

The Complete  
Guide to

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# TREANTS



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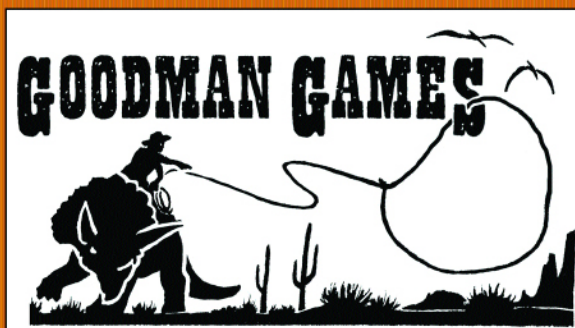
# The Complete Guide to TREANTS

What happens when a forest dies? Its treant swears vengeance. Learn about the dark side of treants: fury, hatred, revenge, and the charred, undead creatures left behind when a treant burns...

The Complete Guide to Treants is a stand-alone, world-neutral sourcebook covering everything you ever wanted to know about treants. It includes:

- Detailed background material on treants, including their various groves, the guild-like branches of the Vine of Tales, their cosmology, the deep treants of the underdark, and more.
- Stats and background on the dark side of treants: shadowed treants, who resort to great evils to protect their trees; forsaken treants, driven insane by the loss of their forest; the blasted, treants killed with fire then animated to walk again as undead; and more.
- Full stats for treants as a character race, including four new prestige classes: Treeherd, Woodwarden, Firesworn, and Leafsinger.

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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**\$13.00** USA

SKU GMG3002

# The Complete Guide to TREANTS

## Credits

**Writer:** Joe Crow  
**Cover Artist:** Thomas Denmark  
**Interior Artists:** Tom Galambos, Thomas Denmark  
**Copy Editor:** Joseph Goodman  
**Graphic Designer:** Joseph Goodman



[www.goodman-games.com](http://www.goodman-games.com)  
[goodmangames@mindspring.com](mailto:goodmangames@mindspring.com)

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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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