

VERDANT RECLAIMER

A 15-foot wall of animate plant life—vines, leaves, branches, and stumps—crashes right for you. The whole mass rolls over everything in its path, and from within the cacophony there seems to issue a husky voice whispering from a dozen throats made of greenery. [The whispering is sylvan, and it repeats “back to the earth” over and over.]

VERDANT RECLAIMER

CR 10

CN Huge Plant

Init +2; **Senses** blindsight 60ft.**AC** 24, touch 10, flat-footed 22
(+2 Dex, -2 size, +14 natural)**hp** 136 (13HD)**Immune** plant immunities**Fort** +14, **Ref** +6, **Will** +5**Spd** 30 ft. (upright form), 20ft. (quadruped form), 50 ft., climb 30ft., (formless)**Melee** Tendril + 16 melee (1d10+9 and **grab**)**Full Atk** Upright form; 3 tendrils + 16 melee (1d10+9 and **grab**), quadruped form; 6 tendrils +16 melee (1d10+9 and **grab**)**Base Atk** +9; Grp +25**Atk Options** Grab, drag, smother 1d10+9**Abilities** Str 28, Dex 14, Con 23, Int 2, Wis 12, Cha 5**Feats** Blindfight, Combat Reflexes, Improved Natural Attack (tendril), Track, Weapon Focus (tendril)**Skills** Listen +7, sense motive +9, survival +11**Environment** Specific natural sites, especially those that were once cities, towns, or other strong signs of civilization**SQ** Plant traits, damage reduction 10/slashing, shapechange, blindsense 60 ft., snaring branches, plant growth**Organization** solitary**Treasure** ¼ coins, ¼ goods, double items

Grab (Ex) To use this ability a verdant reclaimer must hit with a tendril attack. It can then attempt to grab (not grapple) the defender as a free action without provoking an attack of opportunity. The verdant reclaimer makes an opposed strength or dexterity check (whichever is higher). If it wins, it grabs the target and can drag. Neither the grabbed target nor the verdant reclaimer is considered grappled. If a grabbed creature wishes to cast a spell it must succeed on a concentration check of 15 + spell level or lose the spell. Creatures can escape the grab with a strength or escape artist check (opposed by the verdant reclaimer's strength check), or by severing the tendril. Tendrils have an AC of 24, DR 10/slashing, and 10 hit points. Severing a tendril deals 1 damage to the verdant reclaimer, but another tendril simply takes its place.

Drag (Ex) As a free action every round on its turn a verdant reclaimer can attempt an opposed strength check to drag a grabbed target 10 feet closer. A target that has been dragged into, or otherwise occupies the verdant reclaimer's square, is considered smothered. There is no attack of opportunity for the target or the verdant reclaimer when a target is dragged into its space.



Smother (Ex) Any creature sharing the verdant reclaimer's space is considered smothered (essentially swallowed), can't speak or breathe (see drowning on page 304 of the 3.5e DMG), and is subject to the stabbing, slicing, and crushing of the creature's internal processes (suffering 1d10+9 points of damage). A smothered creature can force its way out of the verdant reclaimer's form by succeeding on an opposed strength check or by dealing 15 points of damage to the verdant reclaimer's interior with a light weapon (creating a short-lived hole that closes behind the escapee). The verdant reclaimer's interior shares all the characteristics of its exterior. Every round a smothered creature remains in the verdant reclaimer's interior it suffers 1d10+9 damage as the creature crushes, cuts, and stabs it. A smothered creature that wishes to cast a spell must succeed on a concentration check DC 20 + spell level or lose the spell. A huge verdant reclaimer's interior can hold as many opponents as can fit into its 15x15 foot space.

Shapechange (Ex) As a move action that does not provoke an attack of opportunity a verdant reclaimer can take one of its three forms.

Plant Growth (Ex) The seeds and plants surrounding a verdant reclaimer spring to vigorous life, twisting, sprouting, growing, and in combat, reaching for the perceived enemies of nature. Treat the area 10 ft. around the verdant reclaimer in all directions as difficult terrain, using up 2 squares of movement for every square traversed, requiring a balance check (DC 10) to run or charge through, and imposing a -5 circumstance penalty to tumble checks.

Blindsense (Ex) A verdant reclaimer notices and locates creatures within 60 feet. Opponents still have 100% concealment against a creature with blindsense (but this is mitigated by the verdant reclaimer's blindfight feat).

Snaring Branches (Ex) A verdant reclaimer's form instinctively twists and closes around a melee weapon striking it (regardless of damage dealt). Unless the wielder succeeds at an opposed strength check the weapon is wrenched from their grasp and pulled into the verdant reclaimer's mass. Those striking a verdant reclaimer with natural weapons are themselves pulled into the creature, smothering them. Normal weapons are broken down by a verdant reclaimer within 24 hours, with magical weapons surviving an additional week per +1 of enchantment bonus. Magical items retrieved from within a verdant retriever are always completely functional.

Skills Verdant reclaimers have a +8 racial bonus to sense motive checks.

Verdant reclaimers are sentient plants created by powerful druids, rangers, or clerics of nature deities to protect specific sites from those who would do nature harm, and to reclaim for nature in weeks what would take unassisted natural processes decades to accomplish—the breaking down of stone, wood, and steel. A single verdant reclaimer can reduce a castle to rubble in weeks by encouraging the growth of the plants in the local area and burrowing its own roots and “body” through the worked stone. Those who lived in the castle likely shared a similar fate, although the “reclamation” process in these cases probably took mere seconds.

When at rest, a verdant reclaimer is indistinguishable from the branches, stones, and vines that make up its form and habitat. They have the mental capacity and temperament of a nervous guard dog, and their homes are defended as viciously as any wolf would defend a fresh kill. Verdant reclaimers do not have a fixed shape, instead taking several different forms depending on their needs. Their standard form is, essentially, shapeless—a formless cluster of twining greenery—much like if an ooze were transformed into a plant. This form allows a verdant reclaimer to flow quickly over the ground (and engulf enemies). When in its upright form, the verdant reclaimer has formed a skeleton of its thickest branches and stones, and has a roughly humanoid form nearly twenty feet tall, providing it with its greatest reach. Its squat quadruped form combines its greatest number of attacks with limited mobility. In all its forms a verdant reclaimer weighs roughly 8 tons.

The creator of a verdant reclaimer can command it if the verdant reclaimer is within 60 feet and can sense and hear its creator. If uncommanded, the verdant reclaimer usually finds a nearby source of worked stone and



settles there, content to break down and then return the minerals to the earth, protecting its home from interlopers, and absorbing nutrients much like any plant. Verdant reclaimers are excellent trackers and if they detect a natural imbalance nearby they will often find the source and take care of it.

Verdant reclaimers do not speak, not even the sylvan phrase that they “repeat” when roused, but they are very sensitive to the moods and motives of other creatures, and can be communicated with through the handle animal skill at a -8 penalty (due to their plant type and lack of vision), potentially altering their behaviour.

TACTICS

Verdant reclaimer tactics are simple but often deadly. They open combat formlessly, using their great speed to simply move overtop as many enemies as they can, effectively smothering them (but provoking an attack of opportunity as they do so). They will then shapechange to the most appropriate shape, using their tendrils to grab and drag the remainder of their foes into their bodies, trusting to their snaring branches to protect them from melee attackers.