

# Treant's Roots

## **faction**

<b>Blurb</b>	Protectors of Nature.
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Protectors of Nature, Nature should guide civilization, not the other way around.

## **Beliefs**

- The natural order must be respected and preserved.
- Forces that seek to hurt nature must be destroyed.
- The wilderness can be harsh. Not everyone can survive in it without assistance.

## **Goals**

To restore and preserve the natural world, keep the elemental forces of the world in check, keep civilization from destroying the wilderness, and help others survive the perils of the wilderness.

Be one with nature.

## **Unique Features**

### **Healing by Grafting**

They have a unique way to heal wounds, by grafting a plantlike being onto the limb. The plant will mimic the part of the body that it replaces. For precise body parts, special skills and plants are required.

## **Advancement & Perks**

<b>Rank</b>	<b>Perk</b>	<b>Renown Requirement</b>
Leaf		3
Branch		10
Trunk		25
Root		50

## **Notable Members**

Nothing found

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Last update: **2025/11/20 13:54**