

## **Ent Racial Package**

What is an Ent? Simply calling these magical folk 'walking trees' is as simplistic as calling gnomes 'short annoying humans'. There's so much more to them than that. For most other races, seeing an Ent for the first time is a strange and sometimes frightening experience, and may cause the hair on the back of your neck to stand up a bit.

### **Appearance**

Ents stand somewhere between the height of a small human child to as tall as a 2 story building. Yet as intimidating as Ents might appear, they are truly some of the finest folk around. This is partly due to their long lives and tenacious nature, knowing that every action must be weighed and measured carefully. Actions without thought are the cause of most of the misfortune in this world. An old saying about Ents goes "If you ask a Ent his opinion you better have a year's worth of time to wait on his answer."

It is said that Ents were created by a mixture of Fae and nature magic to be the guardians and caretakers of trees and forests. They are known for fiercely defending their forests from the wanton destruction and carelessness of the other races. Over time, they have become tree-like themselves, and frequently sprout leaves, bark and even branches from their extremities. The older an Ent is, the more tree-like they tend to appear. The younger Ents are still very 'bendy' and active, while older Ents tend to be stiffer and move more slowly.

Ents are almost always in season so to speak, while in the winter their leaves may change to darker oranges and yellows they are always covered in barkish skin and leafy features. In this way Ents always are noticeable as living trees.

### **Lifespan and Biology**

Ents live a long time, but are not immortal. Instead they age very slowly and may live for hundreds of years. It has been said that they live as long as they are needed and when an Ent dies it returns to where it was born to become what is once was, a tree. Others have said they live as long as the tree that they were born of and when they are ready to pass on, they go where nature beckons. Once there they calmly sit and close their old eyes. Their bodies slowly turn to rot and dust and wherever the wind scatters their ashes, mystical forests sprout, sometimes overnight.

Ents are not to be confused with Huorns which are trees that have become animated. Huorns can create darkness to conceal their movements and are capable of moving quickly and quietly. They still have voices and can speak to the Ents, but unlike Ents, they do not seem able to speak intelligibly to other races. They watch over the trees but are in turn looked over by Ents.

Ents always fit in with the foliage of the trees of their home forest. You wouldn't see a tropical Ent roaming the thick mountainside forests, and vice versa. Ents may develop a strong affinity for a particular type of tree, and as they age will become more and more like that tree in both appearance and personality. Ents often take names based on their appearance and legacy. There are not any 'family names' in Ent culture. Each individual Ent tends to operate alone, and to be called an Ent's friend is a great honor, as they do not confide in others lightly.

## **Culture**

Within the Ent culture, child ents are called Entings. Both male and female Ents exist, but little is known about their specific mating customs or how Entings are born. Some ents are rumored to spring from the ground, hundreds of miles from where any Ents have been seen.

Because of their long lifespans, Ent's don't function closely within family units, the way some other races do, but instead act within a large scattered community. Each Ent has their own section of forest and trees that they watch over and they patrol within their territory caring for their trees and making sure no harmful intruders enter. Occasionally a gathering of Ents occurs, and this is called an Entmoot. At this time, Ents may discuss important decisions and the opinions of the oldest and wisest Ents will carry the most weight.

Ents oppose to the usage of live trees for lumber, although they do not object to the gathering of dead trees for building purposes. They also greatly object to any dangerously open flame within their forest, preferring to use the light of the moon and stars for navigation at night.

Ents value careful consideration and decisions. They often find other races hasty and dishonest. They like plain speakers who do not hide their motives behind flowery speech. They tend to be slow to anger, but when they are enraged they become fearsome foes with inhuman strength. Ents often keep their thoughts to themselves and do not share their ideas until they have thought through a situation fully. This can sometimes make them appear slow, but don't assume an Ent is not paying attention - They see and hear much more than they let on.

## **Cities and Communities**

Ents travel great distances through their forests daily, and do not require shelter from the elements. They do not build structures or buildings, though occasionally they will pile stones up to make way markers. While this may seem to the outside world to be a total lack of community, it is not so for a creature that lives so long. They chose to see it as the necessary time needed to reflect on their thoughts between segments of conversations.

This does not mean that Ents do not have community or fellowship just not quite in the way many other races do. Ents will often dwell in what they refer to as a thicket, or a part of a forest that one or more family lines has called home for many generations, and many of their ancestors have returned to at the end of their lives. These thickets are places of powerful nature as they are supported by the ancient Ents that have returned. Over the ages thickets will become too crowded for new life to continue to spring up and the remaining Ents will journey on to begin new thickets, it is in these old abandoned thickets that often times groves and fey circles seem to find their way into.

## **History**

As a creature of long life spans the Ents have seen much and have passed along stories of the past and of what once was. There are long held stories in the lore of the Ents that long ago before the great war there were Ents in the forest of Vollois, and it was believed that after the war ended and the land there lay in waste that the Ents had been destroyed. But the Ents now that not all history is true, and word has begun to spread, rumors of a Darkwood Ents. Ents that are no longer the gentle keepers of the woods, but something changed by what happened there and now something sinister grows within the

lands.

### **Opinions on other races**

Humans - Their industriousness and creativity is fascinating, but their hasty decisions often result in disease and war, fire and famine. They think only of their own ambition and do not care if they destroy nature in pursuit of their fleeting passions.

Dwarves - Some Dwarves care only for the world under the surface. They do not think twice about cutting down trees to fuel their forges and shoal up their mineshafts and their sharp axes are terrifying to anyone made of wood and bark. However Ents respect their honesty and straight-forwardness and know that Dwarves are honorable and will stick to their words.

Half-Trolls - Fierce fighters, Ents respect the trolls and their power so long as they stay within their swamps and do not cut the Ents' trees or light their fires within our forests.

Gnomes - Once part of their deep past, the forest recognizes gnomes as embodying fae mischief and lightness the ents have mostly forgotten. Ents like the colorful little ones who remind them of their fae roots, but Ents don't trust the ones that smell of gunpowder!

Felis - Like the Rok'shen, the cats understand the ways of nature and do not seek to trample it. So long as they do not bring trouble to the forests, we welcome their presence here.

Rok'shen - Many of the Rok'shen call our forests home and are friends of the Ents. They understand the importance of nature as it is their home and their haven. We welcome their presence in our communities.

Deep Elves - Ents have heard of these wraith-like elves and their fearless devotion to their leaders. We wish them no harm so long as they stay in their underground kingdom and do no harm to our forests.

High Elves - High elves speak honorably and treat others with fairness, but they only value that which they themselves create, and they care little for the forests and wilds of this world.