafsinger learns a bonus language. Leafsingers tend to learn the languages of the races around them, but they can learn any language they choose.

Leafsinger Knowledge: This ability functions in all ways as per the bard ability Bardic Knowledge.

Racial Knowledge Bonus: Leafsingers make an intensive study of the humanoid and monstrous humanoid races around them. At 1st level, they may choose one of these races as a particular focus of study, gaining a +3 competence bonus to Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks made against that race. At 5th and 10th levels they may choose an additional race to focus on, and each time the bonus associated with the previous focus increases by +3.

Charming Voice: Upon reaching 2nd level, the leafsinger's voice becomes so melodic and soothing that it is capable of creating magical effects. The leafsinger may use this ability two plus its Charisma modifier times per day. These effects are produced as if cast by a spellcaster of twice the leafsinger's level. The saving throw DC against them is 10 + 1/2 the leafsinger's level + its Cha modifier.

The first effect gained, at 2nd level, is the ability to replicate the spell *calm emotions*. The second, gained at 4th level, replicates *charm person or animal*. At 6th level, the leafsinger may replicate *charm monster*. At 8th level, the leafsinger may replicate *mass charm*. Finally, at 10th level, the leafsinger gains the ability to replicate *geas*.

Leafsinger Spell List

0-Level: *dancing lights, daze, detect magic, flare, ghost sound, guidance, know direction, light, mage hand, prestidigitation, read magic, resistance*

1st-Level: *animal friendship, animal trance, blur, cause fear, expeditious retreat, glitterdust, hypnotism, identify, locate object, message, silent image, sleep, speak with animals, summon nature's ally I, tongues, ventriloquism*

2nd-Level: *clairaudience/clairvoyance, emotion, enthrall, hold person, hypnotic pattern, invisibility, minor image, mirror image, scare, see invisibility, silence, suggestion, summon nature's ally III, whispering wind*

3rd-Level: *bestow curse, break enchantment, confusion, dispel magic, fear, hallucinatory terrain, haste, hold monster, major image, modify memory, rainbow pattern, scrying, summon nature's ally V*

4th-Level: *dream, eyebite, greater dispelling, legend lore, mass suggestion, mind fog, nightmare, permanent image, project image, summon nature's ally VII*

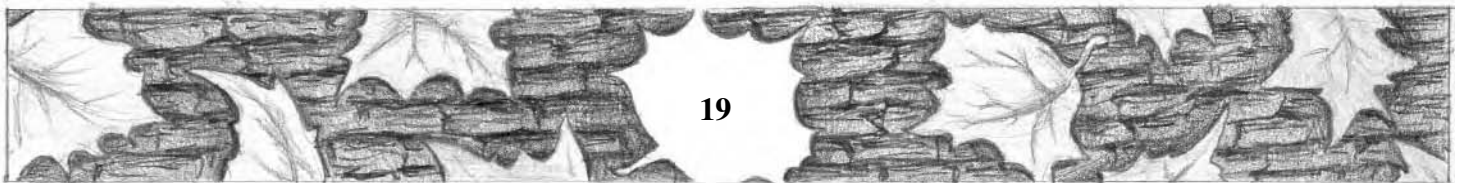
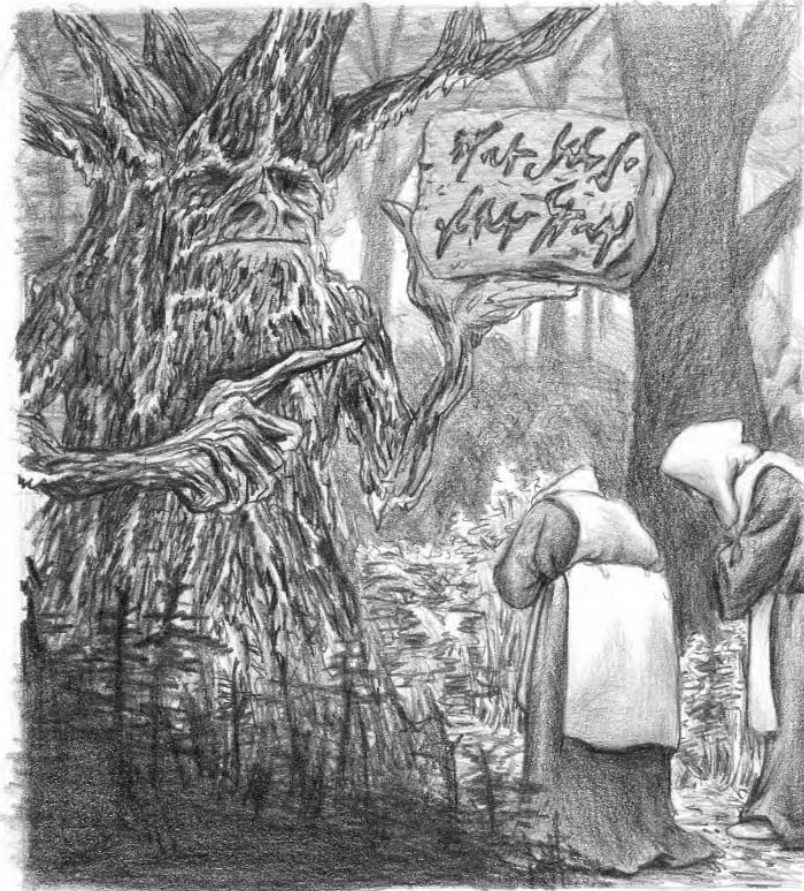


Table 1-3: The Leafsinger

Level	Base Atk. Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+0	+0	+2	+2	Bonus Language, Leafsinger Knowledge, Racial Knowledge Bonus
2nd	+1	+0	+3	+3	Charming Voice (<i>Calm Emotions</i>)
3rd	+1	+1	+3	+3	Bonus Language
4th	+2	+1	+4	+4	Charming Voice (<i>Charm Person or Animal</i>)
5th	+2	+1	+4	+4	Racial Knowledge Bonus
6th	+3	+2	+5	+5	Bonus Language, Charming Voice (<i>Charm Monster</i>)
7th	+3	+2	+5	+5	
8th	+4	+2	+6	+6	Charming Voice (<i>Mass Charm</i>)
9th	+4	+3	+6	+6	Bonus Language
10th	+5	+3	+7	+7	Charming Voice (<i>Geas</i>), Racial Knowledge Bonus

Table 1-4: Leafsinger Spells per Day and Spells Known

Level	Spells per Day					Spells Known				
	0	1	2	3	4	0	1	2	3	4
1	5	3	-	-	-	4	2	-	-	-
2	6	4	-	-	-	5	2	-	-	-
3	6	5	-	-	-	5	3	-	-	-
4	6	6	3	-	-	6	3	1	-	-
5	6	6	4	-	-	6	4	2	-	-
6	6	6	5	3	-	7	4	2	1	-
7	6	6	6	4	-	7	5	3	2	-
8	6	6	6	5	3	8	5	3	2	1
9	6	6	6	6	4	8	5	4	3	2
10	6	6	6	6	5	9	5	4	3	2

Treeherd

The treeherd is the preserver of the forest. Though its primary focus is on the plants that make up the forest, the treeherd is also caretaker of the animals that dwell there.

To be a treeherd is, in many ways, simply an intensification of the natural role of the treant. Treeherds see their spellcasting powers as a reflection of their deeper knowledge of nature, rather than the manipulation of magical energy. Their ability to befriend and control plants and animals is a result of the natural world's recognition of the treeherd's role.

Understanding the complete picture is the key for a treeherd. Better to wait and know, than act in error. Their extended lifespan gives treants an incomparable advantage in understanding long-term natural processes, and treeherds exploit this advantage to its fullest. An experienced treeherd knows every single plant, animal, and stone in its territory. It knows how it got there, what it does, and what will happen to it (barring outside interference, of course). This long-term perspective explains the

treeherd's impatience with the activities of the short-lived races.

Hit Die: d8

Requirements

To qualify to become a treeherd, a character must fulfill all the following criteria.

Race: Treant.

Wilderness Lore: 8 ranks.

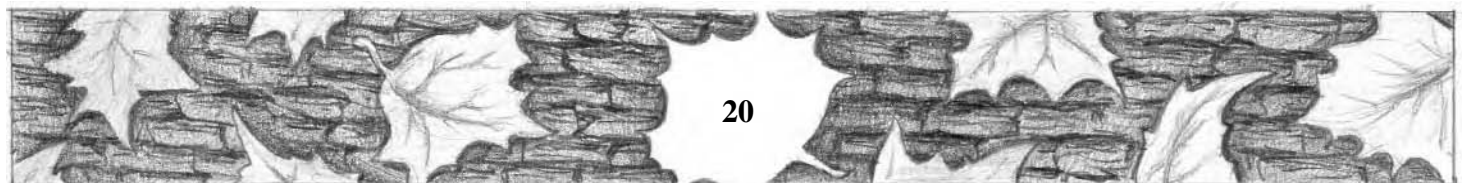
Knowledge (Nature): 8 ranks.

Feat: Skill Focus (Knowledge (Nature)).

Class Skills

The treeherd's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Heal (Wis), Knowledge (Nature) (Int), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.



Class Features

All of the following are features of the treeherd prestige class.

Weapon and Armor Proficiency: Treeherds gain no proficiency in any weapon or armor.

Spells: A treeherd casts divine spells from the treeherd spell list according to the tables Treeherd Spells per Day and Treeherd Spells Known. The treeherd's spells do not need to be prepared beforehand, but are cast spontaneously from the spells it knows. Treeherds receive bonus spells added to the number they may cast per day for high Wisdom, and to cast a spell the treeherd must have a Wisdom score at least equal to 10 + the level of the spell to be cast. The Difficulty Class for a saving throw against a treeherd's spell is 10 + the spell's level + the treeherd's Wisdom modifier.

Treeherds do not acquire their spells from study or from worship, but instead from an intimate connection to the forces of nature. Each day the treeherd must spend one hour in meditation, rooted in the earth to regain its spell allotment.

Forest Sense: A treeherd can attune itself to the forest around it and sense anything that the trees and other plants are aware of at a radius of one mile per level, for up to one minute

per level. This ability only grants awareness of what is occurring at the time it is activated, not of anything that may have occurred earlier. For example, the treeherd would be aware of a tree with a broken branch, but would not know what had broken it unless the breakage occurred while the treeherd was using its Forest Sense. Activating Forest Sense is a full round action that requires total concentration. This ability may be used once per every three levels per day, plus the treant's Wisdom modifier.

Green Balm: A treeherd can heal plants and repair damage done to them with this ability. Green Balm can heal in two ways. First, it can be used to heal 1d8 points of damage for every two full levels, plus the treeherd's level, to any plant of size Large or more. Alternatively, it can be used to repair any damage done to smaller plants in a ten foot square area per every two levels. This ability is usable once plus the treeherd's Wisdom modifier per day. Thus a 3rd level treeherd could either cure 2d8 +3 points of damage to a Large plant or it could repair twenty square feet of smaller plants, twice per day.

Nature Sense: A treeherd can identify plants and animals (their species and special traits) with perfect accuracy. The

Table 1-5: The Treeherd

Level	Base Atk. Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1	+0	+2	+0	+2	Forest Sense, Green Balm, Nature Sense, Plant Friendship, Rebuke Plants/Animals/Vermin
2	+1	+3	+0	+3	<i>Speak with Plants</i>
3	+2	+3	+1	+3	Animal/Vermin Friendship, Improved Animate Trees +1
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Improved Animate Trees +2
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	Improved Animate Trees +3
10	+7	+7	+3	+7	Eternal Forest

Table 1-6: Treeherd Spells per Day and Spells Known

Level	Spells per Day					Spells Known				
	0	1	2	3	4	0	1	2	3	4
1	5	3	-	-	-	4	2	-	-	-
2	6	4	-	-	-	5	2	-	-	-
3	6	5	-	-	-	5	3	-	-	-
4	6	6	3	-	-	6	3	1	-	-
5	6	6	4	-	-	6	4	2	-	-
6	6	6	5	3	-	7	4	2	1	-
7	6	6	6	4	-	7	5	3	2	-
8	6	6	6	5	3	8	5	3	2	1
9	6	6	6	6	4	8	5	4	3	2
10	6	6	6	6	5	9	5	4	3	2



treeherd can determine whether water is safe to drink or dangerous.

Plant Friendship: Once per day a treeherd can befriend a plant in the same way that the spell *animal friendship* allows the caster to befriend an animal. In all other ways, except the target, this ability functions as if the spell were cast by a druid of the same level.

Rebuke Plants, Animals, or Vermin: A treeherd can rebuke plants, animals, or vermin as an evil cleric of two levels higher rebukes undead, overawing them or commanding them. The treeherd must decide, before the attempt is made, whether to turn plants, animals, or vermin. The treeherd can attempt to rebuke plants or animals a number of times per day equal to three plus its Charisma modifier.

Speak with Plants: At 2nd level, the treeherd gains the ability to *speak with plants* (as the spell) once per day for every two levels, plus an additional number of times each day equal to its Charisma modifier. This ability may be used in conjunction with Forest Sense, allowing the treeherd to speak with any plant it can attune to through Forest Sense.

Animal/Vermin Friendship: At 3rd level, a treeherd can befriend an animal or vermin in the same way that the spell *animal friendship* allows the caster to befriend an animal, once per day. In all other ways, except the target, this ability functions as if a druid of the same level cast the spell.

Improved Animate Trees: Once 3rd level has been reached, whenever the treeherd uses its animate trees ability it can control an additional tree per every three levels.

Eternal Forest: At 10th level, the treeherd becomes truly one with the forest. The treeherd's additional lifespan increases by a factor of five, to a maximum of 25,000 years.

Treeherd Spell List

New spells (described in this book) are in ***bold italics***.

0-Level: *create water, cure minor wounds, detect magic, detect poison, flare, guidance, know direction, light, purify food and drink, resistance, **restore plant**, virtue*

1st-Level: *animal messenger, calm animals, cure light wounds, delay poison, detect animals or plants, endure elements, entangle, invisibility to animals, obscuring mist, summon nature's ally II, warp wood, wood shape*

2nd-Level: *barkskin, commune with nature, cure moderate wounds, hold animal, **leafcloak**, magic fang, neutralize poison, plant growth, remove disease, resist elements, rusting grasp, soften earth and stone, speak with animals, summon nature's ally IV, summon swarm*

3rd-Level: *command plants, control winds, cure serious wounds, dispel magic, dominate animal, protection from elements, quench, repel vermin, scrying, summon nature's ally VI, transmute mud to rock, transmute rock to mud, tree stride, wall of thorns, **vinelash***

4th-Level: *antipathy, awaken, control weather, greater magic fang, heal, insect plague, **ironbark**, shambler, summon nature's ally VIII, transmute metal to wood, transport via plants, **treeform**, sympathy*

Table 1-7: The Woodwarden

Level	Base Atk. Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Speed
1	+1	+2	+2	+0	Favored Enemy, Forest Shadow +2, Woodland Stride	30 ft.
2	+2	+3	+3	+0	Sneak Attack +1d6, Trackless Step	30 ft.
3	+3	+3	+3	+1	Bonus Feat	30 ft.
4	+4	+4	+4	+1	Forest Shadow +4	40 ft.
5	+5	+4	+4	+1	Favored Enemy, Sneak Attack +2d6	40 ft.
6	+6	+5	+5	+2	Bonus Feat	40 ft.
7	+7	+5	+5	+2	Forest Shadow +6	50 ft.
8	+8	+6	+6	+2	Sneak Attack +3d6	50 ft.
9	+9	+6	+6	+3	Bonus Feat	50 ft.
10	+10	+7	+7	+3	Favored Enemy, <i>Freedom of Movement</i> , Forest Shadow +8	60 ft.



Woodwarden

Where the treeherd is the preserver, the woodwarden is the protector of the forest. The shadow that watches, the hand that strikes, the shield that wards – these are the roles of the woodwarden. No axe-wielding, fire-starting, wood-cutting intruders can escape its relentless vigil.

Woodwardens use their deep knowledge of the forest to protect it from outsiders, swiftly moving to strike down or drive off any creature whose activities endanger the green world. They focus on a particular threat, learning all they can about it to aid in their protective efforts. Woodwardens adopt a preventive attitude toward intruders, feeling it is better to drive away a harmless sightseer than to ignore a surveyor scouting for a site to build a keep. They often band together to fight a particularly strong invader, spending hundreds of years teaching the younger races that the forest has teeth.

Hit Die: d10.

Requirements

To qualify to become a woodwarden, a character must fulfill all the following criteria.

Race: Treant.

Craft (Trapmaking): 5 ranks.

Hide: 8 ranks.

Wilderness Lore: 8 ranks.

Feats: Skill Focus (Wilderness Lore), Track.

Class Skills

The woodwarden's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Craft (Trapmaking) (Int), Handle Animal (Cha), Hide (Dex), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the woodwarden.

Weapon and Armor Proficiency: Woodwardens gain no proficiency in any weapon or armor.

Spells: Woodwardens have the ability to cast a small number of divine spells, according to table 1-8, Woodwarden Spells per Day. Woodwardens receive bonus spells added to the number they may cast per day for high Wisdom, and to cast a spell the woodwarden must have Wisdom score at least equal to 10 + the level of the spell to be cast. When the woodwarden gets 0 spells per level, it only gets bonus spells. The Difficulty

Class for a saving throw against a woodwarden's spell is 10 + the spell's level + the woodwarden's Wisdom modifier.

Woodwardens acquire their spells the same way that treeherds do, but woodwardens do not cast spontaneously. They must prepare their spells beforehand. A woodwarden has access to any spell on the woodwarden spell list and can freely choose which to prepare.

Favored Enemy: At 1st level, a woodwarden may select a favored enemy in the same way that rangers do. This ability functions in all ways as per the ranger ability. At 5th level and again at 10th, the woodwarden can select another fa-

vored enemy, and each time the bonuses associated with the previously selected favored enemies increase by one.

Woodwardens tend to select various humanoid types, giants, dragons, or aberrations as their favored enemies, as these are the types of creatures that they perceive as the greatest threat to the forests that they protect.

Forest Shadow: In its native forest, a woodwarden moves



Table 1-8: Woodwarden Spells per Day

Level	Spells per Day			
	1	2	3	4
1	0	-	-	-
2	1	-	-	-
3	1	0	-	-
4	1	1	-	-
5	1	1	0	-
6	1	1	1	-
7	2	1	1	0
8	2	1	1	1
9	2	2	1	1
10	2	2	2	1

like a shadow, swift and silent. At 1st level, the woodwarden gains a +2 competence bonus to Hide and Move Silently checks, when in the forest. This bonus increases again by +2 at 4th, 7th, and 10th level.

Woodland Stride: A woodwarden may move through natural thorns, briars, overgrown areas and similar terrain at its normal speed and without suffering damage or impairment, just as a druid does.

Fast Movement: At 4th level and higher, a woodwarden moves faster than normal, as shown on table 1-7, The Woodwarden.

Sneak Attack: At 2nd level and higher, a woodwarden may make a sneak attack against an opponent who is unable to defend himself effectively from its attack, just as a rogue does. This attack functions in all ways as the rogue ability does. The extra damage is +1d6 at 2nd level, and an additional 1d6 every three levels thereafter.

Trackless Step: Starting at 2nd level, a woodwarden leaves no trail in natural surroundings and cannot be tracked.

Bonus Feats: Starting at 3rd level, and every three levels thereafter, the woodwarden gets a bonus feat, drawn from the following list: Blind-Fight, Combat Reflexes, Expertise (Improved Disarm, Improved Trip), **Improved Corrosion**, Improved Critical (Slam Attack), Improved Initiative, **Improved Trample**, **Nature's Grasp (Crushing Vines, Giant's Throw)**, Power Attack (Cleave, Sunder, Great Cleave) and Weapon Focus (Slam Attack).

Some bonus feats cannot be acquired until the woodwarden has gained one or more prerequisite feats; these feats are listed in parentheses after the prerequisite feat. The woodwarden must meet all prerequisites for these feats, including ability minimums. Feats in **bold** are new feats described in this book.

Freedom of Movement: At 10th level, the woodwarden is affected by a permanent *freedom of movement* effect, as per the spell.

Woodwarden Spell List

New spells (described in this book) are in *bold italics*.

1st-Level: *barkskin*, *endure elements*, *entangle*, *invisibility to animals*, *magic fang*, *obscuring mist*

2nd-Level: *hold animal*, ***leafcloak***, *plant growth*, *resist elements*, *rusting grasp*, ***vinelash***

3rd-Level: *dispel magic*, *dominate animal*, ***ironbark***, *protection from elements*, *quench*, *tree stride*

4th-Level: *greater magic fang*, *insect plague*, *transport via plants*

New Feats

CRAFT LIVING MAGIC ITEM [Item Creation]

You can create living magic items.

Prerequisites: Spellcaster level 3rd+, any other item creation feat, must be a plant

Benefit: You can create living versions of any magic items you can create (whose prerequisites you meet), implanting magical abilities in plants or animals. Crafting a living magic item takes one week for every 1,000 gp in the price of the magical abilities added to it. To craft a living magic item, you must spend 1/25 of its base price in XP and use up raw materials costing one half of this total price. See the Living Magic Items section of this book for descriptions of living magic items, the prerequisites associated with them and their prices.

Any other requirements for any specific types of magic items must also be met.

Special: Some players, upon hearing about this feat, may wish to research a similar one that doesn't require the caster to be a plant. It's recommended that players who want this feat be made to work for it: getting in good with the local treants, lots of research cash, that sort of thing. For non-treant characters, raise the prerequisite to 9th level. Remember that most non-treants aren't particularly comfortable wearing living plants that won't come off, which may limit the feat's utility to some.

CRAFT MAGIC SEED [Item Creation]

You create magic seeds, from which you or another spellcaster can cast the encoded spell.

Prerequisites: Spellcaster level 1st+, must be a plant.

Benefit: You can create a magic seed containing any spell you know. This feat functions exactly as the Scribe Scroll item creation feat, except that it produces magic seeds instead of scrolls.

CRUSHING VINES [General]

You crush your enemies once you have successfully grappled them.

Prerequisites: Str 27+, Size Large or greater, Nature's



Grasp.

Benefit: You have access to the Constrict special attack, allowing you to do bludgeoning damage to a creature you have successfully grappled.

Normal: Only creatures who have the Constrict ability listed as a special attack may make Constrict attacks.

GIANT'S THROW [General]

You hurl your enemies great distances after a successful grapple attack.

Prerequisites: Str 31+, Size Large or greater, Nature's Grasp.

Benefit: Once you have successfully grappled a foe who is at least two sizes smaller than you, you may make an opposed Strength check to pick them up and throw them.

For every 3 points that you beat their check by, you throw them 10 feet, doing appropriate falling damage to them when they land. You add your Strength bonus to the total falling damage done to them.

IMPROVED CORROSION [General]

You do increased damage to objects.

Prerequisites: Str 29+, Special Attack: double damage against objects.

Benefit: You do triple damage when making a full attack on objects.

IMPROVED TRAMPLE [General]

You know how to trample opponents with skill.

Prerequisites: Str 27+, Special Attack: trample.

Benefit: When you trample opponents, you do not draw attacks of opportunity from them.

Normal: You incur attacks of opportunity when you trample opponents.

NATURE'S GRASP [General]

You grapple opponents after a successful attack.

Prerequisites: Str 21+, Power Attack.

Benefit: You can use the Improved Grab ability, allowing you to start a grapple after a successful melee attack as a free action, without incurring an attack of opportunity.

Normal: You incur an attack of opportunity when you start a grapple.

Chapter 6: Treant Magic

Magic Seeds

Magic seeds are to treants what scrolls are to literate races. A magic seed is a spell, stored in seed form. Once the spell is activated, the seed crumbles to dust as the magic is released.

Physical Description: A magic seed looks like a large nut, with magical energy tracing vein-like patterns across its surface. The color and pattern tell an experienced spellcaster what spell is stored within. Most are a little smaller than a man's fist. Magic seeds are difficult to damage, being made of wood, but they do catch fire easily. Only one spell can be stored in a single magic seed.

Magic seeds are usually carried in a rough spidersilk bag.

Activation: To activate a magic seed, a spellcaster must first know what spell is stored within. This requires a successful Spellcraft check (DC 15 + the spell level). *Read magic* is useless for this purpose, as treant magic is not based on any written tradition.

Deciphering a magic seed to determine its contents does not activate it. Activating a magic seed requires no material

components or focus; the item's creator provided these when creating the magic seed. Activating a magic seed can be disrupted, just as casting a spell can.

Activating a magic seed is subject to the same conditions as activating a scroll, including the possibility of mishaps.

Living Magic Items

Treants are not a race given to crafting, but they are masters of the manipulation of life. Long ago they discovered the secret of implanting spells into living plants and animals and thus creating living magic items. Used in combination with other item creation feats, this enables treants to create living magic items that can replicate nearly any sort of magic item.

Living magic items offer many advantages, but are much more time consuming and expensive to create. Magical animals can act independently of their owner, if trained properly. Magical plant armors and weapons cannot be removed without their owner's consent. Due to the complicated interweaving of magical energy and life energy inherent in living magic items,



the DC of *dispel magic* checks made against living magic items is increased by +10.

Magical animals cannot disobey a command from their creator. Though they still have only animal intelligence, they can be trained to do tricks just as any other animal can. The DCs of Animal Empathy and Handle Animal checks made by the magical animal's creator are lowered by -5, while those made by anyone else are raised by +10.

Magical animals receive a bonus to all saving throws equal to 1/2 their caster level (round down). Magical plants make their saves just as other magic items do.

Physical Description: Living magic items look much like the plants or animals they were before being implanted with magical abilities. Magical plants often have an iridescent shimmer about them, while magical animals usually have glowing eyes. The lifespan of a magical animal is multiplied by a factor of 100, allowing an animal that would ordinarily live for only five years to live as long as five hundred years.

The animals most commonly enchanted are predators: wolves, panthers, bears, hawks and the like. Occasionally other birds are chosen, primarily as spell triggered magical animals analogous to winged wands. Enchanted plants are often vines, mosses and lichens, enchanted to function as armor or cloaks do for other beings. Sometimes smaller patches are enchanted as weapons and wrapped around a treant's fist like a living cestus.

Caster Level: The caster level for living magic items with special abilities or implanted spells is given in the item's description. For those with only enhancement bonuses, the caster level is equal to three times the enhancement bonus. If a living magic item has either special abilities or implanted spells and enhancement bonuses, the higher of the two requirements must be met.

Activation: Living magic items can be activated by spell trigger, command word or by use activation. Magical plants are most often spell trigger or use activated, while magical animals are most often command word activated. Otherwise, they operate just as any other magic item.

Creating Living Magic Items: Creating living magic items follows the same pattern as creating other types of magic items, with the following exceptions. Rather than seeking out the finest masterwork items to enchant, the spellcaster must seek out the most flawless example of the plant or animal it wishes to enchant. If an animal is to be enchanted, it must not be held under duress, but must be a willing participant in the process. The prospective creature cannot have an Intelligence score greater than three.

The base price of a living magical item is multiplied by 25%. This accounts for the difficulty in acquiring the perfect specimen, in addition to the usual materials. In addition, the process takes much longer than other item creation techniques,

requiring a week of time for every 1,000 gp value of the completed item.

Like normal enchanted arms and armor, magical plants must have at least a +1 enchantment to have a special ability from the weapon or armor special abilities chart. Living magic items with charge based abilities can be recharged after they have exhausted their magical energies, at a cost of two thirds of the original item's construction cost in gold and XP.

Sample Living Magic Items

Grasping Claw: This magical hawk is golden brown with russet underfeathers. His eyes glow with green energy. Grasping Claw is trained to target indicated opponents with his *hold person* spell (Will save DC 12) on command. The command word is "vodashin."

Caster Level: 4th; **Prerequisites:** Craft Living Magic Item, Craft Wand, *hold person*; **Market Price:** 7,500 gp.

Grasping Claw, hawk living magic item: CR 2; Tiny Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10 ft, fly 60 ft (average); AC 17 (+2 size, +3 Dex, +2 natural); Atks +5 melee (1d4-2, claws); SA spell effect; AL N; SV Fort +4, Ref +7, Will +4; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6*. **Feats:** Weapon Finesse (claws).

SA-Spell Effect: *hold person*

Irontusk: With his thick gray hide and silvery bristles, Irontusk is a remarkable boar specimen. His iron colored tusks and eyes crackle with blue electricity, warning his foes of the pain that awaits them. His tusks are enchanted with a +2 enhancement bonus and a shock enchantment. The command word to activate the shock effect is "skirritas."

Caster Level: 8th; **Prerequisites:** Craft Living Magic Item, Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Market Price:** 22,500 gp.

Irontusk, boar living magic item: CR 4; Medium-Size Animal; HD 3d8+9; hp 23; Init +0; Spd 40 ft; AC 16 (+6 natural); Atks +6 melee (1d8+5 and 1d6 electricity, gore); SA ferocity; SQ scent; AL N; SV Fort +10, Ref +7, Will +6; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

+2 Living Shadow Ivy Armor: The inky leaves of this living ivy armor seem to emanate shadows, granting the wearer a +10 circumstance bonus to Hide checks, in addition to the +2 enhancement bonus to its armor class.

Caster Level: 5th; **Prerequisites:** Craft Living Magic Item, Craft Magic Arms and Armor, *invisibility*; **Market Price:** 11,250 gp

+3 Rusting Gauntlet of Lichen: The grayish lichens that make up this gauntlet are spotted with red lumps. Twice per



day, the wearer can cast *rusting grasp* through the gauntlet, at will. The gauntlet also bears a +3 enhancement bonus to attack and damage rolls when striking with this hand.

Caster Level: 9th; **Prerequisites:** Craft Living Magic Item, Craft Magic Arms and Armor, *rusting grasp*; **Market Price:** 30,500 gp

Golden Apple Tree of Succor: This short apple tree radiates peace and health. Its green-gold leaves seem to reflect the sunlight that falls on it, illuminating the five perfect apples that hang from its branches. Eating an apple channels positive energy into the eater, casting a *cure serious wounds* spell on him. So long as one apple is left on the tree, the other four apples will be replaced in one day's time. Should all five be eaten in one day, the regrowth will take a week.

Caster Level: 6th; **Prerequisites:** Brew Potions, Craft Living Magic Item, *cure serious wounds*; **Market Price:** 84,375 gp

Potion Fruit: In general, a bush or tree with this sort of enchantment generates potions in the form of fruit. These potion fruit grow in all seasons. A maximum of five fruit will form on one plant. If all five are picked in one day, the plant will need one week to regrow them; otherwise, the fruit regrow in one day. Consuming potion fruit is governed by the same rules that apply to ordinary potions.

Caster Level: Level required to create the base potion; **Prerequisites:** Brew Potions, Craft Living Magic Item, whatever spell is required to create the potion; **Market Price:** 75 x the base price of the potion.

New Spells

Ironbark

Transmutation

Level: Thd 4, Wdn 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell affects only creatures that possess natural armor. *Ironbark* transforms your natural armor into thick bark-like plates of iron, granting you a +7 enhancement bonus to your natural armor and giving you damage reduction 10/-. The added weight makes it impossible to run, swim or fly, and slows your movement by 1/3.

Leafcloak

Transmutation

Level: Thd 2, Wdn 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell wraps you in a cloak of living greenery, giving you a +15 circumstance bonus to Hide checks while in the forest. The leafcloak intertwines itself with the surrounding vegetation. As a result, moving faster than half your base speed gives you a -10 penalty to Move Silently checks, as the twigs and vines rip loose from the greenery around you.

Material Component: 10 sq. ft. of healthy greenery.

Restore Plant

Conjuration [Healing]

Level: Thd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hands upon a single unanimated living plant of Medium-size or smaller, you channel positive natural energy that repairs any damage it may have suffered from disease, fire, or physical harm of any kind, restoring it to perfect health.

Treeform

Transmutation

Level: Thd 4

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Upon finishing this fateful incantation, you turn the subject and all it carries into a tree of the same size. The tree may be whatever sort you choose. If the tree created by this spell is damaged or destroyed, the subject (if ever returned to its orig-



inal state) suffers similar damage. The subject's type changes to plant, and its mind enters a state of stasis, unable to communicate anything but sleepy vegetable thoughts. Only living beings are affected by this spell.

The subject may be returned to its normal form by casting *treeform* on it again, or by such spells as *miracle* or *wish*.

Material Component: An acorn from an oak that's at least 500 years old.

Vinelash

Transmutation

Level: Thd 3, Wdn 2

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 round/level

Saving Throw: None/Reflex negates (entangle effect)

Spell Resistance: No/Yes (entangle effect)

This spell transforms one of your arms into a long, prehensile vine. The vinelash can be used as a whip, making a ranged attack that does 2d8 points of damage to the target at a range of up to 30 feet away. When used as a whip, the vinelash is treated as a +3 weapon for the purposes of penetrating damage reduction, although this does not affect the attack roll itself.

You may also use the vinelash to *entangle* a single target. The target of an *entangle* attempt must make a Reflex save to avoid being *entangled*. An *entangled* creature suffers a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and can't move.

An *entangled* character who attempts to cast a spell must make a Concentration check DC 15 or lose the spell. You may make an opposed Strength check to drag a successfully *entangled* target to you.



Chapter 7: Campaigns

Treants as NPCs

In a standard fantasy adventure campaign, treants can best be used to give the woods some depth. Too many adventurers see the forest as just something to trek through on their way to and from the dungeon. Perhaps the local treant isn't comfortable with the notion of heavily armed tomb raiders tramping back and forth through its territory, disturbing ancient evils, hunting deer with *fireball* wands, and dragging wagonloads of loot across its carefully planted herb gardens. Perhaps in exchange for free passage, it wants them to kill the green dragon that's poisoning the lake...

Treants fit best in wilderness-oriented campaigns. A friendly treant can become a mentor for rangers and druids, sending them on missions to drive off marauding aberrations, or to negotiate with local nobles about appropriate land use; in exchange the adventurers can receive healing, a safe place to rest, or ancient secrets only the treelords know. In a druid campaign, the effort to win the approval of the local treant can be a goal in and of itself. This approach can also be used in primarily elven campaigns, as treants occupy a similar place of reverence in elven culture.

Treants work as antagonists, as well. Characters involved in the expansion of civilization will likely run into problems when their plans to expand the kingdom conflict with the desires of the local treant grove. Despite their wisdom, treants can be remarkably naïve about dealing with the younger races. What the local noble sees as a worthy attempt to drain a useless swamp to create farmland for his people, the treants may see as a deliberate attack on their water supply. Persuading them otherwise may be difficult, once the forest begins to dry out and catch fire.

Shadowed treants can make excellent long-term villains. Their subtle plots against the characters' kingdom may extend over hundreds of years: periodically inciting raids by orcs during harvest time, blighting the crops, slowly poisoning the water supply, corrupting the minds of the nobles from afar. Divining the source of these multiple threats can be a campaign in itself. Even when the plot is unmasked, things may not be as simple as just killing the bad guy. Perhaps an ancient leafsinger sage is attempting to reform the corrupted treelord, and doesn't want the characters to barge in and put it to the sword.

Treants as PCs

Using treants as PCs can be very challenging, but also very entertaining. Probably the easiest way to start an all-treant campaign is to base it on a Thornheart grove. For a singleshot campaign, dealing with a single big creature like a dragon can give the campaign a dramatic focus. Longer campaigns can be based on dealing with invading humanoids, or expanding human kingdoms, perhaps reversing the perspective of an earlier campaign.

Another idea is to base a treant campaign on a small group of young treants in their "windblown" period, wandering the land, and first experiencing the world outside their home forest. Playing such powerful yet inexperienced characters could be an interesting challenge.

Playing in a mixed treant/younger race would probably only work for one or two adventures, as it's unlikely that a treant would abandon its responsibilities to go treasure hunting for long. Even so, a leafsinger might attach itself to a party for some time, while investigating the younger races.

One of the major challenges for players running treant PCs is portraying the extended perspective of a creature with a five thousand year lifespan. To a treant, there's always time to think something through a bit more, something that can infuriate beings to whom a decade is a serious amount of time. Another challenge is getting the feel for a character that is a plant. It can be difficult to understand the viewpoint of a creature that doesn't eat, has only one sex, and needs no shelter from the weather. While it may be tempting to run a treant as just a regular guy in a rubber mask, putting some time and thought into it can result in fascinating role-play sessions.

Adventure Hooks

- In exchange for passage through its forest, a treant asks the party to carry a mysterious package to a distant druid grove.
- The villagers say that a "tree giant" has been sabotaging their efforts to clear more farmland.
- Another party of adventurers accidentally released some ancient horror from its prison, and it's ravaging a treant's forest. Now, the treant expects you to put it down, without harming the forest.



- Your party must escort a refugee train through a treant's forest, simultaneously persuading the treant to allow you passage and keeping the refugees from damaging the forest.
- A blasted treant is burning its way towards the local treant grove, and they need your help to lay it to rest.
- A powerful artifact has been used to animate an entire forest to attack a kingdom. The treant wants its trees back.
- A gang of vicious bandits is masquerading as a noble band of rangers fighting a greedy baron, and has tricked a local treant into offering them sanctuary.
- Uncontrolled brambleshadow creatures are plaguing the kingdom. Is an angry treant responsible?
- A group of young treants is trying to reforest the baron's farmlands, using magic that makes trees grow overnight.
- The king wishes to build a road through a treant's forest to reach the new gold mines in the mountains.
- Ancient lore claims that treants know a way to keep the tarrasque asleep. Can you convince them to share the secret, before the tarrasque awakens?
- A treant's forest was destroyed in the war, and now the insane treelord is taking its vengeance on the common people.
- An unscrupulous wizard is looking for adventurers to help him kill a treant, so he can harvest its body for experiments.

Thornleaf

The treant called Thornleaf has protected the forest from which its name is taken for nearly 800 years. Situated between a small kingdom and the orc-infested mountains, the Thornleaf forest has become a contested area, with raiding parties and vengeful knights crossing back and forth with distressing regularity. The last few hundred years have been stressful ones for Thornleaf, and it's had to devote as much time to defense as to cultivation.

As a result, the Thornleaf forest has become a labyrinth of hazardous trails, irritable beasts, and clever traps. This disappoints Thornleaf, since there are a number of fascinating local herbs that it would like to spend more time cultivating. But defense comes before art, and it has become quite adept at warfare. The terrain alterations do seem to be working, since intrusions into the core of the forest have dropped sharply.

Thornleaf has heard rumors, however, that the king is planning to hire an unscrupulous adventuring party to clear the forest, so that the sorties against the orcs can resume. The treant is now seeking sympathetic outsiders to dissuade the king from this course and to find some way to restrain or drive out the orcs. Thornleaf is friendly with the local druid circles, and they are helping him as best they can.

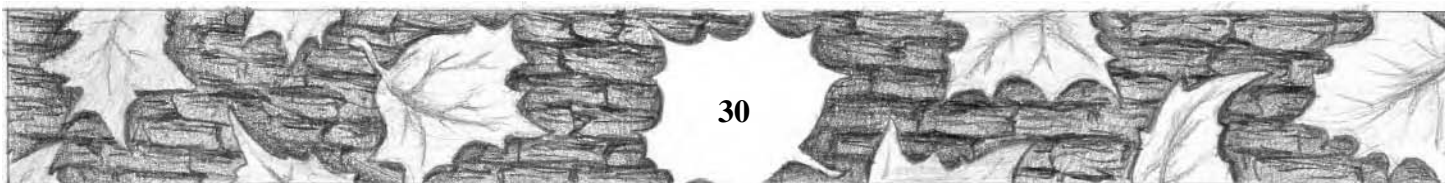
The treant is also concerned with an old friend from its wandering days, whose grove lies to the south, near the great swamps. Longbranch has been oddly quiet, these last few decades. Thornleaf suspects that the death of their mentor, slain by an evil cleric, may be weighing on Longbranch's mind. The treant would like to visit and see what comfort can be given, but things are too hectic now. Perhaps in a hundred years, there will be time.

Thornleaf is fond of gardeners, and can spend days discussing the various herbs native to the forest with anyone who expresses an interest. Its oldest companion is a great shambling mound, sent to him by Longbranch a century ago, that rests in a marsh on the edge of the forest. It also keeps a few wild boars nearby at all times, and can call them to action at a moment's notice.

Thornleaf, 10 HD treant Thd3/Wdn3: CR 20; Huge Plant; HD: 13d8+3d10+96; hp 176; Init +0; Spd: 30 ft; AC: 21 (-2 size, +13 natural); Attacks: 2 slams +22 melee (2d6+10/crit x2); SA: animate trees, trample, triple damage against objects, forest sense, green balm, nature sense, plant friendship, rebuke plants/animals/vermin, speak with plants, animal/vermin friendship, improved animate trees +1, favored enemy (orcs), forest shadow +2, woodland stride, sneak attack +1d6, trackless step, spells; SQ: plant, fire vulnerability, half damage from piercing; AL NG; SV Fort +19, Ref +7, Will +9; Str 30, Dex 11, Con 23, Int 14, Wis 15, Cha 12

Skills: Animal Empathy +4, Craft (Trapmaking) +9, Heal +4, Hide +1/(+19 in forest), Intimidate +5, Knowledge (Nature) +19, Listen +10, Move Silently +5/(+7 in forest), Scry +4, Search +5, Sense Motive +6, Spot +11, Wilderness Lore +17. **Feats:** Expertise, Improved Disarm, Improved Corrosion, Skill Focus (Knowledge (Nature)), Skill Focus (Wilderness Lore), Track.

Spells: Thd: 7/6; 0th: *create water, detect magic, flare, know direction, resistance*; 1st: *cure light wounds, endure elements, entangle*. Wdn: 2/1



Appendix 1: New Templates

Treant-Specific Templates

The following creatures are presented as treant-specific templates. With some minor adjustments they could be used for any intelligent plant species.

BLASTED TREANT

Blasted treants have been slain by fire, and have risen again to share their fiery fate with the world. The horrific transition from life to undeath has made them into mindless destroyers, burning whatever will catch fire and smashing whatever won't, living or dead. Fire is one of the most widely used weapons against treants, and as more of the ancient treelords die in flames, more of these destructive revenants are born.

Blasted treants look like what they are: treants who have burned to death. All leaves have been burned away, the bark-like skin is charred and black, and the red glow from their still-kindled heartwood shows through the cracks in their skin. Their eyes are now burning coals, smoke and ash drift from their mouths, and the air around them ripples with the heat from the never-dying fires within them. They leave a trail of

ashen destruction behind them as they wander, incinerating the forests that they once protected and crushing any living thing they encounter with their burning fists.

Creating A Blasted Treant

“Blasted” is a template that can be added to any treant (hereafter referred to as the base creature), except one who has taken the Oath of Fire and become a member of the firesworn prestige class. The treant's type changes to “undead,” with a subtype of fire. It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Damage: The heat that radiates from their fists adds +1d6 fire damage to slam attacks. Anything flammable they touch bursts into flames.

Special Attacks: A blasted treant retains all special attacks of the base creature, except as noted below, and gains the following.

Blasted treants are mindless undead, and thus lose any class abilities they once had. They also lose the ability to animate trees.

Trample attacks and double damage against objects are both enhanced by an additional +1d6 fire damage to each attack. Also,



as noted above, anything flammable that a blasted treant touches bursts into flames.

Breath Weapon (Su): Once every 1d6 rounds, a blasted treant can breath out a 30 foot cone of superheated cinders, ash, and smoke. Creatures caught within the area of effect must make a Reflex save DC 10 + the blasted treant's Hit Dice or take 4d4 points of fire damage, become blinded for 1d3 rounds, and begin coughing and choking, rendering them unable to act for 1d6 rounds except to take a single move action per round, just as if they were nauseated. Those who make the save take half damage from the heat.

Heat Aura (Ex): The body of a blasted treant radiates extreme heat, doing 1d6 fire damage to any creature that successfully hits it with a natural weapon or an unarmed attack.

Special Qualities: A blasted treant retains all special qualities of the base creature, except as noted below, and gains the following.

Undead: Type is changed from plant to undead, gaining the following immunities: immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save. Blasted treants lose their fire vulnerability.

Abilities: Same as the base creature, except no Int score (mindless) and no Con score (undead).

Skills: Blasted treants lose all skills they once possessed.

Feats: Blasted treants lose any feats they once possessed.

Climate/Terrain: Any land.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always chaotic evil.

SAMPLE BLASTED TREANT

This example uses an 11 HD treant as the base creature.

	Blasted Treant Huge Undead
Hit Dice:	11d12 (82 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +17 melee
Damage:	Slam 2d6+9+1d6 fire damage
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trample, double damage against objects, breath weapon, heat aura
Special Qualities:	Half damage from piercing, undead, fire subtype
Saves:	Fort +7, Ref +2, Will +5
Abilities:	Str 29, Dex 8, Con -, Int -, Wis 15, Cha 12
Skills:	-

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

COMBAT

Trample: Add +1d6 fire damage to trample damage.

Double Damage against Objects: Add +1d6 fire damage to damage to objects.

Breath Weapon: Reflex save DC 21.



DEEP TREANT

Long ago, circumstances conspired to trap a treant deep beneath the surface of the world, in the endless labyrinths of caverns that are called the Deepearth, far from the sunlight that sustained it and the forests that it loved. Rather than surrender to fate and perish in this hard, strange underworld, the treelord adapted to its circumstances, changing itself and its descendants forever.

Deep treants are the children of that ancient exile; masters of the caverns as their cousins are lords of the forests above. Symbiotic fungi have replaced their need for sunlight, supplying them with nourishment at the cost of permanent exile from the surface. Now they wander the Deepearth, protecting and cultivating the strange life that flourishes there, in the infinite darkness.

Deep treants look much like their surface kin, from a distance. Up close, they're almost unrecognizable. Thick black fungus coats their bark, covering all but their mouth with fuzzy tendrils, waving in the air. Bright mushrooms grow here and there, sprouting from random spots among the black tendrils. No eyes are visible, and their limbs are leafless and bare.

Creating A Deep Treant

"Deep" is a template that can be added to any treant (hereafter referred to as the base creature). It uses all the base creature's statistics and special abilities, except as noted here.

Damage: A deep treant has tiny red mushrooms growing along the edges of its hands that secrete a paralytic poison. Rather than doing bludgeoning damage, it can choose to strike with them, doing no damage but forcing the target to make a Fortitude save (DC 18: initial damage paralysis for 3d4 rounds, secondary damage 2d6 temporary Dexterity).

Special Qualities: A deep treant retains all special qualities of the base creature, except as noted below, and gains the following.

Blind: Deep treants are blind. The symbiotic fungus that sustains them has also grown over their eyes.

Vulnerable to Sunlight: The symbiotic fungus that coats their bodies is extremely vulnerable to direct sunlight. Deep treants take 1d8 points of damage for every round that they are exposed to direct sunlight. After 5 rounds, the fungus is completely dissolved, and the deep treant must make a Fortitude save (DC 20) every round or die. There is no known way to re-

grow the fungus, once it has dissolved.

Blindsight: The symbiotic fungus is sensitive to both scent and vibration, giving the deep treant blindsight for 60 feet.

Tremorsense: In the endless darkness, deep treants have developed a great sensitivity to the vibrations of the stone beneath them, giving them tremorsense for 120 feet.

Special Attacks: A deep treant retains all special attacks of the base creature, except as noted below, and gains the following.

Countless mil-



lennia in the treeless caverns below the earth have atrophied the deep treants' ability to animate trees. Deep treants no longer possess this ability.

Spore Attack: Multicolored puffball mushrooms grow scattered across a deep treant's body. These mushrooms can emit spores, either in a line or a cloud, that have a variety of effects, explained on the following table. For every 5 Hit Dice that a deep treant has, it can choose one of these effects to produce. A deep treant can emit spores 3 times per day.

Spore Effects	Fort Save DC	Target	Range	Duration
Confused	14	Cloud	30 ft.	1d6 rounds
Frightened	16	Line	20 ft.	1d3 rounds
Blinded	13	Line	20 ft.	1d4 rounds
Nauseated	18	Cloud	10 ft.	1d3 rounds

Skills: Same as the base creature, except for Hide. Deep treants can no longer blend in with the forest, but their dead black fungal covering blends extremely well with cavern walls. The Hide racial bonus is now applied to underground areas.

Climate/Terrain: Any underground.

Challenge Rating: Same as the base creature +1.

SAMPLE DEEP TREANT

This example uses an 8 HD treant/4th level treeherd as the base creature.

Deep Treant Treeherd Huge Plant

Hit Dice:	12d8+48 (98 hp)
Initiative:	-2 (Dex)
Speed:	30 ft.
AC:	19 (-2 size, -2 Dex, +13 natural)
Attacks:	2 slams +17 melee
Damage:	Slam 2d6+8, poison strike
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trample, double damage against objects, spore attacks (confusion, blind), spells, class abilities
Special Qualities:	Plant, fire vulnerability, half damage from piercing, blind, vulnerable to sunlight, blindsight, tremorsense
Saves:	Fort +17, Ref +1, Will +10
Abilities:	Str 27, Dex 7, Con 18, Int 13, Wis 18, Cha 14
Skills:	Hide -10/(+6 underground), Intimidate +6, Knowledge (Nature) +14, Listen +8, Sense Motive +11, Spellcraft +8, Spot +8, Wilderness Lore +17
Feats:	Iron Will, Skill Focus (Knowledge (Nature)), Power Attack

Climate/Terrain:	Any underground
Organization:	Solitary or grove (4-7)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	13-16 HD (Huge); 17-21 HD (Gargantuan)

COMBAT

Class Abilities: As deep treants can no longer animate trees, the Improved Animate Trees ability is negated. Forest Sense and Nature Sense apply to underground environments as well as above ground.



FORSAKEN TREANT

Forsaken treants have been driven insane by the destruction of their forest, and the fact that they survived that destruction. The shock of their loss has transformed them into maddened, vengeful engines of devastation seeking to share their pain with those who caused it, and anything else that they meet.

Forsaken treants look much like the creatures they were before their transformation, at first glance. A closer look reveals the red-lit eyes, the unhealing scars of the conflict that destroyed their home, and the face twisted into a mask of grief and rage. Their speech consists entirely of imprecations and curses directed at their enemies.

Forsaken treants focus their rage on members of the race that destroyed their forest, but are perfectly willing to destroy any creature they encounter, should the opportunity arise. Some choose to wander the land, attacking all creatures in their path, spreading terror and carnage. Others wait and plot, preferring to slowly decimate a specific area by striking from the shadows and vanishing, becoming a legendary phantom of death.

Forsaken treants avoid other treants, fleeing from them if confronted. The reminder of what they have lost is too much for them to bear. Only if cornered will they strike out at their former kin, weeping in self-loathing as they fight.

Creating A Forsaken Treant

“Forsaken” is a template that can be added to any treant (hereafter referred to as the base creature), except one that has taken the Oath of Fire and become a member of the firesworn prestige class. Treants with this template retain their “plant” type. When the template is applied, the race that destroyed the forsaken treant’s home must be determined as well, since this is the focus of the vengeful rage ability.

A forsaken treant uses all the base creature’s statistics and special abilities, except as noted here.

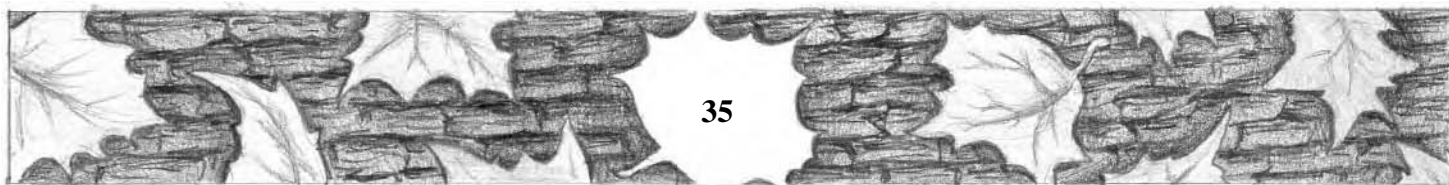
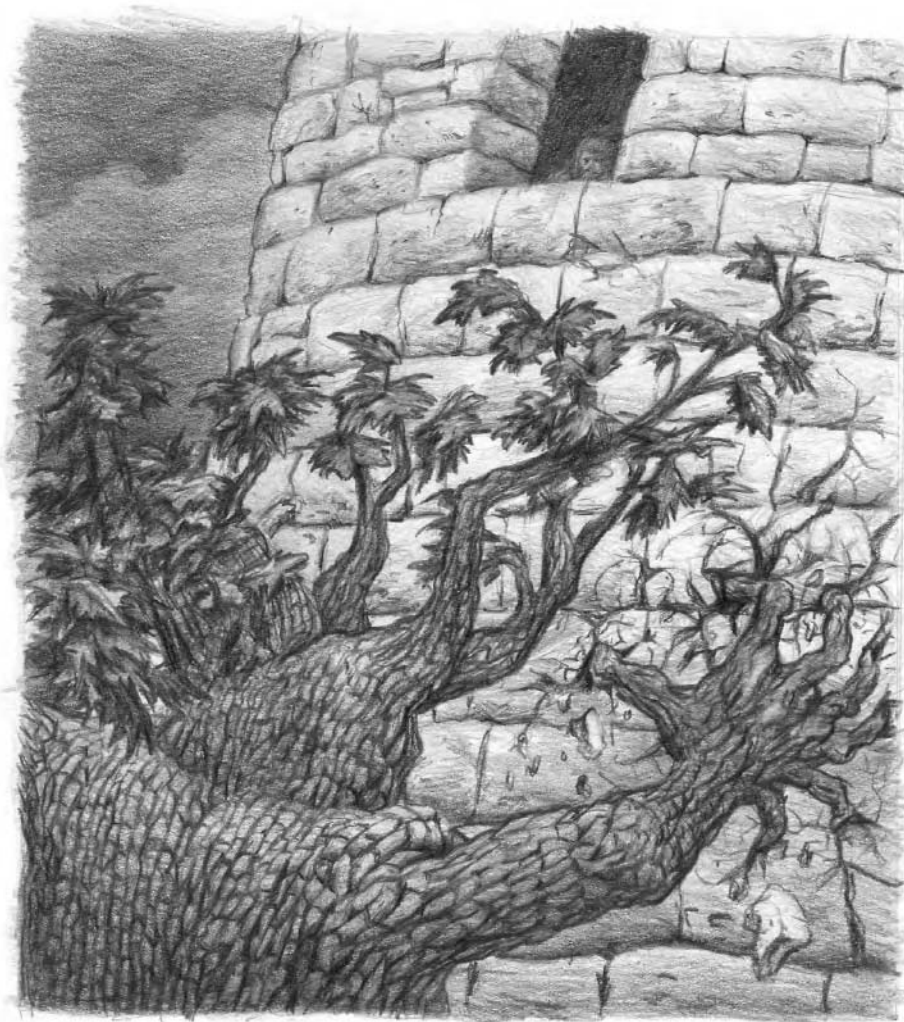
Special Attacks: A forsaken treant retains all the special attacks of the base creature, except as noted below, and also gains the following.

The grief that drives forsaken treants cuts them off from the spirit of the forest; thus, they lose any abilities gained from the treeherd class, as well as the ability to cast spells drawn from the treeherd, woodwarden, or leaf-singer lists. Forsaken treants also lose the ability to animate trees.

Increase Damage against Objects (Ex): A forsaken treant that makes a full attack against an object or structure

deals quadruple damage.

Aura of Fear (Ex): A forsaken treant radiates an aura of grief, fear, and madness. The ability takes effect automatically whenever the forsaken treant attacks or charges. Creatures within a radius of 10 feet x the forsaken treant’s Hit Dice total (including any class levels it might have) are subject to the ef-



fect if they have fewer HD than the forsaken treant.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 forsaken treant's HD + forsaken treant's Charisma modifier) remains immune to that forsaken treant's frightful presence for one day. On a failure, creatures with 2 or fewer HD become panicked for 3d6 rounds and those with 3 or more HD become shaken for 3d6 rounds.

Vengeful Rage (Ex): When in combat against members of the race that destroyed their home, forsaken treants enter a frenzied rage that enhances their combat abilities. While enraged, the forsaken treant's Strength and Constitution temporarily increase by +8 and its Will save is increased by a +3 morale bonus, but it suffers a -4 penalty to AC.

This rage lasts for 1 + the forsaken treant's (newly improved) Con modifier in rounds. Once the rage is over, the forsaken treant is drained of energy, giving it penalties of -4 to both Strength and Constitution and preventing it from running or charging. These penalties last for one hour. The forsaken treant can enter this state of rage a number of times per day equal to 1/3rd of its Hit Dice (including any class levels it might have).

Climate/Terrain: Any land.

Organization: Solitary.

Challenge Rating: Same as the base creature +2

Treasure: None.

Alignment: Always chaotic evil

SAMPLE FORSAKEN TREANT

This example uses an 8 HD treant/3rd level woodwarden as the base creature.

Forsaken Treant Woodwarden Huge Plant

Hit Dice:	8d8+3d10+55 (107 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +17 melee
Damage:	Slam 2d6+10
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trample, quadruple damage against objects, class abilities
Special Qualities:	Plant, fire vulnerability, half damage from piercing
Saves:	Fort +14, Ref +4, Will +6
Abilities:	Str 30, Dex 8, Con 21, Int 12, Wis 16, Cha 10
Skills:	Craft (Trapmaking) +6, Hide -3/(+15 in forests), Listen +9, Move Silently +3/(+5 in forests), Sense Motive +7, Spot +12, Wilderness Lore +18
Feats:	Power Attack, Skill Focus (Wilderness Lore), Track

Climate/Terrain: Any forest

Organization: Solitary

Challenge Rating: 14

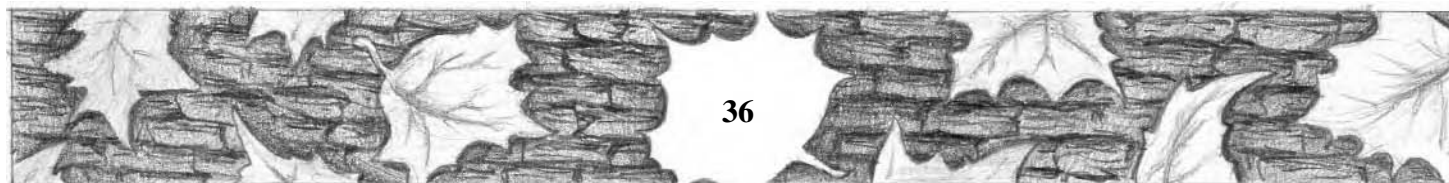
Treasure: None

Alignment: Always chaotic evil

Advancement: 12-16 HD (Huge); 17-21 HD (Gargantuan)

COMBAT

Class Abilities: Favored enemy (humans), vengeful rage (humans). This forsaken treant's grove was destroyed by humans.



HOLLOW TREANT

Hollow treants are cursed creatures, the remains of treants who, in life, fell into darkness. Their heartwood eaten away by bitterness, they inevitably find themselves destroying all they once sought to preserve.

Forever cut off from the green world by undeath, hollow treants seek to share their fate with others, whispering corruption into the ears of isolated treants and darkening their hearts. Their poisoned will spreads through the forest, blighting it until all about them is black and dead.

A hollow treant is a grim sight; an empty shell of gray bark that seems filled with a whirling darkness. The few withered leaves that still cling to its branches are black and curled.

Creating A Hollow Treant

“Hollow” is a template that can be added to any treant, (hereafter referred to as the base creature) with at least 11 HD including class levels. The treant’s type changes from “plant” to “undead.” It uses all the base creature’s statistics and special abilities, except as noted here.

Hit Dice: Change to d12.

Special Attacks: A hollow treant retains all the base creature’s special attacks (except as noted below) and gains those listed below. Saves have a DC of $10 + 1/2$ hollow treant’s HD + hollow treant’s Charisma modifier, unless noted otherwise.

Hollow treants can only animate dead trees. Otherwise, the animate trees ability

remains the same. Animated dead trees function exactly the same as live trees, except that they’re undead.

Energy Drain: Living creatures hit by a hollow treant’s slam attack suffer 2 negative levels.

Aura of Fear (Ex): A hollow treant radiates an aura of fear and hatred. The ability is always in effect, unless the hollow treant consciously suppresses it. Creatures within a radius of 20 feet x the hollow treant’s Hit Dice total (including any class levels it might have) are subject to the effect if they have fewer HD than the hollow treant.

A potentially affected creature that succeeds at a Will save (DC $10 + 1/2$ hollow treant’s HD + hollow treant’s Charisma modifier) remains immune to that hollow treant’s frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Word of Darkness: A hollow treant’s words are insidiously persuasive. Twice per day, plus the hollow treant’s Charisma modifier, a hollow treant can make a *suggestion* as the spell.

The *suggestion* is made as if cast by a sorcerer of a level equal to the hollow treant’s Hit Dice.

Poison Roots: Whenever a hollow treant roots itself to regain spells, the forest around it is affected as if a *diminish plants: stunt* had been cast on it, for a distance of one mile per spellcaster level that the hollow treant has. After a few months of this, the forest begins to die.

Create Spawn: Humanoids and animals slain by the hollow treant’s energy drain attack rise as zombies. Plants rise as withered plants, enslaved to the



SAMPLE HOLLOW TREANT

This example uses a 9 HD treant/3rd level leafsinger as the base creature.

	Hollow Treant Leafsinger Huge Undead
Hit Dice:	12d8 (66 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +14 melee
Damage:	Slam 2d6+7 and energy drain
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Animate dead trees, trample, double damage against objects, aura of fear, word of darkness, poison roots, create spawn, command the grave, spells, class abilities
Special Qualities:	Undead, fire vulnerability, half damage from piercing
Saves:	Fort +11, Ref +5, Will +10
Abilities:	Str 25, Dex 8, Con -, Int 14, Wis 14, Cha 20
Skills:	Bluff +9, Diplomacy +15, Hide -9/(+7 in forests), Intimidate +13, Knowledge (Arcana) +15, Knowledge (Geography) +12, Listen +7, Scry +9, Sense Motive +11, Spellcraft +10, Spot +7, Wilderness Lore +7
Feats:	Iron Will, Craft Magic Seed, Skill Focus (Diplomacy), Track
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By class

hollow treant's will.

Command the Grave: A hollow treant can rebuke or command undead as if it were an evil cleric with levels equal to its Hit Dice, doing so a number of times per day equal to three plus its Charisma modifier.

Special Qualities: A hollow treant retains all the base creature's special qualities (except as noted below) and gains those listed below.

Undead: Type is changed from plant to undead, gaining the following immunities: immune to mind-influencing ef-

fects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Abilities: A hollow treant gains +2 to Intelligence and +4 to Charisma, but being undead, has no Constitution score.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Alignment: Always neutral evil.

Advancement: By character class. Hollow treants often take levels in sorcerer, specializing in necromantic spells.

Other Templates

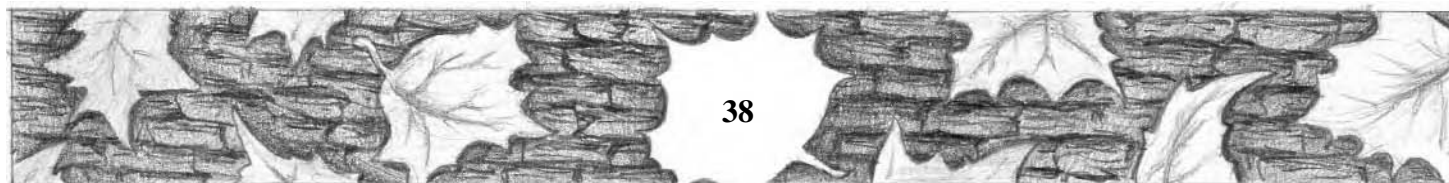
BRAMBLESHADOW CREATURES

Brambleshadows are thorny imitations of dead creatures, sprouting from corpses whose semblance they adopt. Irritated by the memories they've absorbed from their host, they stalk others of their host's race using the skills they took from its corpse.

Most brambleshadows are used as guardians by treants, but some have escaped and reproduced on their own, planting brambleseeds in the bodies of the creatures they slay.

Brambleshadows take two forms; one, the form they're most comfortable in, is that of a low bush with large, viciously pointed thorns, often sprouting from inside the ribcage of a skeleton. In this form, they're nearly indistinguishable from any other plant. The other form is different from brambleshadow to brambleshadow, depending on whatever creature's corpse hosted the vegetable revenant. When aroused, the brambleshadow's branches writhe and twist about each other, creating an effigy of the host creature, similar in form and outline, but made out of thorny branches and leaves. This effigy pulls its shallow roots from the soil and gives chase to whatever has disturbed it, its barbed limbs jerkily carrying it along with disturbing speed. If the brambleshadow's host carried a weapon, it may bring this along, wielding it with the same skill its host did. Once whatever disturbed it is dead, the brambleshadow plants a brambleseed in the quarry's body, then wanders off and reroots itself.

Brambleshadows tend to be irritable, and not particularly fond of most mobile creatures other than treants, but they reserve most of their animus for creatures of the type that hosted them. If disturbed by such reminders of their past, the brambleshadow will attack, and pursue the creature relentlessly if it flees. It will only cease this pursuit if explicitly ordered to by a treant, and often this order must be re-enforced with magical coercion.



Creating A Brambleshadow Creature

“Brambleshadow” is a template that can be added to any animal, beast, giant, humanoid, magical beast, or monstrous humanoid (hereafter referred to as the base creature) between the sizes of Small and Huge. The creature’s type changes to “plant.” It uses all the base creature’s statistics and special abilities, except as noted here.

Hit Dice: Change to d8.

Speed: Adds +10 feet to base speed.

AC: Natural AC increases by +6, replacing whatever natural AC bonus the base creature had.

Attacks: The brambleshadow keeps any natural attacks that the base creature had, as well as any weapon proficiencies it had. If the base creature had no natural attacks, it gains a slam attack.

Damage: If the base creature does not have natural attacks, use the damage values in the table below for the slam attack that it gains. Note: any natural attacks that the base creature has that do bludgeoning damage now also do piercing damage, from the thorns. This also applies to the slam attack it gains.

Size	Slam Damage
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6

Special Attacks: The brambleshadow loses any special attacks the base creature had, except for sneak attacks.

The brambleshadow gains a +2 bonus to its attack rolls against creatures of its former type.

Special Qualities: The brambleshadow loses any special qualities the base creature had.

Plant: Brambleshadows are plants, and therefore are immune to mind-inducing effects, poison, sleep, paralysis, stunning or polymorphing. They are not subject to critical hits.

Alternate Form (Ex): At will, a brambleshadow can change forms as a full round action. The two forms it can change between are: a low, thorny bush nearly indistinguishable from the surrounding vegetation (treat as a Disguise bonus of +20) and an effigy of the base creature, made of thorny branches wrapped around each other.

Blindsight (Ex): Brambleshadows have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Abilities: Same as the base creature, except that Dex is in-

SAMPLE BRAMBLESHADOW CREATURE

This example uses a 6th level fighter as the base creature.

Brambleshadow Medium-size Plant

Hit Dice:	6d8+12 (42 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Slam +9/+4 melee (or masterwork longsword +10/+5 melee)
Damage:	Slam 1d6+3; masterwork longsword 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	+2 to attacks against humanoids
Special Qualities:	Plant, alternate form, blindsight
Saves:	Fort +7, Ref +4, Will +3
Abilities:	Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 8
Skills:	Hide +2/+12 in forest, Move Silently +2/+12 in forest, Wilderness Lore +10
Feats:	Track, martial weapon proficiencies
Climate/Terrain:	Any forest, hill, or marsh.
Organization:	Solitary
Challenge Rating:	8
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7-8 (Medium), 9-11 (Large)

creased by +2 and Int is decreased to 2.

Skills: Loses all of the base creature’s skills, gains +10 to Hide and Move Silently checks in forested areas, and gains +10 to Wilderness Lore checks.

Feats: Loses all of the base creature’s feats except for weapon proficiency feats; gains Track.

Climate/Terrain: Any forest, hill, or marsh.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: 1/10th coins; 50% goods; 50% items.

Alignment: Always neutral.

Advancement: Brambleshadows grow in size (slowly), and so increase in Hit Dice and size from the size of the creature they sprouted from, up to 5 more hit dice and one increase in size.



WITHERED CREATURES

Withered creatures are plants that have been slain by necromantic energy, or energy drain attacks, and have risen again to blight the natural world.

Malicious and destructive, withered plants seek only to ruin the world around them, laying waste to forests, plains, and farmlands – anyplace where green plant life is found. Though their focus is on other plants, withered creatures do not hesitate to slay any living thing they encounter.

Withered plants look like dried, dead versions of what they once were. Their leaves are shriveled and brown, their bark is cracked, peeling, and sometimes missing entirely, revealing pale dried wood. When they spring into action, their leaves seem to rustle with menace.

Creating A Withered Creature

“Withered” is a template that can be added to any plant (hereafter referred to as the “base creature”). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted below.

Hit Dice: Change to d12.

Damage: Add +1d6 negative energy damage to any physical attack damage the creature does.

Special Attacks: A withered plant retains all the base creature’s special attacks (though some are modified) and gains those listed below.

Any ability that relies on animating plants now only affects dead plants. For example, a withered treant could only animate dead trees with its *Animate Trees* ability.

Aura of Death (Su): Withered plants radiate an aura of negative energy that kills any non-animated plant within 30 feet, within one minute of exposure. All natural animals instinctively flee the withered plant’s aura, as do animated plants.

Special Qualities: A withered plant retains all special qualities of the base creature, except as noted below, and gains the following.

Since withered plants are obviously dead, some camouflage abilities may be affected.

Undead: Type is changed from plant to undead, gaining the following immunities: immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Abilities: Same as the base creature, except Con –.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Any evil (usually neutral).

Advancement: Same as the base creature, except that classed creatures cannot advance further.

SAMPLE WITHERED CREATURE

This example uses an assassin vine as the base creature.

Withered Assassin Vine Large Undead

Hit Dice:	4d12 (30 hp)
Initiative:	+0
Speed:	0 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	Slam +7 melee
Damage:	Slam 1d6+7+1d6 negative energy damage
Face/Reach:	5 ft. by 5 ft./10 ft. (20 ft. with vine)
Special Attacks:	Entangle (with dead plants), improved grab, constrict 1d6+7, aura of death
Special Qualities:	Undead, camouflage, electricity immunity, cold and fire resistance 20, blindsight
Saves:	Fort +3, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con –, Int –, Wis 13, Cha 9

Climate/Terrain: Temperate/warm forest and underground

Organization: Solitary

Challenge Rating: 4

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral evil

Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)

COMBAT

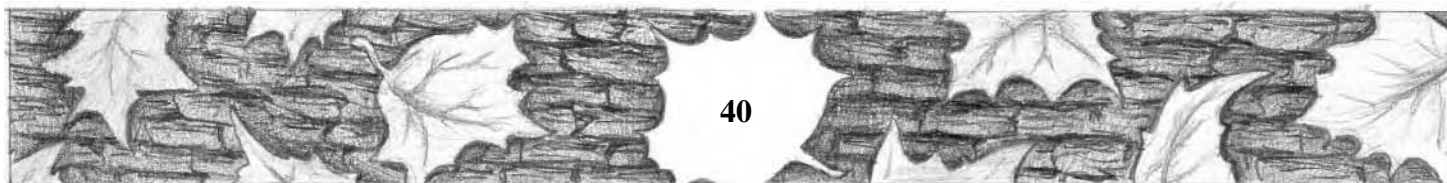
Entangle (Su): A withered assassin vine can animate dead plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4th-level druid (DC 13).

Constrict (Ex): An assassin vine deals 1d6+7 damage points of damage (+1d6 points of negative energy damage) with a successful grapple check against Medium-size or smaller creatures.

Aura of death (Su): As description above.

Undead: As description above.

Camouflage (Ex): Since a withered assassin vine looks like a normal, if dead, plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.



Appendix 2: New Monsters

EATER-OF-SOULS

	Huge Plant
Hit Dice:	5d8+20 (43 hp)
Initiative:	-1 (Dex)
Speed:	10 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +8 melee
Damage:	Slam 2d6+7
Face/Reach:	10 ft. by 10 ft./ 15 ft.
Special Attacks:	Trample, double damage against objects, improved grab, beguiling voice, maddening chorus, energy drain
Special Qualities:	Plant, fire vulnerability, half damage from piercing
Saves:	Fort +8, Ref +0, Will +2
Abilities:	Str 25, Dex 8, Con 19, Int 7, Wis 13, Cha 15
Skills:	Hide -9/(+7 in forests), Listen +12, Spot +12
Feats:	Power Attack
<hr/>	
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	7
Treasure:	25% coins; 50% goods; 50% items
Alignment:	Always neutral evil
Advancement:	6-12 HD (Huge); 13-27 HD (Gargantuan)

The eater-of-souls is a mobile tree whose sole purpose is to drain the life from intelligent beings. A rare accidental byproduct of a treant's *animate trees* ability, the eater-of-souls looks exactly like an unusually knotted and twisted tree – at least, while it's at rest. Once an intelligent creature approaches, the knots open up to reveal tiny faces in the bark, grimacing dementedly as they peer about, looking for prey.

Eaters-of-souls retain the slow movement of an animated tree, so they rely on their entrancing vocal abilities to draw prey to them. Though not particularly intelligent, they have a low cunning spurred by their greed for the lifeforce and memories of intelligent creatures. They prefer humanoid victims, as these provide the most exquisite

spiritual meals. Eaters-of-souls rarely retain anything but inconsequential memories from their victims (childhood recollections, family anecdotes and the like), but should one be persuaded to search its memory for a particular piece of information, there's a 10% chance of its successful retrieval. The persuasion process might prove to be a challenge, however.

Treants dislike eaters-of-souls, but prefer to drive them out of their forest rather than destroy them personally. The process that creates them is unclear, but scholars believe that trees animated by a treant more than once can grow restless and greedy for life, retaining a dim spark of intelligence that drives them to steal life from other beings. Treants respond poorly to questions about this.

Occasionally, eaters-of-souls make alliances with local scavengers, using them as scouts to locate potential victims and rewarding them with the physical remains.

Eaters-of-souls speak Sylvan, Common, and 1d6 randomly determined languages taken from their victims' minds.



COMBAT

In combat, the eater-of-souls uses its beguiling voice to draw one creature into its grasp, then drains that creature of life while using its maddening chorus to distract the victim's companions. Those who prove resistant to the creature's abilities are simply trampled to death.

Improved Grab (Ex): To use this ability, the eater-of-souls must hit an opponent of up to Huge size with both arm attacks. If it succeeds, then it can begin using its energy drain ability.

Energy Drain (Su): Living creatures grappled by an eater-of-souls receive one negative level per round while the grapple continues. The Fortitude save to remove the negative levels has a DC of 14.

For every two levels of energy drained, the eater-of-souls receives a temporary +1 bonus to all attack rolls, saves, and skill checks for the next hour. If the eater-of-souls drains a creature entirely of life, the Will save DCs for its beguiling voice and maddening chorus increase by +1 for every three levels of life force drained.

Creatures drained completely of life by an eater-of-souls have a 5% chance of rising as a zombie within 24 hours of death. Should this occur, the eater-of-souls will grab the undead creature and force a seed down its throat, and then release it to wander off into the wilderness. Once the carrier is slain, the seed sprouts and begins to grow into another eater-of-souls.

Beguiling Voice (Sp): The eater-of-souls' most dangerous ability is its voice. At will, it can target any single intelligent creature within 100 feet and beguile it with its voice unless the creature makes a Will save (DC 10 + Cha bonus + 1/2 the eater-of-souls' HD; 14 for a standard eater-of-souls). This is a

sonic, mind-affecting charm. If the save is successful, that creature cannot be affected by that eater-of-souls' voice for one day. Survivors say that the creature's speech consists almost entirely of inane chatter, recited stolen memories and off-key fragments of song.

Beguiled creatures walk toward the eater-of-souls, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Beguiled creatures can take no actions other than to defend themselves, but they offer no resistance to the eater-of-souls. A victim within 5 feet of the creature stands mindlessly and offers no resistance to the creature's attacks. The effect continues for as long as the eater-of-souls speaks. A bard's countersong ability allows the beguiled creature to attempt a new Will save.

Maddening Chorus (Sp): As a free action, the eater-of-souls can open all the mouths of its many faces and begin babbling in a cacophonous chorus. All creatures within a 30-foot spread must succeed at a Will save (DC 10 + Cha bonus + 1/2 the eater-of-souls HD; 14 for a standard eater-of-souls) or be affected as though by a *confusion* spell for 1d4 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same eater-of-souls' chorus for one day. As with beguiling voice, a bard's countersong ability allows the maddened creatures to attempt a new Will save. This ability cannot be used at the same time as beguiling voice.

Skills: Eaters-of-souls receive skills as though they were fey. They have a +16 racial bonus to Hide checks made in forested areas. Because of their multiple faces, they receive +4 to both Listen and Spot checks.



Appendix 3: Sample NPCs

Longbranch's Grove

The Longbranch Forest carpets the rocky hills that circle the Murkwash, the great swamp to the south of the kingdom of TirVaine. The firs and spruces that make up most of the forest are short but wide, their extended and interwoven branches giving the forest its name. In truth, the forest extends into the Murkwash, and travelers in the forest often find themselves stranded in the trackless marsh, led astray in the ever-present mists. The Longbranch Forest has long had an uncanny reputation, due in part to its closeness to the Murkwash, but in recent decades this reputation has darkened still further. Even hardened woodsrunners avoid the misty woods now, and whisper of a vague shadow of dread that looms beneath the branches.

Longbranch

This shadow carries the name of the forest itself. The treant Longbranch has taken the name of the forest it guards, as is the custom among the treelords. Once a fervent proponent of the integrationist philosophy of the Wandering Flowers (a school of thought among treants that seeks to teach the younger races to live in harmony with the natural world), Longbranch has largely withdrawn from social interaction with other treants. Most of its colleagues attribute Longbranch's reclusiveness to grief over the death of its mentor Mossbark a century ago, and patiently await its recovery.

Unfortunately, Longbranch's grief and anger have led it onto the dark path of the shadowed treant, and with each passing year, the prospect of its recovery grows dimmer and dimmer. Longbranch blames the death of Mossbark on the humans of TirVaine in particular and all humans by extension. This blame is not entirely misplaced. Mossbark was slain by an evil cleric in the employ of King Andros II, great-great-grandfather of the current king, and the forest it protected is now a hunting park for the descendants of its murderers, a mere remnant of its former majesty.

The anger Longbranch feels over the death of Mossbark is exacerbated by its sense of guilt; for while Mossbark was fighting for its life, desperately resisting the expanding kingdom's need for farmland, Longbranch was busy weaving elaborate plans to fundamentally shift TirVaine's culture toward a more wilderness-centered pattern. In a way, these plans continue to be Longbranch's primary focus; only the method has changed.

Longbranch now feels that this goal can only be reached by exterminating the majority of the humans of TirVaine, and reducing the survivors to stone age technology. This is a long-term goal, and for the last century Longbranch has been laying the groundwork for it by establishing a network of agents throughout the kingdom. It is also mapping out the best methods to combine an extensive famine and human-specific plagues in a way that will discourage neighboring lands from re-settling the newly vacant kingdom. Longbranch estimates that in as little as two or three centuries the plan will be ready to put into action. Then, Longbranch will replant the forest of Mossbark, watered with the blood of those who laid it low.

Once renowned for its wry sense of humor, Longbranch no longer laughs at anything. Aside from that, little has changed about the treelord since its days in the sun. Courteous and attentive, Longbranch is a master at discerning hidden intentions and manipulating the minds of the younger races, particularly humans. On the rare occasions that it meets one of its fellow treants, nothing on the outside shows the rot within, and thus far Longbranch has been able to allay the worries of the other treelords. The only thing that cracks the façade is an uncontrollable rage that erupts at the sight of the crest of the TirVaine royal family. Few who bear that symbol ever escape the misty depths of Longbranch Forest.

Longbranch, 10 HD treant Thd3/Lfs5: CR 19; Huge Plant; HD 18d8+72; hp 142; Init +0; Spd 30 ft; AC 21 (-2 size, +13 natural); Atks +18 melee (2d6+9/crit x2, 2 slams); SA animate trees, trample, forest sense, green balm, nature sense, plant friendship, rebuke plants/animals/vermin, speak with plants, animal/vermin friendship, improved animate trees +1, leafsinger knowledge, racial knowledge bonus (humans +6, lizardfolk +3), charming voice (calm emotions, charm person or animal), spells; SQ plant, fire vulnerability, half damage from piercing; AL NE; SV Fort +15, Ref +8, Will +12; Str 28, Dex 10, Con 19, Int 16, Wis 15, Cha 17.

Skills: Bluff +10, Decipher Script +8, Diplomacy +16, Hide -3/+13*, Intimidate +11, Knowledge (Arcana) +13, Knowledge (Geography) +10, Knowledge (Nature) +15, Listen +12, Scry +9, Sense Motive +14, Speak Language (Common, Draconic, Elven, Gnome, Infernal, Orc, Sylvan), Spellcraft +18, Spot +9, Use Magic Device +8, Wilderness Lore +15. **Feats:** Alertness, Skill Focus (Diplomacy), Skill Focus (Knowledge (Nature)), Skill Focus (Sense Motive).

*In forested areas.

Treeherd Spells Known (cast 6/6): 0—cure minor



wounds, detect magic, flare, resistance, virtue. 1—animal messenger, endure elements, obscuring mist.

Leafsinger Spells Known (cast 6/7/5): 0—daze, ghost sound, guidance, light, mage hand, read magic. 1—cause fear, expeditious retreat, silent image, sleep. 2—clairaudience/clairvoyance, suggestion.

Possessions: major ring of elemental resistance (fire), ring of mind shielding, staff of swarming insects (14 charges), wand of dispel magic (24 charges).

Description: Shorter than average for a treant of its age, Longbranch resembles a thick-trunked fir tree, with long, multi-jointed arms. Though it is a charming conversationalist, Longbranch seems weighed down with some ancient sorrow.

The Forest

The Longbranch Forest forms the nominal southern border of the kingdom of TirVaine, extending from Darvon's Pass to the Griffonclaw Mountains to the east. According to the TirVaine kings, both the forest and the great Murkwash marshland that it brackets are part of their territory, but they've never made any concerted effort to exert their authority. Instead, they rely on the local nobles to bear the expense of enforcing the law and protecting their subjects from any marauding creatures that might emerge from the wilderness. Aside from occasional attempts to drain part of the swamp to gain more farmland, the nobles seem content to leave the forest to its own devices. They also grudgingly supported a cadre of rangers to patrol the area, but the rangers seem to have vanished in recent years, and none of the lords have felt the need to replace them.

Even under the noonday sun, the mists never seem to leave the forest, cloaking the rocky hills in a soft gray blanket that blends with the fogs of the Murkwash. Cool, clear streams run between the pines, eventually feeding into the great swamp. Fleet herds of deer roam the forest, hunted only by a few packs of wolves and the occasional panther. Longbranch Forest's uncanny reputation, combined with that of the Murkwash, keeps most people from straying beneath the shadowy boughs. The broken terrain makes travel here a treacherous proposition, with the fogs concealing stony ravines and slippery rocks.

The rangers that once patrolled the forest have come to a grim end. A few decades back, Longbranch began a slow campaign of attrition, ambushing isolated rangers and implanting their corpses with brambleshadow seeds. Over the last ten years, the thorny revenants that emerged from these unfortunate remains have successfully exterminated their former colleagues to the last man. Now the only remaining signs that the rangers were here are the grim brambleshadows that slew them, ever watchful for incursions from others like their hated predecessors.

Brambleshadow human (Rgr3): CR 5; Medium-

size plant; HD 3d8+6; hp 18; Init +2 (Dex); Spd 40 ft; AC 18 (+2 Dex, +6 natural); Atks +5 melee (1d8+2, longsword or 1d6+2, slam); SA +2 to attack humans*; SQ plant, alternate form, blindsight 60 ft; AL N; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 2, Wis 13, Cha 8.

Skills: Hide +12**, Move Silently +12**, Wilderness Lore +11. *Feats*: Track.

** In wilderness areas.

SA— *Not factored into attack bonus.

SQ— Alternate Form (Ex): At will, a brambleshadow can change forms as a full round action. The two forms it can change between are: a low, thorny bush nearly indistinguishable from the surrounding vegetation (treat as a Disguise bonus of +20) and an effigy of the dead ranger, made of thorny branches wrapped around each other.

Possessions: Longsword.

Adventure Hooks

Longbranch works best as a behind-the-scenes villain, sponsoring raids by the lizardfolk of the Murkwash on the villages of the kingdom and encouraging radical druids to engage in eco-terrorist acts inside TirVaine. Adventurers encountering Longbranch in its home forest are unlikely to recognize it as a threat, if they treat it and its forest with respect. They may even find themselves manipulated into performing missions for it inside the kingdom.

Once the party realizes that Longbranch is a threat to the kingdom, they face the problem of what to do about it. Direct confrontation is probably suicide for all but the most powerful groups, given Longbranch's abilities. Attempting to convince other treants to intervene will be very challenging, given their wait-and-see attitude toward these sorts of problems. Particularly ambitious parties might attempt to find some method of healing Longbranch's grief and restoring it to harmony with the world. Perhaps if they found a way to resurrect Mossbark?

Some things to remember: Many of Longbranch's agents don't realize who they're working for or what the ultimate purpose of their actions is. Those who do often frame others for their actions, especially targeting more moderate druids as the fall guys. This has two purposes: to create strife between the kingdom and its druids, and to remove those druids that might interfere with the long-term plan.

One of Longbranch's recent projects has been especially pleasurable for it. The royal family have always been aficionados of hunting, but in the last few years they seem to have been having particularly bad luck. Quite a few members of the royal family have suffered hunting accidents, ranging from falling branches and unruly mounts to savage attacks by previously



placid game animals. Rumors are spreading of a curse on the kings of TirVaine, and though they publicly dismiss this possibility, behind closed doors it's become a matter for much frightened speculation.

Longbranch's program for TirVaine at the moment is focussed around breaking down the kingdom's ability to respond effectively to environmental problems like plague and famine. Creating suspicion between the nobles and the druids of TirVaine, eliminating particularly capable officials, and decreasing the fertility of the farmlands that feed the kingdom are all part of the plan. Once Longbranch feels that the kingdom is weakened enough, it will be time for its final vengeance. Perhaps when the last TirVaine king lies rotting in the wreckage of the royal palace, and the humans are reduced to frightened savages, the bitter ache within will vanish. Or perhaps not...

The Curse of Bonewood

The wasteland now called Bonewood was once a green and thriving forest called Laurelothnias by the wood elves that lived there. Great oaks cloaked the mountainsides like a mantle, rich with life. Now it is a desolate expanse of desiccated earth, poisoned lakes and long dead trees protruding from the gray dirt like giant skeletal hands clawing upward. The dust clouds the sky, dimming the sunlight and coating everything like ash from an unseen fire. The folk from the nearby Duchy of Marrach claim that the land there is cursed, and that none who travel there return.

The Cursed One

The curse of Bonewood is real, and it once bore the name of the forest itself. The rich forest had been in the care of treants since time immemorial, longer even than the sung histories of the elves. The last in this line took up the name of Laurelothnias more than two thousand years ago, and performed its duties with skill and dedication. Its predecessor had welcomed the ancestors of the wood elves into its domain, and this cordial relationship continued under the new treelord's administration. For more than a thousand years, Laurelothnias maintained its domain just as its progenitor had.

Laurelothnias had been considered a bit peculiar by other treants, largely due to its irregular origins. While most treants are generated and raised by a group of three to five progenitors, a combination of geographical isolation and philosophical differences with neighboring treelords led to Laurelothnias being raised in a Seedling grove with only two progenitors. Such small groves are considered both psychologically and physically unhealthy by most treants, much too close to the forbidden practice of self-germination. As a result, the young treelord

never ventured far from its domain, nor did it involve itself much in the camaraderie of the Vine of Tales. In fact, outside of its progenitor, most of Laurelothnias' social interaction was with the wood elves, who regarded it as an avatar of the forest. This unquestioning reverence may have contributed to its mental instability and thus to the tragedy that was about to occur.

Thus isolated from its kin, there was no one to turn to for advice and assistance when a particularly ambitious green dragon named Guaragnoch invaded its domain. Guaragnoch had been searching for an appropriate lair for several centuries, and the forest of Laurelothnias seemed ideal. The resulting conflict between treelord and dragon would last nearly two hundred years, and would claim both of their lives and bring their dreams to dust. The initial stages of the war were fought mostly between the half-dragon children of Guaragnoch and Laurelothnias' elven allies and animal servants. But as the war dragged on, the treelord's tactics began to reflect its desperation. It coerced nearby humanoid tribes into its camp and showed an increasing disregard for the wellbeing of its allies.

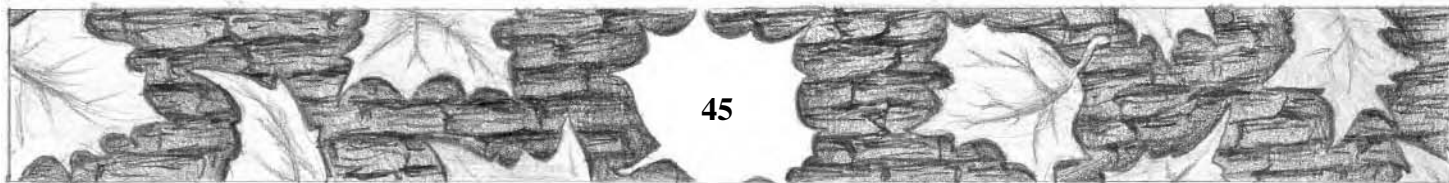
Laurelothnias' fall into shadow was swift. By the end, there was little difference between the two combatants, and the prize they battled for had been ruined by their ceaseless war. Much of the forest had been laid waste, and all of Guaragnoch's children were dead. The few elves that survived fled to the Fair Realms, leaving the two opponents alone in the wreckage of their ambitions.

In desperate violation of treant custom, Laurelothnias self-germinated a successor in a hidden grove. Leaving its seedling behind, the treelord set out to meet its hated rival for one final battle. Their titanic combat shook the mountains, and when it was over, the two mighty foes lay dead. Only one of them stayed that way.

The darkness and despair in Laurelothnias' heart, combined with the forbidden magic it had used, kept it from the peace of death. A week after the battle was over, the now undead treant stumbled away from the battlefield toward the hiding place of its successor. Disoriented by the transformation, the treelord didn't realize what it had become until it heard the seedling's dying shriek as its life drained away at the revenant's touch. The shock drove Laurelothnias mad.

In its madness, the hollow treant embraced death, decay and entropy as gifts, gifts it would share with all living things. As it clutched the desiccated corpse of its seedling, the treelord swore to bring this dark blessing to the world, with its offspring's body as the symbol of its faith. The pure despair and madness in its dead heart manifested as clerical abilities, and the broken giant abandoned its name forever. Until all things joined it in death, the treelord would be the nameless curse of the Bonewood.

For the last five hundred years, the nameless revenant has haunted the desolation that was once a forest, slowly expand-



ing the realm of death outward. Most living things avoid the area, and those that don't, rarely emerge alive. Necromancers, sentient undead and dark-souled creatures find themselves drawn to it, and those that meet the Nameless One's approval return from their black pilgrimage bearing evil prophecies, forbidden knowledge, and unwholesome revelations given to them by the object of their adoration. In neighboring areas, several dark cults have sprung up, devoted to the Nameless One's message of despair, decay and entropy. Few realize where the source of these foul sects lies, and none who've attempted to strike at the heart of this evil have returned.

The Nameless One, 10 HD Hollow Treant
Thd1/Wdn4/Clr5: CR 23; Huge Undead; HD 20d12; hp 150; Init -1 (Dex); Spd 40 ft; AC 20 (-1 Dex, -2 size, +13 natural); Atks +23 melee (2d6+11 and 2 levels energy drain, 2 slams); SA animate dead trees, trample, triple damage against objects, forest sense, green balm, nature sense, plant friendship, rebuke plants/animals/vermin, favored enemy (dragons), forest shadow +4, woodland stride, sneak attack +1d6, trackless step, energy drain, aura of fear, word of darkness, poison roots, create spawn, command the grave, spells, rebuke undead; SQ undead, fire vulnerability, half damage from piercing; AL NE; SV Fort +17, Ref +7, Will +14; Str 32, Dex 8, Con -, Int 21, Wis 19, Cha 20.

Skills: Craft: Trapmaking +12, Concentration +8, Hide +6/+22*, Intimidate +15, Knowledge (Arcana) +15, Knowledge (Nature) +17, Listen +17, Move Silently +9/+13*, Scry +16, Search +13, Sense Motive +14, Spellcraft +19, Spot +19, Wilderness Lore +21. **Feats:** Extra Turning, Improved Corrosion, Power Attack, Skill Focus (Knowledge (Nature)), Skill Focus (Wilderness Lore), Track.

*Treants gain a +16 racial bonus to Hide checks made in a forested area. Woodwardens receive a +4 bonus to Move Silently checks made in a forested area at 4th level.

SA—Aura of Fear (Ex): Aura range is 400 ft, and affects any creature with less than 20 HD. Will save is DC 25.

SA—Word of Darkness: 7 times per day, as 20th level sorcerer.

SA—Poison Roots: Range of 10 miles.

SA—Command the Grave: 8 times per day, as cleric of 20th level.

Treeherd Spells Known (cast 5/4): 0th—*detect magic, flare, guidance, resistance*. 1st—*endure elements, warp wood*.

Woodwarden Spells Prepared: 1st—*barkskin, obscuring mist*. 2nd—*resist elements, rusting grasp*.

Cleric Spells Prepared: 0th—*detect magic x2, inflict minor wounds x3*. 1st—*bane, cause fear, doom, shield of faith*. 2nd—*desecrate, hold person, summon monster II*. 3rd—*bestow curse, protection from elements*.

Domain Spells (Entropy/Death and Destruction): 1st—*inflict light wounds*. 2nd—*death knell*. 3rd—*animate dead*.

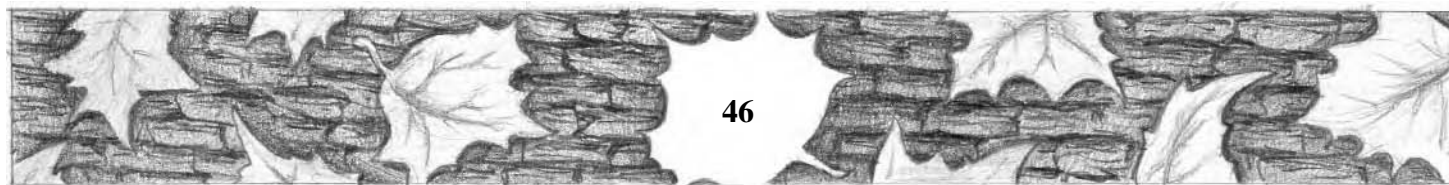
Possessions: Unholy symbol, *amulet of proof against detection and location, crystal ball (with detect thoughts), pearl of power (two spells), ring of blinking, ring of invisibility, rod of absorption, wand of summon monster IV (32 charges)*.

Description: When at rest, the Nameless One can easily be mistaken for one of the innumerable long-dead trees that make up the Bonewood. Its blackened bark is gouged away in many places, revealing the bone white heartwood beneath, and many of the branches of its crown have been broken off. Set in a permanent scowl, its face looks more elven than human. Its conversation tends to be brusque, unless discoursing upon the glories of decay and extinction, about which it can grow almost poetical. The hollow treant is never without its unholy symbol, the staff-like corpse of its long dead seedling, still twisted in its death agonies.

The Bonewood

Woodsrunners from the nearby Duchy of Marrach have come to call this barren wasteland the Bonewood. Tales abound of unfortunate souls who wandered into it, never to emerge. The surrounding woods are strangely quiet, and even savage humanoid tribes avoid them. The Duchy is barely two centuries old, and most of its folk have enough trouble taming their own lands to worry about some strange dead forest in the wilderness. Occasionally an ambitious druid or two will at-

Skullbane Mushrooms (CR 5): When fully grown, these oddly skull-shaped mushrooms are about the size of a man's fist. Sensitive to vibrations, the mushrooms explode in a cloud of corrosive spores when disturbed. All within ten feet of the mushrooms must make a Reflex save DC 15 to escape the cloud or take 2d6 Constitution damage as the spores dissolve the flesh from their bones, reducing it to a blackish paste. This paste serves as the propagation medium for the growth of more skullbane mushrooms. Curiously, the spores do not dissolve bones, leaving the skeletal remains of their victims intact. A Move Silently check DC 15 allows a character to move among the mushrooms without triggering them. Skullbane mushrooms are intensely flammable, and explode in a cloud of flaming spores when exposed to open flame, doing 1d6 fire damage to all within a five foot radius (Reflex save (DC 15) to avoid).



tempt to rejuvenate the desolate land, but thus far their efforts have proved ineffective. It's as if something were deliberately draining away the life-force they channel into the soil, but divinations have revealed nothing. Rumors of dark strangers entering and leaving the Bonewood are generally regarded as just idle ranger talk.

The wind from the mountains sometimes carries the gray dust from the Bonewood into the Duchy, and then the farmers close their doors and windows and refuse to emerge until the dust storm is over. Particular care is taken to cover the wells, and few will eat of crops that have been coated with the strange soil.

The wasteland itself is a dangerous place. While streams and lakes abound, the water is bitterly alkaline and undrinkable, and despite the plentiful water, the soil is as arid and lifeless as the moon. Dust storms arise in an instant, carried by the capricious winds from the mountains, choking unwary travelers with the strangely bitter soil. A gray haze hangs over it all, as if the sun itself were reluctant to shine here. Strange skull-shaped mushrooms are the only living things one sees, clustered about the roots of the long dead trees.

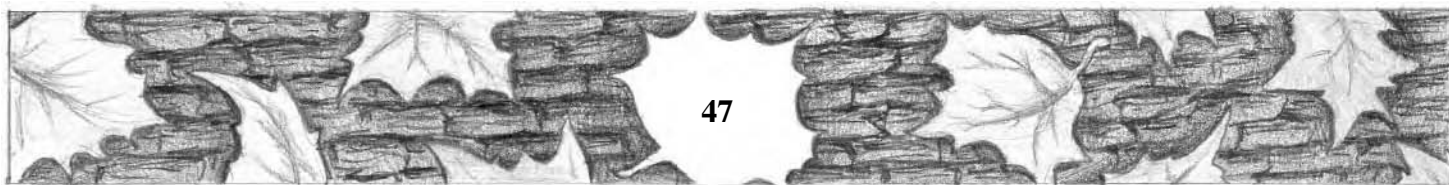
At night, the gray soil reflects the moonlight, lending an eerie silvery cast to the barren landscape. The dead trees seem to writhe in the strange light, blackened branches caressing each other like an old man rubbing his hands together for warmth. In the darkness, the only remaining inhabitants begin to move about. The skeletal remains of those who died here, animated by the will of the Nameless One, shake off the dust of day and wander among the trees, dry bones rattling against dead wood. When day breaks, they return to the soil, burying themselves in the ash-gray earth. The skeletons only emerge in daylight if disturbed by footsteps walking over their resting places. The last thing incautious travelers often see are skeletal claws rising from the earth, clutching at their ankles.

Adventure Hooks

Until now, the Nameless One has been satisfied to work slowly, but its madness could accelerate at any moment, spurring it to take a more aggressive approach to spreading its message of death across the land. One way to approach this is to have the party periodically encounter necromancers and death cults inspired by the Nameless One earlier in their career. Inquisitive players may follow the clues back to the Bonewood, hopefully just in time to interrupt the undead treant's impending invasion. Given the Nameless One's power level, this should be later in the characters' career, otherwise they're toast.

Players may also be spurred to investigate the Bonewood by rumors of the legendary treasure of Guaragnoch, about whom tales are still told. Much of the treasure is still hidden somewhere on the mountain, as the Nameless One had little interest in it. Of course the Nameless One does have a great deal of interest in treasure-hunting PCs disturbing its pristine forest...

Another avenue for introducing the Nameless One to a campaign is through the local druid circles. The periodic unhealthy dust storms coming from the Bonewood are beginning to seriously concern the druids, as is their failure to rejuvenate the dead forest. Perhaps some expendable adventurers could be persuaded to investigate, if lured by tales of elven treasures abandoned in their flight from the fall of Laurelothnias. The local treants could also get involved, especially if the Nameless One begins to take a more aggressive interest in expanding the Bonewood to neighboring forests. Having a treant mentor transformed by the Nameless One's touch into a withered treant should spur the party into action.



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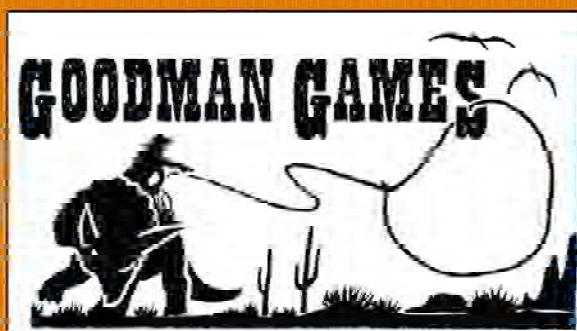
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The Complete Guide to Treants is the sixth volume in the Complete Guide series. Each volume is a complete guide to playing a given kind of monster. As a GM, you'll learn how to run that monster – both in combat and role-playing situations. And since every Complete Guide includes guidelines on playing the monster as a character race, players have new options, too.



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