

Druid Summons & Wild Shape Forms

Summons

Treant CR 8

Neutral Good Huge plant

Initiative: -1 **Perception:** +12

AC: 21 **Touch AC:** 7 **Speed:** 30ft

HP: 114 [130] **DR:** 10/slashing

Immunity: All mind-affecting, paralysis, poison, sleep, stun, polymorph

Weakness: Extra 50% damage from fire

Melee: 2 slams +17[+19]

(2d6+9[11]/19-20/x2)

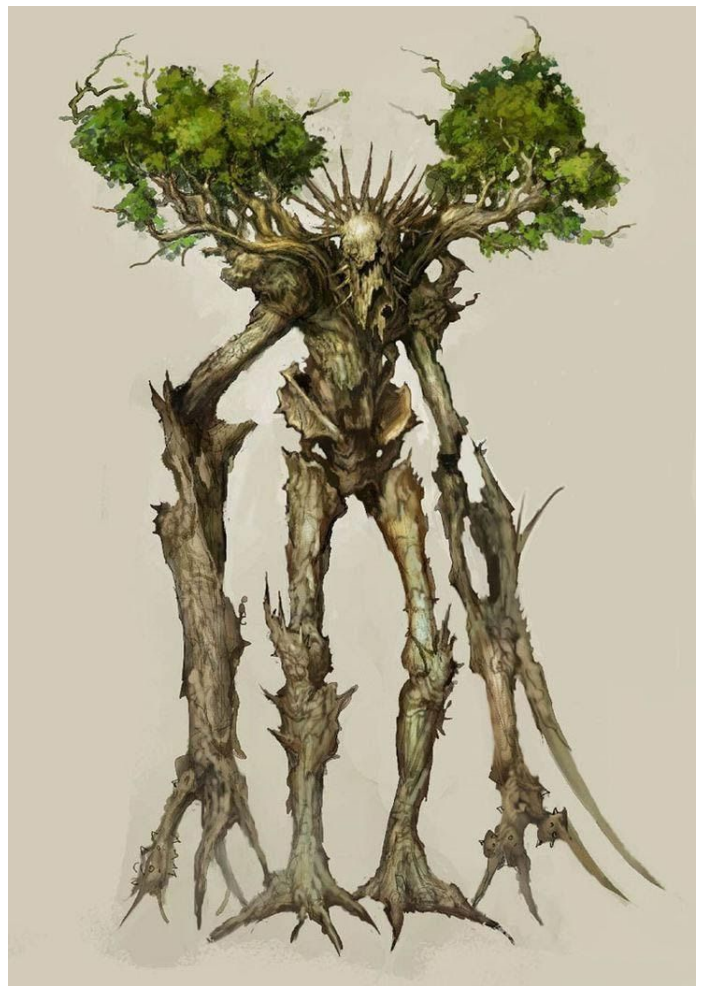
Ranged: Rock +7 (2d6+13/20/x2)

Reach: 15ft

Special: Trample (2d6+13[15], REF save DC = 25)

FORT: +13[15] **REF:** +3 **WILL:** +9

BAB: +9 **CMB:** +20[22] **CMD:** +29[31]



[#] = Data to use if you have the feat Augment Summoning

Frogemoth

CR 13

Neutral Huge Aberration

Initiative: +5

Perception: +16

All-around vision

AC: 28

Touch AC: 9

Speed/Swim: 20ft/30ft

HP: 184 [210]

Immunity: Electricity

DR 10 vs Fire

Weakness: Slowed by electricity

Melee: Bite +20[22] (2d6+10[12]/19-20/x2 plus grab)

4 tentacles +18[20] (1d8+5[7]/20/x2 plus grab)

Tongue +18[20] (1d4+5[7]/20/x2 plus grab)

Reach: 15ft (30ft with tongue)

Special: Constrict (tentacle, 1d6+10[12]), Swallow whole (3d6+10[12])

FORT: +12[14]

REF: +8

WILL: +11

BAB: +12

CMB +24[26] (+28[30] grapple)

CMD: 35[37]

Other: Cannot be flanked, when hit by electricity, Frogemoth is slowed for 1 round.



[#] = Data to use if you have the feat Augment Summoning

Druid Wild Shapes

Beast Shape 1* (Gain climb 30ft, fly 30ft, and/or swim 30ft)

Allows for transformation into a Small Animal or Medium Animal.

Beast Shape 2* (Gain climb 60ft, fly 60ft, and/or swim 60ft)

Allows for transformation into a Tiny Animal, Small Animal, Medium Animal, or Large Animal.

Beast Shape 3* (Gain burrow 30ft, climb 90ft, fly 90, and/or swim 90ft)

Allows for transformation into a Diminutive Animal, Tiny Animal, Small Animal, Medium Animal, Large Animal, or Huge Animal.

IF YOU HAVE AUGMENT SUMMONING

ADD +2 TO ALL ATTACKS & DAMAGE

ADD (2 x ANIMAL LEVEL) TO YOUR HP

ADD +2 TO YOUR FORT, CMB, CMD

****IMPORTANT** PLEASE LOOK AT THE FOLLOWING WEBSITE TO PICK WHICH ANIMAL YOU WANT TO BE BEFOREHAND AND PRINT IT OUT!!!**

<http://www.d20pfsrd.com/bestiary/monster-listings/animals>

Elementals ** All elementals are immune to bleed, paralysis, poison, sleep, stun, critical hits, sneak attacks, and flanking. **

Air Elemental

Small

Neutral Outsider

Elemental Traits

Initiative: +7 **Senses:** Darkvision 60ft

AC: 17 **Touch AC:** 14

Speed: fly 100ft (perfect)

Melee: Slam +6 (1d4+1), Flyby Attack

BAB: +2 **CMB:** +2 **CMD:** 15



Medium

Neutral Outsider

Elemental Traits

Initiative: +9 **Senses:** Darkvision 60ft

AC: 19 **Touch AC:** 16

Speed: fly 100ft (perfect)

Melee: Slam +9 (1d6+3), Flyby Attack

BAB: +4 **CMB:** +6 **CMD:** 22



Large

Neutral Outsider

Elemental Traits

Initiative: +11 **Senses:** Darkvision 60ft

AC: 21 **Touch AC:** 17 **DR:** 5/-

Speed: fly 100ft (perfect)

Melee: 2 slams +14 (1d8+4), Flyby Attack

Space: 10ft **Reach:** 10ft

BAB: +8 **CMB:** +13 **CMD:** 31



Huge

Neutral Outsider

Elemental Traits

Initiative: +13 **Senses:** Darkvision 60ft

AC: 22 **Touch AC:** 18 **DR:** 5/-

Speed: fly 100ft (perfect)

Melee: 2 slams +17 (2d6+6), Flyby Attack

Space: 15ft **Reach:** 15ft

BAB: +10 **CMB:** +18 **CMD:** 38



Elder

Neutral Outsider

Elemental Traits

Initiative: +15

Senses: Darkvision 60ft

AC: 28

Touch AC: 20

DR: 10/-

Speed: fly 100ft (perfect)

Melee: 2 slams +25 (2d8+9), Flyby Attack, Cleave

Space: 15ft **Reach:** 15ft

BAB: +16 **CMB:** +27 **CMD:** 49



Earth Elemental

Small

Neutral Outsider

Elemental Traits

Initiative: -1

Senses: Darkvision 60ft,
Tremorsense 60ft

AC: 17 **Touch AC:** 10

Speed: 20ft, burrow 20ft, earth glide

Melee: Slam +6 (1d6+4), Improved Bull Rush

BAB: +2 **CMB:** +4 **CMD:** 13



Medium

Neutral Outsider

Elemental Traits

Initiative: -1

Senses: Darkvision 60ft,
Tremorsense 60ft

AC: 18 **Touch AC:** 9

Speed: 20ft, burrow 20ft, earth glide

Melee: Slam +9 (1d8+7), Improved Bull Rush

BAB: +4 **CMB:** +9 **CMD:** 18



Large

Neutral Outsider

Elemental Traits

Initiative: -1

Senses: Darkvision 60ft,
Tremorsense 60ft

AC: 18 **Touch AC:** 8 **DR:** 5/-

Speed: 20ft, burrow 20ft, earth glide

Melee: 2 slam +14 (2d6+7), Greater Bull Rush

Space: 10ft **Reach:** 10ft

BAB: +8 **CMB:** +16 **CMD:** 25



Huge

Neutral Outsider

Elemental Traits

Initiative: -1 **Senses:** Darkvision 60ft,
Tremorsense 60ft

AC: 19 **Touch AC:** 7 **DR:** 5/-

Speed: 20ft, burrow 20ft, earth glide

Melee: 2 slam +17 (2d8+9), Cleave,
Greater Bull Rush, Awesome Blow

Space: 15ft **Reach:** 15ft

BAB: +10 **CMB:** +21 **CMD:** 30



Elder

Neutral Outsider

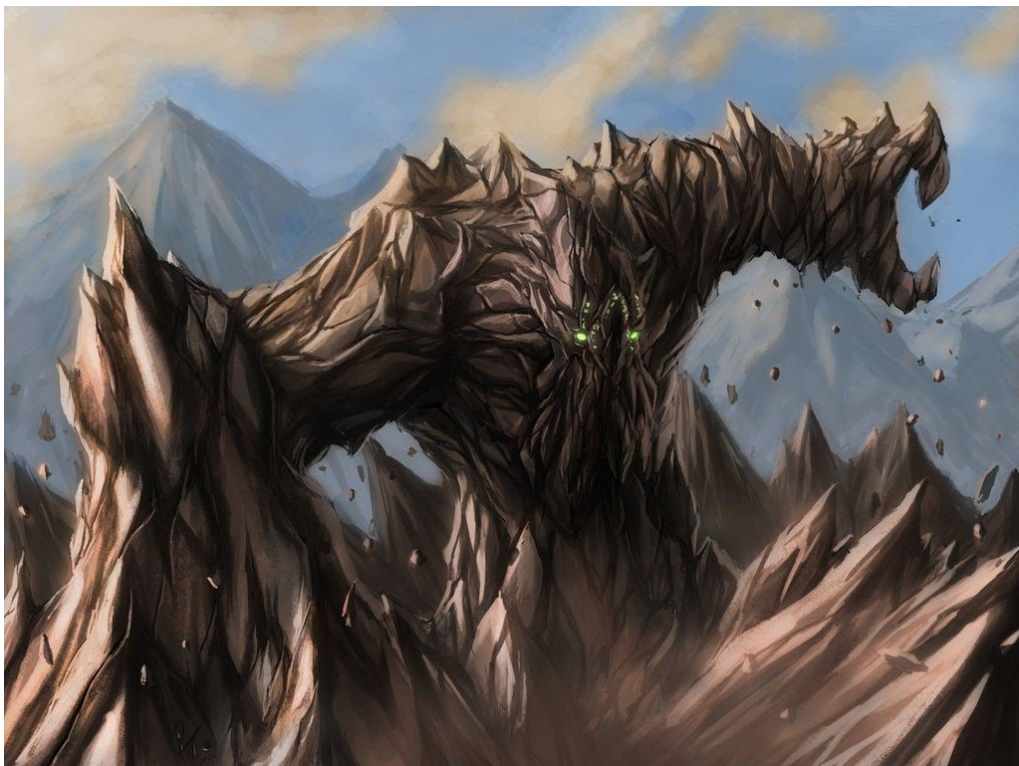
Elemental Traits

Initiative: -1 **Senses:** Darkvision 60ft, Tremorsense 60ft

AC: 28 **Touch AC:** 20 **DR:** 10/- **Speed:** 20ft, burrow 20ft

Melee: 2 slams +26 (2d10+12, 19-20/x2), Awesome Blow, Greater Overrun & Bull Rush

Space: 15ft **Reach:** 15ft **BAB:** +16 **CMB:** +30 **CMD:** 39



Fire Elementals

Small

Neutral Outsider Elemental Traits
Initiative: +5 **Senses:** Darkvision 60ft
AC: 16 **Touch AC:** 13 **Immune:** Fire
Speed: 50ft **Weakness:** Cold +50% dmg
Melee: slam +4 (1d4 + burn)
Special Attacks: Burn 1d4 fire dmg, DC 11
BAB: +2 **CMB:** +1 **CMD:** 13



Medium

Neutral Outsider Elemental Traits
Initiative: +7 **Senses:** Darkvision 60ft
AC: 17 **Touch AC:** 14 **Immune:** Fire
Speed: 50ft **Weakness:** Cold +50% dmg
Melee: slam +7 (1d6+1 + burn)
Special Attacks: Burn 1d6 fire dmg, DC 14
BAB: +4 **CMB:** +5 **CMD:** 19



Large

Neutral Outsider Elemental Traits
Initiative: +9 **Senses:** Darkvision 60ft
AC: 19 **Touch AC:** 15 **Immune:** Fire
Speed: 50ft **Weakness:** Cold +50% dmg
Melee: 2 Slams +12 (1d8+2 + burn)
Space: 10ft **Reach:** 10ft **DR:** 5/-
Special Attacks: Burn 1d8 fire dmg, DC 16
BAB: +8 **CMB:** +11 **CMD:** 27



Huge

Neutral Outsider

Elemental Traits

Initiative: +11

Senses: Darkvision 60ft

AC: 21 **Touch AC:** 16 **Immune:** Fire

Speed: 50ft **Weakness:** Cold +50% dmg

Melee: 2 Slams +15 (2d6+4 + burn)

Space: 15ft **Reach:** 15ft **DR:** 5/-

Special Attacks: Burn 2d6 fire dmg, DC 18

BAB: +10 **CMB:** +16 **CMD:** 34



Elder

Neutral Outsider

Elemental Traits

Initiative: +13

Senses: Darkvision 60ft

AC: 26 **Touch AC:** 18

Immune: Fire **Speed:** 60ft

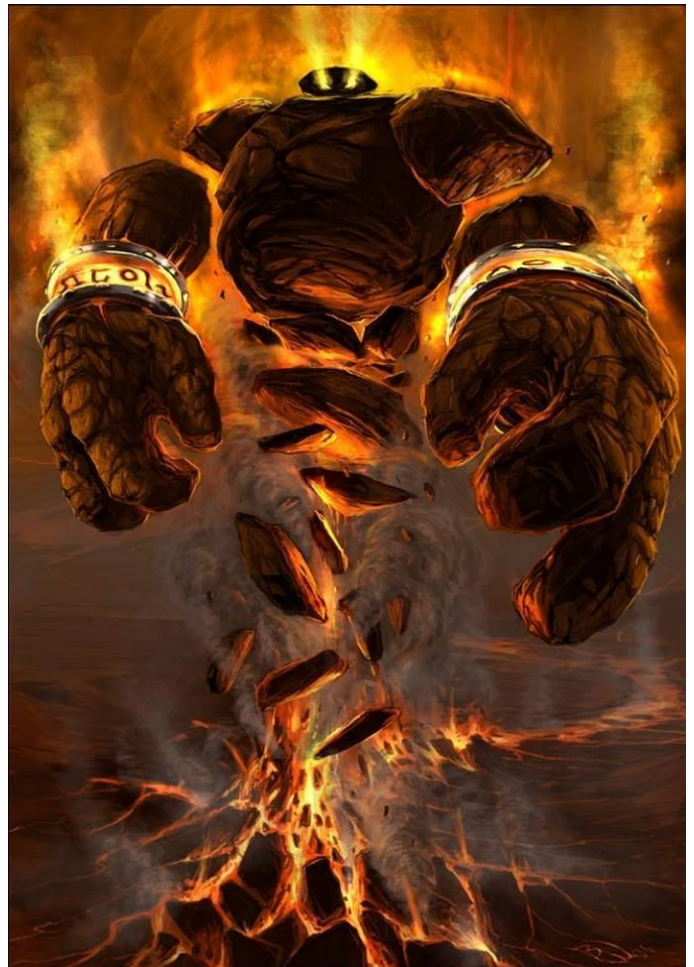
Weakness: Cold +50% dmg

Melee: 2 Slams +23 (2d8+8 + burn),
Spring Attack

Space: 15ft **Reach:** 15ft **DR:** 10/-

Special Attacks: Burn 2d10 fire dmg, DC 22, requires full round to put out flames

BAB: +16 **CMB:** +26 **CMD:** 46



Water Elementals

Small

Neutral Outsider

Elemental Traits

Initiative: +0

Senses: Darkvision 60ft

AC: 17

Touch AC: 11

Speed: 20ft, swim 90ft

Melee: slam +5 (1d6 + 3)

BAB: +2

CMB: +3

CMD: 13



Medium

Neutral Outsider

Elemental Traits

Initiative: +1

Senses: Darkvision 60ft

AC: 17

Touch AC: 11

Speed: 20ft, swim 90ft

Melee: slam +7 (1d8 +4)

BAB: +4

CMB: +7

CMD: 18



Large

Neutral Outsider

Elemental Traits

Initiative: +2

Senses: Darkvision 60ft

AC: 18

Touch AC: 12

Speed: 20ft, swim 90ft

Melee: 2 Slams +12 (1d8+5)

Space: 10ft

Reach: 10ft

DR: 5/-

BAB: +8

CMB: +14

CMD: 27



Huge

Neutral Outsider

Elemental Traits

Initiative: +4 **Senses:** Darkvision 60ft

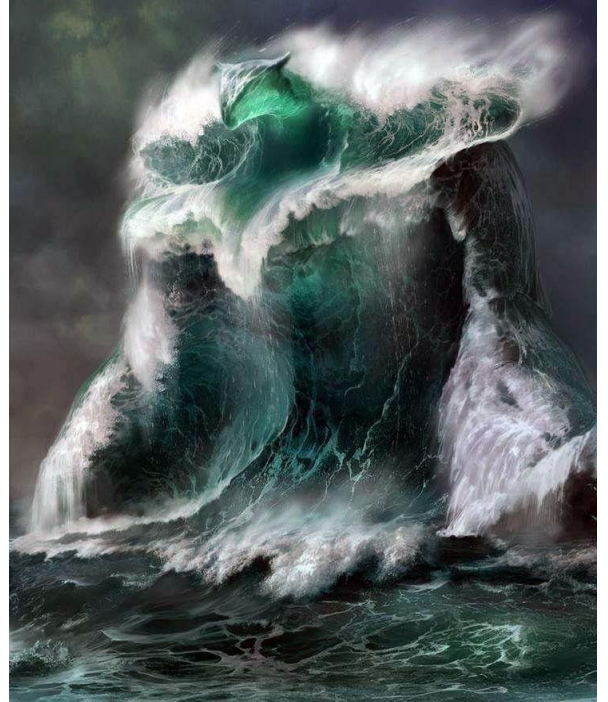
AC: 21 **Touch AC:** 13

Speed: 20ft, swim 90ft

Melee: 2 Slams +15 (2d6+7)

Space: 15ft **Reach:** 15ft **DR:** 5/-

BAB: +10 **CMB:** +19 **CMD:** 34



Elder

Neutral Outsider

Elemental Traits

Initiative: +6 **Senses:** Darkvision 60ft **AC:** 24 **Touch AC:** 15

DR: 10/- **Speed:** 20ft, swim 90ft

Melee: 2 slams +24 (2d10+10, 19-20/x2), Great Cleave, Improved Sunder & Bull Rush

Space: 15ft **Reach:** 15ft **BAB:** +16 **CMB:** +28 **CMD:** 45

