



Image © Wizards of the Coast, by Steve Prescott. Accessed at the Sandstorm Art Gallery [here](#)

[Pathfinder already has its own cactus people in the saguaroi, but when has redundancy ever stopped a monster designer? The original stat block only had two slams—I feel like the artist improvised to give it the four armed design, which I like quite a bit. Incidentally, if you were wondering and/or want to be pedantic, cacti have spines, since they're modified leaves. A thorn is derived from a shoot. And prickles, like those of roses, are made of epidermal tissue only.]

Saguaro Sentinel

CR 9 N Plant

This giant thorny plant resembles an inanimate cactus the size of a tree, except that it is all too animate. A glaring face grows on its trunk, and it has four arms, each ending in a spine-covered fist.

Saguaro sentinels are kin to treants, and like them serve to protect the plants of their environment. As deserts are harsher and less forgiving than forests, so too are saguaro sentinels compared to standard treants. Few saguaro sentinels have patience for discussions of good and evil, and react to creatures threatening the plants they protect with lethal force.

Saguaro sentinels are patient creatures that spend most of their lives rooted in place, watching over their charges. They like to dwell on hills, so they have a wider view, but will move as the seasons change. Multiple saguaro sentinels may converge following a desert rain, to protect the more fragile plants that have short, intense lives in a desert. They are on friendly terms with desert fey regardless of their morality, and may work with them to repel interlopers.

Saguaro Sentinel

CR 9

XP 6,400

N Huge plant

Init +3; **Senses** darkvision 60 ft., Perception +14

Defense

AC 22, touch 7, flat-footed 22 (-2 size, -1 Dex, +15 natural)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +6

DR 10/magic and piercing; **Immune** plant traits; **Resist** cold 10, fire 10

Defensive Abilities spiny, tough flesh

Offense

Speed 30 ft.

Melee 4 slams +15 (1d8+7)

Space 15 ft.; **Reach** 15 ft.

Special Attacks spine burst, trample (DC 23, 2d8+10)

Statistics

Str 25, **Dex** 9, **Con** 21, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +9; **CMB** +18 (+20 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Ability Focus (spine burst), Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack

Skills Intimidate +8, Knowledge (nature) +8, Perception +14, Sense Motive +11, Stealth +2 (+18 in deserts); **Racial Modifiers** +16 Stealth in deserts

Languages Common, Sylvan, Treant

SQ freeze (cactus), treespeech

Ecology

Environment warm deserts

Organization solitary or stand (2-5)

Treasure standard

Special Abilities

Spine Burst (Su) As a standard action, a saguaro sentinel may fling its spines in all directions. All creatures within 30 feet of the saguaro sentinel take 12d4 points of piercing damage (Ref DC 18 half). A saguaro sentinel may use this ability three times per day, but must wait 1d4 rounds between uses.

Spiny (Ex) A saguaro sentinel's slam attacks and trample ability deal bludgeoning and piercing damage. In addition, any creature that strikes a saguaro sentinel with a melee weapon, natural weapon, touch attack or unarmed strike takes 1d4 points of piercing damage. Melee weapons with the reach quality do not endanger their wielders in this fashion.

Tough Flesh (Ex) A saguaro sentinel does not take bonus damage from spells and abilities that deal extra damage to plant creatures because of dehydration, such as a *horrid wilting* spell.

Treespeech (Ex) A saguaro sentinel has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.