

# WONDERS OF ITHILION: THE ETYAF TREES

**O**f the seven great wonders of Ithilion, The Etyaf Trees are the most widely known and studied across the planet. Found across the major continents, these giant trees are behemoths of a long lost age, still standing and ferociously guarded by sects of druids and shamans that see them to have deep spiritual and natural importance to the material plane.

## ETYAF TREES

These strangely beautiful trees can be found across the major continents of Ithilion, usually far from anywhere civilisation would commonly exist. Usually towering over 1000ft tall, these epic trees are landmarks of the scape around them, with rare micro-climates and ecosystems operating underneath them. Some, such as the Celeste and Fyndarr trees, have had entire cities built around and within them - using the enormous branches as pseudo-roadways between areas of the cities. In the case of Fyndarr, many buildings hang from the dense vines of the tree, serving as "Hammock Huts" as they are known to outsiders.

To the knowledge of current researchers within the natural fields, the trees appear to pre-date any known civilisation. Even the Vilorian scripts that have been recently unearthed seem to have mentions of them existing in their times, meaning they must be at least 16,000 years old. Some speculate that their existence is that of a god, many attributing them towards Celianthre, whilst others believe they were a construct of an ancient magically inclined race. Some evidence suggests towards this, as the trees appears to be inter-connected across the planet as if purposefully linked with some underly motive behind it. If damage is dealt to one tree, such as the cutting of a branch, similar damage can be seen appearing across the bark or branches of the other trees. Researchers are unsure as to why this happens, but believe there to be some greater depth to the purpose of the existence of the trees.

Due to this peculiar connection, a sect of Druids and Shamans eventually formed to serve as the protectors of the Etyaf Trees, who are known as The Circle of Etyaf. They monitor the research done with the trees by external magic users and commonly perform rituals and sacrifices amongst the roots of the trees to appease the gods into providing protection for the trees. In addition to this, the trees themselves appear to have protection mechanisms in place in the event of extreme harm befalling them. As demonstrated in the construction of Celeste, where it was decided for a large branch to be removed and to be replaced with an airship dock, a number of ent-like creatures, dubbed Guardians of Etyaf, were birthed from the bark and roots which actively defended the tree against the workers. These ents only served to protect when the branch was "attacked" and were otherwise peaceful. When removal of the branch was stopped, the ents were seen to return within the tree, seemingly happy with the outcome.

These ents have appeared in other trees, commonly in response to rituals that were being performed by the Circle of Etyaf. Some have even gone as far as to consume the sap of the trees in a ritual known as The Binding, whereupon a Druid attains some of the energy from the trees and the ability to take the form of one of the ent guardians. The ritual itself is one undertaken by members of the Circle and is watched under by the Guardians of Etyaf, one of the few things they appear to react to.

Over the years, the Circle has found an intense spiritual force deep within the trees, which has caused many Shamans to become attracted to the Circle. Some philosophise that the spiritual energy held within the trees are the remnants of the long lost civilisation that built them, with the ents serving as husks for the souls to embody when protection is needed. Others believe that the trees act as siphons for spiritual energy to pass through, connecting as funnels into another plane of existence.

### TREE LOCATIONS

- Jykstrav, Elos
- Fyndarr, Elos
- Lyros Del Melidar, Elos
- Felmis, North Kildar
- Axis, South Kildar
- Xav'la, South Kildar
- Celeste, Ravidan
- Plexos, Panchara
- Mana, Mana
- Id, Sildarion



## DRUID CIRCLE - CIRCLE OF ETYAF

Druids who are members of the Circle of Etyaf can be found across all the major continents, sharing a common goal in the protection of The Etyaf Trees. They share an alliance with the Shamans of Etyaf, who focus around the spiritual power that emanates from the trees. Both sects are known to make pilgrimages to Etyaf trees where offerings are made to the Gods of nature. These druids in particular hone their skills towards defensive traits, as well as the manipulation of trees and nature around them.

### ETYAF'S BRANCHES

Starting at 2nd level, you gain the ability to call forth the natural essence of the world around you to protect you. As a bonus action, you can tap into the energy emitted by the Etyaf trees and warp your arms into a number of different forms using vines and bark.

**Barkskin.** The skin of your arms turns into a thick, rough bark which can act as a shield. You gain +2 to your AC.

**Piercing Roots.** Dense roots and vines twist around your arms, creating sharp pointed lances. Your unarmed attacks deal 1d8 piercing damage.

**Slashing Vines.** Thin, sharp-edged vines protrude from your fingers, forming deadly whips. Your unarmed attacks deal 1d8 slashing damage.

**Razor Thorns.** Thorny vines twist around your arms, granting +1 to your AC and dealing 1d4 piercing damage to any enemy that successfully damages you.

This effect persists for 1 minute and can be changed as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

### ETYAF'S FOLLOWERS

Starting at 6th level, you gain the ability to grow saplings from the ground that will perform tasks for you. As an action, you can create a sapling of Etyaf which will serve you loyally for 24 hours, before returning to the ground.

The sapling has 10 hitpoints and cannot attack, but can explode in a 10ft burst of spores, dealing 2d6+2 poison damage and destroying the sapling.

The saplings can perform mundane tasks as per the Unseen Servant spell, and your own spells can be cast through them as long as they are within 100ft of you.

You can only have 1 sapling active at a time. This increases to 2 at level 12 and 3 at level 18. Sapling health increases to 20 at level 12 and 30 at level 18. Damage dice for the spores increases to d8 at level 12 and d10 at level 18.

Once you use this feature, you can't use it again until you finish a short or long rest.

### ETYAF'S BARK

At 10th level, your skin permanently forms a protective bark layer over it, granting +1 to AC. In addition, you restore 1d4 hitpoints per hour spent in direct sunlight.

## GUARDIAN OF ETYAF

At 14th level, you gain the ability to turn into a Guardian of Etyaf, a huge ent that commands the forest around it. This form lasts for 1 minute before returning you to your original form. If you are reduced to 0 hitpoints, you return to your original form and any extra damage carries over.

You retain your mental traits whilst in ent form, but replace your physical traits with that of the ent.

Once you use this feature, you can't use it again until you finish a short or long rest.

## GUARDIAN OF ETYAF

*Huge Plant*

**Armor Class** 16

**Hit Points** 96(8d12 + 40)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 10 (6,000 XP)

**False Appearance.** While the ent remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The ent deals double damage to objects and structures.

### Actions

**Multiattack.** The ent makes two slam attacks.

**Slam. Melee Weapon Attack:** +10 to hit, reach 5ft., one target. **Hit** 7 (1d8 + 2) bludgeoning damage.

**Rock. Melee Weapon Attack:** +10 to hit, range 60/180ft., one target. **Hit** 28 (4d10 + 6) bludgeoning damage.

**Vine Wall.** The ent chooses a 10ft line within 30ft that is not obstructed by terrain. A wall of thick vines stretching 10ft high pushes out of the ground, dealing 2d6+2 bludgeoning damage to anyone standing in the area and pushing them back 5ft. This wall lasts for 3 rounds.