

REDROOT SEEDSPEAR

Redroot Seedspear **Level 19 Skirmisher**
Medium Natural Humanoid (plant)

Initiative: +16 **Perception** +19
HP 176; **Bloodied** 88
AC 33; **Fortitude** 31; **Reflex** 31; **Will** 30
Speed 7

Traits

Seeds of the Redroot

A redroot can gain one or more seedlings during an encounter. They can carry a maximum of three seedlings. A sapling is a square of difficult terrain, which also costs 1 additional movement to move out of, although creatures with the plant keyword ignore these effects.

Seedling Spear

A seedpspear with at least one sapling does an additional 2d6 damage on their planting spear attacks.

Standard Actions

⬇️ Planting Spear ⬆️ At-Will

Attack: Melee Basic 1 (one creature) +24 vs. AC
Hit: 5d6+6 damage. If the target is granting combat advantage, and is not suffering from this effect, they take ongoing 5 damage (save ends).
First failed save: The damage increases to 10 (save ends), and a seedling sprouts from the wound. If the damage is then saved against, the seedling falls to the ground in their square, and a redroot in the square can recover it as a minor action.
Second Failed save: The target is also immobilized (save ends both)
Third failed save: The seedling turns into a sapling in the square the target occupies. The other ongoing effects continue.

⬇️ Seedling Rip ⬆️ At-Will

Attack: Melee Basic 1 (one creature) +22 vs. Reflex
Requirement: Only vs a target with a seedling sprouting from them.
Hit: 7d6+6 damage. The effects related to the seedling end, and the target takes ongoing 15 damage (save ends). The seedspear gains a seedling.

Move Actions

Wilderwalk ⬆️ At-Will

Effect: The seedspear makes a saving thrown against any daze, slow or immobilize effect that it has, including those that a don't normally end on a save, and then if possible, shifts 4, ignoring difficult terrain.

Plant ⬆️ At-Will

Requirement: The redroot must have at least one seedling.
Effect: They shift 3, loses the seedling and creates a sapling in their square.

Skills Endurance +15, Acrobatics +19, Athletics +18, Stealth +19
Str 18 (+13); **Dex** 20 (+14); **Wis** 20 (+14)
Con 20 (+14); **Int** 18 (+13); **Cha** 18 (+13)

Alignment Evil

The Redroot are a race of bloodthirsty plant-creatures who intend to eradicate all intelligent animal life, and seem to have been created for this specific purpose. Their life cycle and various forms are designed to hunt and slay their prey, using the flesh blood of humanoid creatures to stimulate the growth of the next generation of their kind. Their forms are humanoid and plant-like in appearance, with deep red and purple coloration, instead of the more familiar green and brown hues. They strike out viciously at their enemies, seeking to spill their blood, and plant their seeds in the flesh of their foes.

The seedspears are the front-runners of the redroots, dashing ahead of the main force and impaling their victims with their planting spears. A deep enough strike by a planting spear leaves one or more redseeds behind in the wound- these shoots grow quickly in the pulsing blood of the wound, rapidly sprouting from it and even threatening to root it's host to the ground as it grows. The seedspears might leave these seedlings in place, but more often they tear them viciously from the wounds of their enemies, melding the seedling to the haft of their weapon, and leaving the former host bleeding badly.

Seedspears are sinister, fast-moving creatures who's sleek red skin rapidly absorbs any humanoid blood spilt onto it, yet does not bleed in turn from wounds it suffers. It's planting spear is thin but extremely strong, a deep mahogany shaft marked with coils of a red vine, it's tip a cluster of needle-pointed black seeds. When the seedlings sprout from the wounds of their foes, they curl and twist out in thin, dense red coils which quickly slither around limbs and head for the ground to put down another set of roots. The seedspears often dart in then, harvesting the new seedling and sending it twisting around their spear, or planting it elsewhere on the battlefield.

Lore

Nature DC 22: All the info in the introduction

Nature DC 27: Hints about where the redroot might have their lair, and what their targets are likely to be.

For use with the 4th Edition

DUNGEONS
& DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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TACTICS

Even without others of their ilk, Seedspears can work well in the skirmisher role, especially in conjunction with other plant-type creatures who can move through the saplings they create. They might also ally with elementals, constructs, and even humanoids, if they are genuinely committed to the cause of their own kind's annihilation. Seedspears benefit from soldiers to keep their enemies from focusing damage on them, and controllers to compound the effect of their saplings. Lurkers and Brutes, if mobile enough, can prove an ideal addition to the seedspear's high damage output, finishing off a target, in conjunction with ongoing damage.

Seedspears work well in areas with a lot of difficult terrain, but whatever the battlefield, their focus on mobility, loitering around a key set of low-AC targets, seeking to harvest seedlings from them, and cut off their retreat by planting them- while also keeping one for themselves to boost their attacks. Their evasion skills allow them to escape through terrain their foes can't follow through, although they work best in areas where the terrain also offers cover and concealment, so they can avoid ranged attacks. Not surprising, area effects like huge explosions are their key weakness- and foes able to let loose such power tend to be their primary target.s.

Encounters

Redroots work towards the destruction of all intelligent animal life, and seek allies in this mission. Their primary allies are other plant creatures, from renegade treants to deranged dryads, as well as other less conventional kinds like fungus creatures. They have however been known to strike up alliances with non-plant-based creatures, as long as they work in common cause- even some humanoids, disgusted with the state of their kind, join willingly with these destructive creatures.

That said, the redroots seek to protect the natural world- and violently oppose any creatures they might see as a threat to it, even allying with their normal victims if a threat is grave enough. Such alliances are rare, and very short lived.

THE REDROOT PARADOX

The Redroots are a new threat to the region, although there may be tales of them destroying entire civilizations in far-off lands. They sweep across the landscape like a conquering army, but their very forms are built not just for battle, but a something worse- a life cycle built from the extermination of those creatures they find abhorrent. The redroots germinate and grow in the dead flesh of their foes, drinking in their blood and rapidly taking on a size and shape suitable for the killing of the peoples of the land. In specialised forms and roles, they systematically depopulate villages, towns, cities, growing in number and aggression as they strike against the armies of the land at the head of hordes of plant-kin who they have turned to their mad designs.

Theories abound as to their origin- some speculate that they are the wrath of a god of nature, or the natural world itself. Others see them as the result of generations of more peaceful plant-folk being destroyed and maimed by the march of humanoid progress. Yet, their methods and singular drive have led many to speculate that, despite their wild nature, the redroots may have been created, purposefully, by a member of one of the peoples they now seek to exterminate. Despite the principles they might claim to uphold, the redroots are not natural creatures- far more and yet far less than apex predators, they are in fact, apex murderers- they don't just kill to live, they live to kill.

Their life cycle depends on them slaying and seeding their victims, but unlike natural creatures, it goes beyond that into a singular and sentient obsession which leads them far from the natural cycle of hunter and prey. The redroot does not simply stalk their prey and plant seeds within it- if they can, they conduct major acts of sabotage and carnage, from which no seeds will bloom. They have been known to destroy dams to flood logging towns, set fires in overbuilt towns, and even use poison to foul the water of a major settlement. Using these tactics, the redroots set themselves apart from the world they claim to be a part of, and many reason that such a contradiction makes it's impossible for them to have arisen from the natural world. If so, that begs the question- who could unleash such a scourge on their own kind?

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