



COLD ROOT

Trees and shrubs destroyed by necrotic energy sometimes rise a cold roots. For all intents and purposes, these creatures are undead plants. A typical cold root resembles a shrub or small tree that lacks leaves. These mindless creatures fight in great packs, seeking to overwhelm trespassers into their dark, wintery woods.

Giant Cold Roots. Treants who become cold roots return as giant cold roots. Imbued with necromantic energy, these dangerous creatures are capable of creating more of their ilk.

Servants of Vapul. During the Amber Wars, cold roots served the demonic god of ice and undeath, Vapul. The undead plants marched alongside the Anorian elves. Many giant cold roots came dangerous close to crossing the River Mythse Anor (modern day Fairknot) and infecting the Wallingmiotta with their waves of blight. Fortunately, they were driven back by Owezen Aiqua's elves.

Undead Nature. Cold roots do not require air, food, water, or sleep.

COLD ROOT

Small plant, chaotic evil

Armor Class 11
Hit Points 14 (4d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	10 (+0)	2 (-4)	13 (+1)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances cold, piercing
Damage Immunities poison, necrotic
Condition Immunities exhaustion, poisoned
Senses passive Perception 11
Languages Common, Druidic
Challenge 1/8 (25 XP)

False Appearance. While the cold root remains motionless, it is indistinguishable from a dead shrub.

Actions

Rake. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

GIANT COLD ROOT

Huge plant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	12 (+1)	17 (+3)	9 (-1)

Damage Vulnerabilities fire
Damage Resistances cold, piercing
Damage Immunities poison, necrotic
Condition Immunities exhaustion, poisoned
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the cold root remains motionless, it is indistinguishable from a dead tree.

Innate Spellcasting (1/Day). The cold root can cast *animate dead*, requiring no components when it does. The cold root's innate spellcasting ability is Wisdom (spell save DC 15) for this spell.

Actions

Multiattack. The cold root makes two rake attacks.

Rake. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Wave of Blight (Recharge 5-6). The cold root emits a wave of magical necromantic energy in a 30 foot cone. Each creature in the area must make a DC 15 Constitution saving throw. A target takes 28 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the wave hits a plant creature or a magical plant, it makes the saving throw with disadvantage, and the wave deals maximum damage to it. If the wave hits a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. If a plant creature with an Intelligence score of 4 or higher dies from this attack, a new cold root rises from the corpse 1d4 hours later.