

# Treant's Roots

<b>faction</b>
<b>Blurb</b> Protectors of Nature.

Treant's Roots are Aestilon's druidic protectors, healers, and ecological interventionists. They teach that civilization should not stand apart from nature, but learn to live within it — guided, reshaped, and supported by it rather than pretending it can be controlled from the outside. Their parks, groves, and reclaimed green spaces make them one of the most publicly beloved factions in the world. In every major city, the Roots are visible in the places where people go to breathe.

What makes the faction distinctive is not simple reverence for wilderness, but the way they heal. Where the [Triumvirate](#) restores by divine and conventional means, Treant's Roots restores through integration: living grafts, adaptive replacements, monster-part transplants, cultivated beauty, and symbiotic change. To the Roots, healing is not always a return to what was. Often it is a transformation into something that can survive better, bloom more fully, or carry nature onward.

## Beliefs

- The natural order must be respected and preserved.
- Nature improves what it touches, if guided well.
- Forces that seek to hurt nature must be stopped or rebalanced.
- The wilderness can be harsh. Not everyone can survive in it without assistance.
- The gifts of the gods are meant to be used, not admired from a distance.

## Goals

To guide the people of Aestilon into better coexistence with nature through healing, cultivation, grafting, and stewardship; to restore places where land, monsters, or elemental forces have fallen out of balance; and to preserve the world by spreading forms of nature that heal, pacify, and endure.

Openly, they seek harmony between people and nature.

Privately, many within the faction believe harmony will only truly come when the wilderness itself has been pacified — and perhaps, in time, monsters as well.

## Unique Features

### Healing by Grafting

Treant's Roots are famed for their graft-healing: replacing or restoring damaged parts of the body with carefully cultivated plant or beast-derived organisms that adapt to the host. A flowering arm, a bark-veined hand, vine-threaded muscle, a grafted eye grown from a rare blossom, even monster traits delicately integrated into living flesh — all are possible in the right hands.

This is respected rather than feared across much of Aestilon. For many, the Roots offer not merely healing, but transformation: reconstructive medicine, enhancement, and beauty through nature.

Among the nobility, especially image-conscious circles, receiving a striking graft can carry social prestige. Some even injure themselves in hopes of receiving especially beautiful work and then reshape estates, gardens, and fashions to match their new bodies.

To the faction, this is not vanity alone. Every successful graft is another proof that nature belongs not only in forests and wildlands, but in the heart of civilization itself.

## Structure

Treant's Roots appear highly decentralized. Every city maintains major parks and grove-complexes shaped or tended by local circles, and each grove governs itself. There is no single visible high druid, no universal ruling council, and no neat pyramid of command.

That independence is only partly true. Beneath the world lies a vast network of roots spanning Aestilon, wrapping around and along the ley lines. Through this living web, groves remain in close contact with one another and with the broader rhythms of nature itself. In practice, leadership is diffuse: each grove decides for itself, but every other grove can exert pressure, offer guidance, or intervene if they care strongly enough.

Four broad disciplines appear again and again across the faction:

- **Grafters** are the best-known face of the faction: healers, reconstructive artists, beautifiers, and transformation specialists. Admired, public, and often socially prestigious.
- **Reclaimers** are the field hands of ecological intervention. They enter unstable wilds, festering dungeon-sites, monster-threat zones, and elemental wastes to reclaim, rebalance, pacify, or re-seed what has gone wrong.
- **Ecologists / Biologists** cultivate, study, and design the living tools of the faction. Brilliant and curious, they are responsible for much of the faction's advancement — and for many of the ideas that make outsiders uneasy.
- **Tenders** care for stabilized groves, reclaimed zones, urban parks, and long-term ecological projects. They are the patient custodians who make sure restored places remain livable.

## Power and Politics

Treant's Roots are respected almost everywhere in Aestilon because the good they do is visible. Their parks improve city life, their healing changes lives, and their interventions often succeed where more conventional factions can only contain damage.

That respect does not mean they are free of friction.

- The [Triumvirate](#) sees its own healing as superior and often treats the Roots as an unsophisticated branch of Farore's faithful. The Roots, in turn, believe that relying too heavily on direct divine intervention is spiritually lazy when the gods have already provided living solutions.
- The [Explorer's Guild](#) is an important partner and a recurring source of conflict. The Roots provide plant-work, set dressing, and monster pacification services, but clash with the Guild when its Burial Committee seals away festering dungeon-sites that the Roots believe still need true healing.
- The [Windriders](#) share a broad desire for coexistence with the natural world, but disagree

sharply on method. The Windriders prefer freer movement and looser adaptation; the Roots are far more willing to reshape land and life in lasting ways.

- [Lanista Gladiatoria](#) makes use of their work in cultivation, monster presentation, and decorative plant-setting, creating profitable but morally awkward overlap.

Many factions disagree with the Roots' methods. Most still admit the faction does real good.

### Advancement & Perks

Rank	Perk	Renown Requirement
Leaf	[DEFERRED]	3
Branch	[DEFERRED]	10
Trunk	[DEFERRED]	25
Root	[DEFERRED]	50

Branch-specific and faction-wide advancement rewards are deferred to a later pass, after broader faction overlap and renown systems are normalized.

### Notable Members

Nothing found

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