

EXPANDED TREANTS



HOME BREW

by Soniverse Labs



TREANTS

The largest and most powerful of all sapient plants are treants. Despite their similar appearance and physiology, they are much different from their other kin. Whereas most spriggans and woads are essentially evolved awakened plants, treants are far more ancient and are probably closer an aspect of nature itself rather than a single entity.

SOUL OF THE FOREST

One of the defining characteristics of a treant is its innate connection to the forest. It is believed its life force is actually tied to that of the forest. This connection grants it the ability to project its essence into surrounding trees allowing it to assume to form and consciousness. Although most treants maintain this connection with the forest of their birth; some embark on expeditions to find a new forest to call its homes. Such journeys are often viewed as an opportunity of self-discovery as it learns its purpose in the world.

FOREST SHEPHERDS

These titans are commonly known as tree shepherds as they are known to be stalwart guardians of their forests realms. Although a particular forest may be protected by one or treants, the largest of forests have been known to protected by entire conclaves or orders of treants. There is very little that goes on in a forest that at least one treant is not aware of.

DRUIDIC PATRONS

A treant is extremely devoted to its forest realm and will do anything for its subjects for better or worse. Many druidic conclave work with, or in some cases were founded by, by treants. These powerful entitites teach humanoids how to tap into and communicate with the will of nature around them.

NATURE'S ZEAL

However, some have proven to be more zealous in their resolve to nature. These treants have led vengeful campaigns against those that threaten their forest homes. These treants wield the power of the forest with brutal efficiency burying entire towns under an unstoppable tide of root and vines.

Others acts as warlords that believe that they are the very will of nature and seek to expand their forest realms recruiting or even conquering treants of other forest realms. Such crusades often threaten the balance of nature as their goals are to topple civilization or to cleanse the world of the myconid threat.

TREANT TACTICS

Fighting a treant in its forest home, is an extremely bad idea even for the most experienced of adventurers. Not only must one contend with its immense size, strength, and ability to animate the forest around it, treants have numerous allies to come to its aid whether it be awakened plants or even druidic humanoids. However, what makes them extrmeley dangerous is their ability to project their essence to surrounding trees giving them similar forms to itself, quickly turning a battle into the treant's favor.

Because the treant acquires the majority of its power in its forest home, it rarely travels beyond its forest home. To make up for this disdvantage,a vengeful treant that ventures beyond its forest home is often accompanied by a troupe of awakend plants such as woads, spriggans, druids, or even other treants.



TREANT SAPLING TEMPLATE

Large Plant, varies

Armor Class 17 (Natural Armor)

Hit Points 63 (6d10+30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Strength +6, Constitution +7

Skills Athletics +6, Stealth +3, Nature +3, Perception +5

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities blinded, deafened, exhausted, paralyzed, stunned

Senses tremorsense 60ft, blindsight 60ft., passive Perception 15

Languages Common, Druidic

Proficiency Bonus +2

Challenge 4 (1100 xp)

False Appearance While motionless, the treant is indistinguishable from a normal tree

Siege Monster The treant deals double damage to buildings and objects

Rooted Defense The treant has advantage on saving throws against being knocked prone or pushed.

Flammable Whenever the treant takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Regeneration The treant regains 10 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the treant's next turn. The treant starts its turn within 0 hitpoints and doesn't regenerate. If it starts its turn in sunlight, it regains 20 hitpoints at the start of each of its turns.

Magical Attacks The treant's attacks count as magical for the purpose of overcoming resistances and immunities.

Actions

Multiattack. The treant can make two club attacks. It can replace any one of its club attacks for a Vine Strike

Tree Club. *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit* 11 (1d12+4) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

Boulder. *Ranged Weapon Attack:* +6 to hit, 60/240ft., one target. *Hit* 17 (2d12+4) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone and is restrained. It must use its action to escape from being restrained

Grasping Tendrils *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit* 11 (2d6+4) bludgeoning damage. If the target is a creature, it is grappled and restrained (escape DC 15).

TREANT TEMPLATE

Huge Plant, varies

Armor Class 19 (Natural Armor)

Hit Points 174(12d12+96)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	26 (+8)	17 (+3)	21 (+5)	17 (+3)

Saving Throws Strength +12. Constitution +14

Skills Athletics +12, Stealth +11, Nature +9, Perception +11

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities blinded, deafened, exhausted, paralyzed, stunned

Senses tremorsense 60ft, blindsight 60ft., passive Perception 21

Languages Common, Druidic

Proficiency Bonus +6

Challenge 17 (18000 xp)

False Appearance While motionless, the treant is indistinguishable from a normal tree

Siege Monster The treant deals double damage to buildings and objects

Rooted Defense The treant has advantage on saving throws against being knocked prone or pushed.

Flammable Whenever the treant takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Regeneration The treant regains 20 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the treant's next turn. The treant starts its turn within 0 hitpoints and doesn't regenerate. If it starts its turn in sunlight, it regains 30 hitpoints at the start of each of its turns.

Legendary Resistances(3/day) Upon failing a saving throw, the treant can choose to succeed.

Magical Attacks The treant's attacks count as magical for the purpose of overcoming resistances and immunities.

Actions

Multiattack. The treant can make two club attacks. It can replace any one of its club attacks for a Vine Strike

Tree Club. *Melee Weapon Attack:* +12 to hit, 15ft., one target. *Hit* 32 (4d12+6) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Boulder. *Ranged Weapon Attack:* +12 to hit, 120/480ft., one target. *Hit* 45 (6d12+6) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or be knocked prone and is restrained. It must use its action to escape from being restrained

Grasping Tendrils *Melee Weapon Attack:* +12 to hit, 30ft., one target. *Hit* 20 (4d6+6) bludgeoning damage. If the target is a creature, it is grappled and restrained(escape DC 18).

Legendary Actions (3/turn)

Binding Roots (1 Action) A creature within 60ft. of the treant must succeed a DC 20 Strength saving throw or become restrained. Restrained creatures must use its action to escape the root. The root can also be attacked. It possesses 20 hitpoints and has an AC of 19. It shares the same resistances as the treant but is immune to all conditions. Upon dropping to 0 hitpoints, the root is destroyed but does not deal any damage to treant itself.

Fling(1 Action) One Large or smaller object or creature grappled by the treant is thrown up to 60ft in a direction of its choice and knocked prone. If a throw target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10ft. thrown. If the target is thrown at a creature, that creature must succeed a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Leaf Storm(2 actions) Creatures within 15ft. of the treant are enveloped in a cloud of swirling leaves. Creatures that first enter or starts its turn in this space takes 10 (4d4) slashing damage and are considered blinded until the end of that creatures next turn.

Mythic Actions

Soul of the Forest(1/day) When the treant starts its turn below half its hitpoint maximum, it body begins to glow a luminous green as it transfers its essence to two nearby trees that are not awakened.

Each of these tree transform into similar likenesses of the treant using its statistics except that its hitpoint maximum is equal to half the treant's maximum hitpoints. These new forms act on their own initiative.

The treant cannot truly die as long as one of these trees has at least 1 hitpoint. These surviving trees remain animated in this manner for up to 1 day or until it dies. The treant assumes its original form if possible but will inhabit the body of one of its additional forms if its original body is destroyed.

While its Mythic trait is active, the treant recovers all of its legendary resistances and legendary actions and are shared between all of its forms. The treat can also benefit from these new features

Linked Essence While within 30ft. of at least one of its forms, the treant has advantage on attack rolls and saving throws.

Life Tether(1 legendary action) The next damage roll against the treant takes can be split between it and one of its other forms as long as it is within 30ft. of the treant.



Lair actions

On initiative count 20 (losing initiative ties), the treant takes a lair action to cause one of the following effects; the treant can't use the same effect two rounds in a row.

The treant can use its lair actions as long as it is within the forest of its birth or the forest that it claims as its domain.

- **Tangled Vines** Grasping roots and vines erupts in a 20ft. radius centered on a point on the ground that the treant can see within 120ft. of it. Creatures of the treant's choice within the area must treat the area as difficult terrain and each creature must succeed a DC 20 Strength saving throw or become restrained by the roots and vines. The vines wilt away when the treant dies or uses another lair action
- **Briar Patch** The treant creates a briar patch that appears in a 60ft. cube centered on a point on the ground that the treant can see within 120ft. of it. When it appears, creatures of the treant's choice that starts its turn in this area must succeed a DC 20 Dexterity saving throw or take 14 (4d4) piercing damage and is pushed 5ft. out of its space.

Each time a creature of the treant's choice starts its turn or first enters within this area, it must succeed a DC 19 Dexterity saving throw or take 10(4d4) piercing damage. On a successful saving throw, the creature takes half damage.

For every 10ft. a creature willingly moves through this space, it must make the repeat this saving throw taking full damage on a failed saving throw and half on a success.

These briars sink back into the ground when the treant dies or when it uses another lair action

- **Root Tide** Creatures of the treant's choice within in a 60ft. radius of the treant must succeed a DC 20 Strength saving throw or be pushed back 30ft. and knocked prone. This area counts as difficult terrain to all creatures of the treant's choice until the treant dies or uses another lair action.

Amberwood

- **Challenge Rating** Increases by 1
- **Damage Immunities** Acid

Sticky Sap Creatures that touch the tree takes 9 (2d8) acid damage and become grappled and restrained to the treant (escape DC 22).

Adhesive Creatures have disadvantage on ability checks and saving throws to escape the treant's grapple

Flammable Sap If the treant is set aflame, creatures grappled to the tree are set aflame as well.

Actions

Amber Toss(Replaces Boulder) Ranged Weapon
Attack: +12 to hit, 120/480ft., one target. *Hit* 24 (4d8+6) acid damage. If the target is a creature, it must succeed a DC 22 Strength saving throw or be encased in a globule of amber.

Encased creatures are considered restrained, cannot breathe or speak, and have total cover inside the amber. The amber capsule has 20 hitpoints, an AC of 19, resistant to bludgeoning, piercing, and slashing damage, and is immune to acid, poison, psychic damage as well as all conditions.

Upon taking fire damage, the capsule and the encased target both take the fire damage and is set aflame taking 5(1d8) fire damage at the start of each of its turns.

While encased, creatures take 14(4d8) acid damage at the start of each of its turns. Creatures reduced to 0 hitpoints in this manner are killed and are turned to solid amber.

Bonus Actions

Amber Encapsulation One creature grappled and restrained by the treant must succeed a DC 22 Strength saving throw or become encapsulated in capsule of amber located on the treant's body.

Refer to amber toss to determine the effects of Amber Encapsulation

Legendary Action

Amber Petrification(3 actions) One creature within 30ft. that the treant can see must succeed a DC 22 Strength saving throw or become encapsulated in capsule of amber located on the treant's body.

Refer to amber toss to determine the effects of Amber Encapsulation.

AMBERWOOD

One can often detect the presence of an amberwood treant long before they see it due to a extremely sweet aroma originating from it. This aroma is generated by viscous sap that oozes from the treant's body. Despite its sweet scent, large amounts of the sap can prove to be extremely acidic capable of corroding the skin of most creatures.

AMBER TRADERS

Despite these detrimental effects, this does not stop traders and revelers from making deals with the treant acquire this sap to make exotic meads, deserts, and even drugs. It also has been manufactured for utilitarian purposes such as glues and even as means of capturing individuals. Their raw sap is also quite valuable in its crystalized form as it is believed to have medicinal as well as even slight arcane properties.

CRYSTALIZED TROPHIES

Unfortunately, some are not content with the quantities of amber sold by the treants and attempt to hunt them to harvest the sap. However, such hunts tend to go awry as many underestimate the power of a treant leading to an untimely death. Such treants proudly store or even wear the corpses of their assailants encased in an amber tomb.

MULTIPLE PROFESSIONS

Due to the demand of their natural commodities, many treants use this demand as a means to embark on other economic ventures. Some amberwoods are nomadic merchants traveling to neighboring cities bordering their forest realm, while others act as smiths crafting specialty armors, tools, and weapons made of crystalized amber. There is even one account, where an amberwood treant was a very successful bounty hunter storing their quarry in amber capsules that it stored on its form.

Ashwood

Ash Fumes Whenever the treant takes fire damage, it takes no damage (however, the treant is still set aflame). Instead emits a noxious cloud in a 30ft. radius around it 30ft. around that lasts until the end of the treant's next turn.

Creatures that are not a plant that first enters or starts its turn within this cloud are considered blinded, has its vision obscured, and must succeed a DC 22 Constitution saving throw or become poisoned until the end of its next turn

Creatures poisoned in this manner cannot breathe, speak, or take an actions or reactions as it spend its turn choking on the fumes.

Blazing Fury Whenever the treant takes fire damage, it gains resistance to all damage and can make an additional tree club or grasping tendril attack as part of its action until the end of its next turn.

Pyrosynthesis(Replaces Photosynthesis) The treant regains 20 hitpoints at the start of its turn. If it takes necrotic damage, this trait doesn't function at the start of the treant's next turn. If the treant starts its turn 0 hitpoints, it doesn't regenerate. If it starts its turn in sunlight or takes fire damage on its previous turn, it regains 30 hitpoints at the start of each of its next turn.

Torchwood Upon taking fire damage, the treant gives off a bright light in a 20ft. radius and dim light and additional 20ft until the end of its next turn.

Actions

Ash Fumes(Torchwood Form only: Recharge 5-6) The ashwood treants unleashed a blast of cinders and smoke upon its foes. Creatures in a 120ft. cone originating from the treant must succeed a DC 21 Constitution saving throw or take 23 (5d8) fire damage + 23(5d8) poison damage. On a failed saving throw, creatures are poisoned for one minute.

Creatures poisoned in this manner cannot breathe, speak, or take an actions or reactions as it spend its turn choking on the fumes.

It can repeat is saving throw at the end of each of its turns ending the effect upon a successful saving throw.

ASHWOOD

At first glance, ashwood treants are nearly indistinguishable from other species of treants. The only trait that sets them apart, it their bark tends to have a somewhat darker or slightly ashy appearance.

ASHWOOD BODY

The coloration alludes to the strange fireproof properties of the treant's body. When exposed to flame, the treant emits a noxious cloud similar to that of ash. This ash cloud is extremely toxic to most creatures making its impossible for to see or breathe.

This ability is extremely dangerous because the smallest flame is capable of triggering this effect. To make matters worse, despite its innate immunity to damage by fire, the fumes given off by this wood is extremely flammable. As a result, the treant's form will still be ablaze. However, this blaze seems to have no effect upon the treant.

BLAZING FURY

Although most treants despise fire, the presence of fire sends the ashwood into a terrible frenzy. Although fire is the often one of the best counters when fighting a treant, using fire against an ashwood treant often spells certain doom. When hit with fire, the treant transforms into an terrible avatar of vengeance cloaked in a shroud of flame and ash.

Unfortunately, it only takes the smallest of flames to send the treant into this fury.

WILDFIRE WARDEN

One of the most tragic things to treant are wildfires that destroy entire swathes of forests their forest home. This is especially the case for ashwood treants. Many ashwoods view themselves as the wardens of these graveyards. They dutifully watch over these regions ensuring that life can one day abundantly return.

MYSTERIOUS ORIGINS

Because of their connection to such catastrophes, many believe that ashwood treants are formed when a treant survives a wildfire that destroyed its forest. Other scholars theorized that ashwood treants are simply an adaptation that treants have underwent to resist common threat to their home, especially considering incursion from the elemental plane of fire.

Blightwood

- **Condition Immunities** Poisoned
- **Damage Immunities** Poison, Necrotic

Blighted Hunger Whenever the treant takes the Attack action against a plant, beast, or humanoid, it can make an additional bite attack as part its action

Blight Sense The treant knows the general location of any beast, humanoid, or plant within 1 mile of it.

Witherblight Creatures hit by the treant's attacks must succeed a DC 22 Constitution saving throw or become blighted for one minute. Whenever blighted creatures takes damage it takes an additional 1d8 necrotic damage. Whenever the treant hits that creature, it can heal for necrotic damage dealt. The creature can repeat its saving throw at the end of each turn ending it on a success.

Actions

Multiattack The treant can substitute one tree club attack for a bite attack.

Bite. Melee Weapon Attack: +12 to hit, 15ft., one target. *Hit* 41 (10d6+6) piercing damage. If the target is a Large or smaller creature, it is swallowed.

Swallowed creatures are blinded, restrained, cannot breathe or speak, and has total cover against attacks and other effects outside the treant. At the start of each of its turns, swallowed creatures takes (21)6d6 piercing damage damage.

If the treant takes 50 damage or more on a single turn from a creature inside of it, the creature can carve its way out of the treant and fall prone in a space within 10ft. of the treant. Any swallowed creature is able exit from this cavity as long as it is before the treant's next turn before it is resealed by its photosynthesis ability. This feature does not reseal if its photosynthesis feature is hindered in any manner.

If the treant dies, a swallowed creature is no longer restrained by it and can exit from the corpse by using 20ft. of movement.

If a creature is reduced to 0 hitpoints by this attack, it is killed. The treant regains hitpoints 30 hitpoints and can end one condition or spell effect on it.

Reactions

Devour The treant can make a bite attack against a creature has 0 hitpoints. It can use this specific reaction at the end of every creature's turn

Legendary Action

Bite(3 actions) The treant can make a bite attack against a creature within range

BLIGHTWOOD

All throughout recorded history, there have been numerous accounts of the seemingly eternal struggle between sentient plants and fungi as both sides attempt to overwhelm and assimilate the other. Forever, an unfortunate side effect of this conflict was the creation of the blighted, a twisted form of plants formed by a errant mutation to resist the assilating spores of fungi.

This mutation leaves its victim with a twisted insatiable hunger to consume both plants and fungi alike. Although this mutation takes different forms depending on the plant, it is most pronounce in the blightwood treant. This mutation has twisted and warped its mind as it constantly must sate its appetite.

UNSATIABLE HUNGER

However, this hunger however has driven this consume any creature outside of just plants and fungi. The treant's connection to nature gives it the ability to pinpoint the location of any living creature within one mile of it allowing it to hunt with little difficulty. Although the treant seems to devour its prey whole, it is believed that what it truly values is the blood of the creature. Upon each victim it devours, it is able to siphon the lifeforce of its prey to gives it renewed vitality.

TWISTED MAW

This drive has caused the treant to take a form much different from its other kin as it develops a terrible consuming maw of jagged thorns and bark. It devours creatures whole shredding it within its terrible body.

DEVIUS CUNNING

Do not let their eternal need to consume fool you for a lack of intelligence. Of all sentient plants, treants tend to be the most intelligent and calculated, and this definitely the case for the blightwood. Knowing that both myconids and other sentient plants have been known to band together to fight them, the blightwood treants have been known to forge alliance with factions in opposition to these entities. In facted, blightwoods have even come to the aid of settlements besieged by a vengeful treant.

Many times, blightwoods often offer their services in times of war to a faction that they deem would be advantageous. Such a conflict often provides an ample supply of food as well as serves a means to gauge potential means. If the opportunity presents itself, the blightwoods will not hesitate to turn on their allies to consume them. However, such actions tend to be extremely calculated for blightwoods prefer not to make more enemies that it can handle.

Cinderwood

- **Immunities** Fire
- **Challenge Rating** Increases by 1

Heated Body Creatures that grapple or hit the treant with a melee attack while within 5ft. of it takes 9 (2d8) fire damage.

Inner Fire The treant cannot benefit from photosynthesis if it takes cold damage on its previous turn. Additional, whenever its fire damage is halved until the end of its next turn.

Illumination The treant gives off bright light in a 30ft. radius and dim light an additional 30ft.

Flame Touched The treant deals an additional 9(2d8) fire damage on each of its weapon attacks.

Blazing Demise the treant is reduced to 0 hitpoints while its torchwood feature is still active, creatures within a 30ft. radius of the tree must succeed a DC 21 Dexterity saving throw or take 27 (6d8) fire damage. On a successful saving throw, creature take half damage.

Burning Presence Creatures that first enter or starts its turn within 30ft. of the treant takes 9(2d8) fire damage at the start of each of its turns.

Legendary Actions

Cinderblaze(3 actions) Creatures within a 20ft. radius around a spot within 60ft. that the treant can see must succeed a Constitution saving throw of 21 or be set aflame for one minute. Ablaze creatures takes 9(2d8) fire damage at the start of each of its turns and can use its action to get rid of the flames.

CINDERWOOD

Cinderwood treants are created from prolonged exposure to the elemental plane of fire. The exposure to the raw elemental magic from this realm begins to warp the mind of treant.

ELEMENTAL ACCLIMATION

Cinderwood treants often consume their home flame in elemental flame transforming it into an environment closer to that of the elemental plane of fire. These actions is not simple mindless destruction for from these flames grows special flora native to the Plane of Fire.

ELEMENTAL ALLIANCE

As the cinderwood treant spreads its fires of change, elemental entities are often drawn to such regions as it reminds them of their home on the Material Plane. Because of their ability to create biomes suitable to that of the Plane of Fire, many elementals align themselves with the agenda's of cinderwood treants.

DRUIDIC SCOURGE

Because of their elemental corruption, cinderwood treants are often at odds when many druidic conclaves. As a result, many druid circles have dedicated their orders to pushing back against the influence of cinderwood treants. Conversely, these treants have launched blazing campaigns against these druids to annihilate their enemies with all-consuming fire.

ELEMENTAL SANCTUARY

However, this is not the case for all cinderwood treants, as some have chosen to embrace their purpose providing sanctuary for rampant elementals stranded on the Material Plane. These treants often search out for rogue elementals and provide them safety in their blazing forests while searching for a way to return to the Elemental Plane of Fire.

Recognizing their ultimate goal, some humanoids have aligned themselves with these treants aiding them in their quest to keeping elementals in check and returning them to the Plane of Fire. Such alliances has resulted in various druid circles such as the Circle of Wildfire.

Shadowgleam

Umbrasynthesis (Replaces Photosynthesis) The treant regains 20 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the treant's next turn. The treant starts its turn within 0 hitpoints and doesn't regenerate. If it starts its turn in sunlight or darkness, it regains 30 hitpoints at the start of each of its turns.

Sun Shift When the treant starts its turn in bright light or daylight, it transforms into its Sunwood form

Night Shift When the treant starts its turn in bright light or daylight, it transforms into its Nightwood form

Radiant Empowerment(Sunwood Only) When the treant takes radiant damage, it takes no damage as its body begin to radiate this excess radiant energy. Until the end of its next turn, each of its attacks deal an additional 9(2d8) radiant damage.

Radiant Absorption(Nightwood Only) When the treant takes radiant damage, it takes no damage absorbing it into its form. Instead it regains a number of hitpoints equal to the amount of damage it would have taken

Actions

Solar Beam(Sunwood Form only: Recharge 5-6) Creatures within a 10ft. wide and 120ft. long line must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 66(12d10) radiant damage and are blinded for one minute. Blinded creatures can repeat its saving throw at the end of each of its turns to end the effect.

Shadow Beam(Nightwood Form only: Recharge 5-6) Creatures within a 10ft. wide and 120ft. long line must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 66(12d10) necrotic damage. The affected area become obscured in magical darkness for one minute.

Legendary Actions

Sun Glade (Sunwood only: 3 actions) The treant create a radiant of beam of sunlight in a 30ft. wide and 60ft. tall column around a spot that it can see within 60ft. Creatures that first enters or starts its turn within this area must succeed a DC 22 Constitution saving throw or become blinded until the end of its next turn. This effect lasts until the end of the treant's next turn.

Shade Grotto (Nightwood only: 3 actions) The treant create shadowy mist in a in a 60ft. cube around a spot that it can see within 60ft. This area counts a magical darkness for creatures. This effect lasts until the end of the treant's next turn.

SHADOWGLEAM TREANTS

Although most plants share a special connection to the sun, shadowgleam treants display a special affinity and appreciate for both day and night.

DUAL FORMS

Shadowgleam treants have the unique ability to transition their form depending on the presence of light or darkness. This duality provides numerous benefits such as the ability to benefit from photosynthesis regardless of the time of day.

SUNWOOD FORM

In the presence of light, the treant's body begins to acquire a golden hue while its leaves begin to turn a bright orange, gold, red, or pink. While in this form, it is able to absorb any form of radiant energy emitting it like a beacon of sunlight. While in this form, it is capable to redirecting radiant magic to further empower its attacks. It is also capable of channeling this energy into a ray of blinding brilliance.

NIGHTWOOD FORM

The treant's nightwood form acts as a siphon draining all light from its surroundings into its form. When targeted with concentrated bursts of radiant energy, the treant is able to absorb this magic to mend some of its wounds. Its body is also capable to draining its surrounding of any form of light energy leaving a vacuous void of darkness in its wake.

FLORAN ICON

Thanks to their attunement to light and darkness, they are both idolized and feared by their floran counterparts. Shadowgleam treants are prone to bring together all kinds of sentient plants under one banner, regardless of their kind or any pre-existing rivalries.

LUMINOUS DEVOTION

Their devotion to light and darkness makes shadowgleam treants more prone to be avid followers of many divine entities, particularly those whose domain tends to reside around light and darkness. This devotion can result in extreme zealotry amongst the treant and its followers as it seeks to bring itself and its subjects closer to divine ascension.

Leshen

- **Challenge Rating** Increases by 2

SPELLCASTING

The treant is a 12th level spellcaster. its spellcasting ability is Wisdom(spell save DC 18, +10 to hit with spell attacks). The treant has the following spells prepared.

Cantrips(At Will) Druidcraft, Mold Earth, Commune with Nature, Speak with Plants

1st level(4/long rest) Cure Wounds, Entangle, Find Familiar, Hail of Thorns

2nd level(3/long rest) Flock of Familiars, Spike Growth, Lesser Restoration, Locate Animals and Plants, Summon Beast, Web

3rd level(3/long rest) Plant Growth, Conjure Animals

4th level(2/long rest) Dominate Beast, Grasping Vine, Guardian of Nature, Hallucinatory Terrain, Polymorph

5th level(2/long rest) Awaken, Greater Restoration, Mass Cure Wounds, Wrath of Nature

6th level(2/long rest) Wall of Thorns

Actions

Multiattack The treant can cast a spell and can make two tree club attacks. It can substitute any one of its club attacks for a vine strike.

Alternatively, it can cast a spell and make a boulder attack

Legendary Actions

Spell (3 actions) The treant can cast a spell of its choice

Mythic Traits

Linked Casting When it enter its Soul of the Forest State, each form shares the same pool of spell slots but each can independently concentrate on three spells as a time. The treant does not recover any expended spell slots from entering into this state.

LESHENS

Leshens are the most powerful and possibly the most ancient of all treants. Although most treants are fundamentally linked to the forest around them, their bond pales in comparison to that of the leshen treant. Leshens are able to command powerful druidic magics and are even able to call upon the aid of any beasts that live within their realm.

DRUIDIC GUARDIANS

It is believed by some scholars that leshens were the first practitioners of certain forms of druidic magics as they have developed a deep bond with both animals and plants of their respective realms. Despite their large size, leshens are known to be quite elusive as they are capable assuming the form of a beast.

FOREST SHEPHERDS

The influence of a leshen as their realm often contains larger populations of awakened plants and animals within its domain. These creatures serves as the eyes and ears of the leshen's realms as well as protects the region from any trespassers or assailants.

DRUIDIC MASTERY

Because of their innate connection to natural magics, they often advise or even serve as patrons for entire druid circles. It is believed that the most powerful of leshens actually are apart of a group that spans across the Material plane through multiple druid conclave to preserve the balance of nature.

TREANT SAGES

Because of their heightened attunement to nature, leshens often act as advisors to other treants, especially younger treants that have ventured out on their own to search for a forest to call their own. Some train up other treants to take their place in their forest homes so that they embark on a quest to lead other treants.

Although many leshens are born with their natural abilities, treants are believed to be able to ascend into a leshen when their connection with nature becomes strong enough.

Rimewood

- **Immunities** Cold
- **Challenge Rating** Increases by 1

Rimewood Whenever the treant takes fire damage, it does not catch aflame. Until the end of its next turn, it becomes shrouded in a mist that obscures sight within a 30ft. radius around the treant until the end of its next turn.

For the duration of this effect, any fire damage within this area is halved by the cloud of mist

Ice Walk The treant can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Cold Aura Creatures that first enter or starts its turn within 30ft. of the treant takes 9(2d8) cold damage at the start of each of its turns.

Rime Touched The treant deals an additional 9(2d8) cold damage on each of its weapon attacks.

Legendary Actions

Strength Sap(3 actions) Creatures within 30ft. of the treant must succeed a DC 21 Constitution saving throw.

On a failed saving throw, creatures have their movement speed halved for the duration and cannot take bonus actions or reactions. When the creature takes the Attack action, it can only make one attack on its its turn, even if it is capable of attacking multiple times.

Whenever creatures make an attack that relies on Strength or Dexterity, it does so with disadvantage and only deals half damage upon a hit.

This effect lasts until the end of that creature's next turn.

RIMEWOOD

Rimewoods are the most reclusive all treants preferring to stay deep within their frozen grottos. Unlike their other kin, rimewoods will rarely ever travel beyond their frozen grotto. Instead, young treants stay will stay in the forest of their birth as largest forests in many polar regions tend to be quite rare.

EXPANSIVE HINTERLAND

Because these arctic forests are maintained by multiple rimewood treants, what once was a small grove of tree within a frozen wilderness can transform into a frozen and tangled wildlands. Such forests are sanctuaries for other awakened plants that reside in such frozen regions. Much like their other kin, they are very untrustworthy of humanoids that enter within their forests and they must perform extensive acts of trust to gain refuge from them.

Despite their suspicion of humanoids, they have been known to form alliances with yetis and other wintery denizens providing sanctuary and protection for one another. They have even been known to forge alliances with white dragons as their frozen sanctuaries attracts ample prey for the dragon and the dragon's presence seems to dissuade humanoids.

DRACONIC ALLIANCE

An essential component to such a surprising relationship is probably due to the fact of their mutually beneficial goals. The treants and its allies rarely would fear the dragon's wrath as they would hardly satisfy the dragon's appetite. In fact, the presence of such a dragon is often welcomed for it would typically would discourage any humanoid presence.

Similarly, the treants desire to spread their wintery forests would attract more powerful and suitable prey such as mammoths and remorhazes. Additionally, thanks to the rather territorial nature of the treant, its lair would be protected from any unwanted intruders by the treant's watchful eyes.

RIMEWOOD ARMOR

Rimewood treants have many similarities to other variants of treant's; however their bark is coated is always coated with a layer of permafrost. It is said that one can gauge how old a rimewood treant is based on how thickness of this permafrost layer. This permafrost not only acts as a layer of armor but also can counteract the effects of fire. When exposed to an open flame, this layer of frost emits a damp mist around the treant which temporarily dampens the effects of fire.



Runic Treant

- **Challenge Rating** Increases by 1

Magic Sense The treant can pinpoint the location of a spell or magical effect within 1 mile of it. It can also determine the school of the magical effect.

It can also determine if a creature it can see is a spellcaster or not

Spell Resistance The treant has advantage on saving throws against spells and magical effects. Upon a failed saving throw, it takes half damage. Upon a successful saving throw, the treant takes no damage.

Spell Negation If the treant is hit with a spell attack, it can roll a d6. Upon roll a 5 or a 6, the spell has no effect on the treant and it can activate its runic protection feature.

Runic Protection

Upon succeeding a saving throw against a spell effect or activating its spell negation ability, it gains the benefits of one of the following effects depending on the school of magic.

The treant can only benefit from one feature at a time.

- **Abjuration** The treant gains resistance to all damage until the end of its next turn.
- **Conjuration** The treant is able to conjure a magical avatar of its self that appears in an unoccupied space within 60ft. of it. Whenever the treant takes the Attack action, its avatar can take the Attack action as well against a creature within its range as well. Upon making this attack, the avatar disappears.

(Attacks or saving throws forced by conjured creatures do not activate this feature)

- **Divination** The treants gains advantage on all attack rolls and saving throws until the end of its next turn..
- **Evocation** The treant's next attack deals additional force damage equal to a number of d8s equal to the spell level cast (minimum 1).
- **Enchantment** The treant can reflect the spell effect back on the original caster.
- **Illusion** Attacks against the treant has disadvantage.
- **Necromancy** The treant recovers a number of hitpoints equal to a number of d8s equal to the spell level cast (minimum 1).
- **Transmutation** The treant's movement speed is doubled until the end of its next turn. For the duration of this ability, it can benefit from a climbing, burrowing, or flying speed

Legendary Actions

Siphon Magic(1 action) The treant can force a creature that it can see within 120ft. that is concentrating or under the effect of a spell to make a DC 22 Charisma saving throw.

On a failed saving throw, the treant can end the spell effect and the target cannot concentrate or cast spells until the end of its next turn. This feature can also activate its Runic Protection feature if its not already been activated.



RUNIC TREANTS

Runic treants are the rarest of all species of treants. Many scholars theorize that runic treants have much different origins than most other kinds of treants. Runic treants are believed acquire sentience in forest exposed to magically volatile environments, such as a biome near a zone of Wild Magic or a nexus of eldritch ley lines that converge at various points throughout the Material Plane.

ARCANE SENSITIVITY

As a result, runic treants are extremely sensitive to various forms of magic. This sensitivity often manifests itself through its bark and leaves that pulse with eldritch energy, often changing color if in the vicinity of a particular school of magic. However, this arcane attunement is harnessed in a much different manner than for other magically sensitive treants such as leshens.

SPELL NEGATION

Despite their magical origins, most runic treants do not seem to possess the ability to innately cast spells like the leshen. Instead, it has the ability to absorb arcane energy converting it into various effects that depend on the school of magic.

ARCANE GUARDIANS

In comparison to their relatives, runic treants tend to be much more nomadic. Instead of solely residing and protecting their respective homes, runic treants see themselves as guardians of the very essence of magic itself. Many not only seek to preserve the natural balance of magic but also seek to further understand the arcane.

They are naturally drawn to concentrations of great magical power and embark on vast treks to investigate the source. Their deep knowledge and connection to the arcane often brings them into the circle of many spellcasters, from all sources whether arcane, divine, or druidic.

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