

Sabertooth Tiger form

Init +1; Senses scent; Perception +18

Defense

AC 28, touch 13, flat-footed 27 (+11 armor, +3 deflection, +1 Dex, +4 natural, -1 size)

hp 112 (12d8+48)

Fort +12, Ref +7, Will +13; +4 vs. fey and plant-targeted effects

Immune poison

Offense

Speed 40 ft. (30 ft. in armor)

Melee

bite +14 (2d6+15 plus grab), 2 claws +14 (2d4+15 plus grab)

Pounce (Ex) You can make a full attack as part of a charge.

Grab: Bite (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Grab: Claw (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Rake (2 claws +14, 2d4+15 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +14, 2d4+15 plus grab)

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Statistics

Str 24, Dex 12, Con 14, Int 10, Wis 17, Cha 7

Base Atk +9; CMB +14 (+18 grapple); CMD 31 (35 vs. trip)

Feats Augment Summoning, Heavy Armor Proficiency, Lunge, Natural Spell, Power Attack, Spell

Focus (conjuration), Toughness

Traits child of the temple, tireless

Skills Climb +6, Fly +2, Handle Animal +13, Heal +7, Knowledge (geography) +4, Knowledge

(nature) +17, Knowledge (nobility) +7, Perception +18, Ride +8, Spellcraft +4, Survival +10, Swim +6

Languages Common, Druidic

Earth Elemental Form

Male human druid 12

N Large humanoid (human)

Init +1; Senses Perception +18

Defense

AC 30, touch 13, flat-footed 29 (+11 armor, +3 deflection, +1 Dex, +6 natural, -1 size)

hp 136 (12d8+72)

Fort +14, Ref +7, Will +13; +4 vs. fey and plant-targeted effects

DR 5/—; Immune bleed, critical hits, poison, precision damage

Offense

Speed 20 ft. (15 ft. in armor); earth glide

Melee

+1 scythe +13/+8 (2d4+19/×4) or

2 slams +16 (2d6+17)

Space 10 ft.; Reach 10 ft.

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Immunity to Bleed You are immune to bleed.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Earth Glide Burrow through any earth or stone (except metal) as a fish through water.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Statistics

Str 28, Dex 12, Con 18, Int 10, Wis 17, Cha 7

Base Atk +9; CMB +16; CMD 33

Feats Augment Summoning, Heavy Armor Proficiency, Lunge, Natural Spell, Power Attack, Spell

Focus (conjuration), Toughness

Traits child of the temple, tireless

Skills Acrobatics -4 (-12 to jump), Climb +8, Fly +2, Handle Animal +13, Heal +7, Knowledge

(geography) +4, Knowledge (nature) +17, Knowledge (nobility) +7, Perception +18, Ride +8,

Spellcraft +4, Survival +10, Swim +8

Languages Common, Druidic

Treant Form

Male human druid 12

N Huge humanoid (human)

Init +1; Senses Perception +18

Defense

AC 29, touch 12, flat-footed 28 (+11 armor, +3 deflection, +1 Dex, +6 natural, -2 size)

hp 136 (12d8+72)

Fort +14, Ref +7, Will +13; +4 vs. fey and plant-targeted effects

DR 10/slashing; Immune poison

Weaknesses vulnerable to fire

Offense

Speed 30 ft. (20 ft. in armor)

Melee

2 slams +15 (2d6+17)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d6+15, DC 25), wild shape 6/day

Damage Reduction (10/slashing) You have Damage Reduction against all except Slashing attacks.

Immunity to Poison You are immune to poison.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Vulnerable to Fire You are vulnerable (+50% damage) to Fire damage.

Statistics

Str 28, Dex 12, Con 18, Int 10, Wis 17, Cha 7

Base Atk +9; CMB +17; CMD 34

Feats Augment Summoning, Heavy Armor Proficiency, Lunge, Natural Spell, Power Attack, Spell

Focus (conjuration), Toughness

Traits child of the temple, tireless

Skills Acrobatics -4 (-8 to jump), Climb +8, Fly +0, Handle Animal +13, Heal +7, Knowledge

(geography) +4, Knowledge (nature) +17, Knowledge (nobility) +7, Perception +18, Ride +8,

Spellcraft +4, Survival +10, Swim +8

Languages Common, Druidic