BARKROOT THE IRONWOOD — CR 12

XP 19,200

Unique Advanced Giant Treant

NG Gargantuan plant

Init +0; **Senses** low-light vision; Perception +14

DEFENSE

AC 25, touch 6, flat-footed 25 (+19 natural, −4 size)

hp 162 (12d8+108)

Fort +17, **Ref** +4, **Will** +11

Defensive Abilities plant traits; **DR** 10/adamantine;

Resistances fire 10; **Weaknesses** vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d8+13/19–20)

Ranged rock +6 (2d8+19)

Space 20 ft.; **Reach** 20 ft.

Special Attacks rock throwing (180 ft.), trample (2d8+19, DC 29)

STATISTICS

Str 37, **Dex** 10, **Con** 29, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +9; **CMB** +28; **CMD** 38

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +11, Intimidate +11, Knowledge (nature) +11, Perception +14, Sense Motive +11, Stealth −12 (+4 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech