Horseman	of Earth			Dwa		Citizen of Elsirnor 6th , Dex 14, Con 16, Int 14		
Hit Points (hp)	153	Initiative Speed (Foot)		Grapple Spell Fail		Damage Reduction Spell Resistance Description Description		
Attacks Two-Handed		Weapon Greataxe+3	Attacks +20/+15/+10	Damage 1d12+6	Critical 20 (x3)			
Defense	AC 22	Touch / Flat-footed	Armor / Shield Mithral Shirt+3 / None	Saves	Fortitude +19	Reflex +13	Will +20	
Skills Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Surrival Swim Tumble	24+2 2 25 2 10 - 10 - 20 - 1+2 2 1 12 6 2 3 -4 13 2 - 22 2+2 4 - 4 10 18 12+2 2 -	+2 Save vs Poison +2 racial bonus on saves at +1 Attack vs Orc & Goblino +4 dodge bonus to AC agai Class Features: Druid Animal Companion (Ex) Cannot cast spells of oppos Spontaneous Casting Nature Sense (Ex): +2 on K Wild Empathy (ex): 1d20+1 Woodland Stride (Ex) Trackless Step (Ex) Trackless Step (Ex) Resist Nature's Lure (Ex): + Wild Shape (Su) (Large) (Ti Venom Immunity (Ex) A Thousand Faces (Su) Class Features: Citize Weapon Proficeincy Exmus: - Cast 1 chosen Orison spe Academia: - + Expert Level 1 Armitagia: Choose from one of these a - +1 Bonus Feat Conditional Skill Bonu +2 on Appraise Stone or M +2 on Disguise to act in cha +2 on Disguise to act in cha +2 on Disguise to act in cha	sist being bull rushed or tripp gainst spells and spell-like eff did not creatures of the giant type 14th	fects e I checks 14 hrs		No Picture Provided		
Use Magic Device Use Rope Knowledge - Local Knowledge - Nature Feats Diligent +2 Alertness +2 Armor Proficiency (medium) No Wpn Focus: Greataxe +1 Great Fortitude +2 Iron Will +2 Lightning Reflexes +2	2 5 25 25 25 25 25 25 25 25 25 25 25 25	k rolls with: Greataxe rude saves saves	•	Equipment Greataxe, , , , , , , , , , , , , , , , , , ,	r	Elf, Halfling		

SPELL PLANNER for Druid

Close: 60' Medium: 240' Long: 960' EFFECTIVE 14 = 14 | Base Adj.

Spells per Day:	6	6	6	5	5	3	3	2		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19	20	21		

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

LEGEND

Horseman of Earth

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 7:					,					
	7	True Seeing	D	VSM	1 action	Touch	Creature touched	14 min	Will neg [DC21]	Yes	See all things as they really are	p.296
	7	Summon Nature's Ally VII	С	VSDF	1 round	Close		14 rd (D)	None	No	Calls creature to fight for you	p.289
		LEVEL 6:										
	6	Stone Tell	D	VSDF	10 min	Personal	You	14 min			Talk to natural or worked stone	p.284
	6	Ironwood	Т	VSM	1 min/lb. created	0 ft.		14 days (D)	None		Wood becomes as strong as steel	p.246
	6	Move Earth	Т	VSM	see text	Long	Dirt 750'2, 10' deep (S)	Instant	None	No	Digs trenches and build hills	p.257
		LEVEL 5:										
	5	Commune with Nature	D	VS	10 min	Personal	You	Instant	Will neg [DC19]		Learn about terrain for 14 miles	p.211
	5	Stoneskin	Α	VSM	1 action	Touch	Creature touched	140 min/Dis	Will neg [DC19]		Stops blows, cuts, stabs, and slashes	p.285
	5	Transmute Rock to Mud	Т	VSM/DF	1 action	Medium	Up to 28x10 ^{'3} (S)	Perm.	see text	No	Transmutes unworked rock to mud	p.295
		LEVEL 4:										
00000	4	Spike Stones	Т	VSDF	1 action	Medium	14x20' ²	14 hr (D)	Ref part [DC18]		Creatures in area take 1d8 damage, may be slowed	p.283
00000	4	Command Plants	Т	V	1 action	Close	28 HD of plant creatures	14 days	Will neg [DC18]		Plants animate and vegetation entangles	p.211
00000	4	Rusting Grasp	Т	VSDF	1 action	Touch	Ferrous obj / creature	see text	None		Your touch corrodes iron and alloys	p.273
	4	Antiplant Shell	Α	VSDF	1 action	10 ft.	10'-radius emanation	140 min (D)	None		10ft. Emanation keeps animated plants at bay	p.200
	4	Freedom of Movement	Α	VSMDF	1 action	Touch	You or target creature	140 min	Will neg [DC18]	Yes	Subject moves normally despite impediments	p.233
		LEVEL 3:										
00000	3	Diminish Plants	Т	VSDF	1 action	see text	see text	Instant	None		Reduces size or blights growth of normal plants	p.221
00000	3	Stone Shape	Т	VSM/DF	1 action	Touch	Stone up to 24'3	Instant	None	No	Sculpts stone into any form	p.284
00000	3	Meld into Stone	Т	VSDF	1 action	Personal	You	140 min			You and your gear merge with stone	p.252
00000	3	Speak with Plants	D	VS	1 action	Personal	You	14 min			You can talk to normal plants and plant creatures	p.282
00000	3	Spike Growth	T	VSDF	1 action	Medium	14x20' ²	14 hr (D)	Ref part [DC17]	Yes	Creatures in area take 1d4 damage, may be slowed	p.283
		LEVEL 2:										
000000	2	Soften Earth and Stone	Т	VSDF	1 action	Close	14x10 ^{'2} ; see text.	Instant	None		Turns stone to clay or dirt to sand or mud	p.280
000000	2	Wood Shape	Т	VSDF	1 action	Touch	Piece of wood max 24 ¹³	Instant	Will neg [DC16]	Yes	Rearranges wooden objects to suit you	p.303
000000	2	Tree Shape	Т	VSDF	1 action	Personal	You	14 hr (D)			You look exactly like a tree	p.296
000000	2	Barkskin	Т	VSDF	1 action	Touch	Living creature touched	140 min	None		Grants +5 natural armor bonus	p.203
000000	2	Heat Metal	Т	VSDF	1 action	Close	Metal of 7 crts or 350 lb.	7 rd	Will neg [DC16]		Hot metal damages those who touch it	p.239
000000	2	Chill Metal	Т	VSDF	1 action	Close	Metal of 7 crts, or 350 lbs.	7 rd	Will neg (obj) [DC16]	Yes	Cold metal damages those who touch it	p.209
		LEVEL 1:										
000000	1	Endure Elements	Α	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC15]		Ignores adverse climactic conditions from -50 to 140 degrees	p.226
000000	1	Entangle	Т	VSDF	1 action	Long	Plants in 40' rad spread	14 min (D)	Ref part [DC15]		Plants entangle everyone in 40-ftradius spread	p.227
	1	Jump	T	VSM	1 action	Touch	Creature touched	14 min (D)	Will neg [DC15]		Subject gets enhancement bonus on Jump checks of +30	p.246
000000	1	Magic Stone	T	VSDF	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC15]		Three stones gain +1 attack, deal 1d6+1 dmg, 2d6+2 vs undead	p.251
	1	Pass without Trace	T	VSDF	1 action	Touch	14 creatures touched	14 hr (D)	Will neg [DC15]	Yes	Subjects leave no tracks	p.259
000000	1	Speak with Animals	D	VS	1 action	Personal	You	14 min			You can communicate with natural animals	p.281
1												