

SPELL PLANNER for
Druid

EFFECTIVE
LEVEL

14

Total

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		

LEGEND	Horseman of Earth
*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)issmissible, 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	

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

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	C	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	T	VSM	1 min/lb. created	0 ft.		14 days (D)	None	No	Wood becomes as strong as steel	p.246
	☐☐☐	6 Move Earth	T	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]	Yes	Learn about terrain for 14 miles	p.211
	☐☐☐	5 Stoneskin	A	VSM	1 action	Touch	Creature touched	140 min/Dis	Will neg [DC19]	Yes	Stops blows, cuts, stabs, and slashes	p.285
	☐☐☐	5 Transmute Rock to Mud	T	VSM/DF	1 action	Medium	Up to 28x10 ³ (S)	Perm.	see text	No	Transmutes unworked rock to mud	p.295
		LEVEL 4:										
	☐☐☐☐☐	4 Spike Stones	T	VSDF	1 action	Medium	14x20 ²	14 hr (D)	Ref part [DC18]	Yes	Creatures in area take 1d8 damage, may be slowed	p.283
	☐☐☐☐☐	4 Command Plants	T	V	1 action	Close	28 HD of plant creatures	14 days	Will neg [DC18]	Yes	Plants animate and vegetation entangles	p.211
	☐☐☐☐☐	4 Rusting Grasp	T	VSDF	1 action	Touch	Ferrous obj / creature	see text	None	No	Your touch corrodes iron and alloys	p.273
	☐☐☐☐☐	4 Antiplant Shell	A	VSDF	1 action	10 ft.	10'-radius emanation	140 min (D)	None	Yes	10ft. Emanation keeps animated plants at bay	p.200
	☐☐☐☐☐	4 Freedom of Movement	A	VSMDF	1 action	Touch	You or target creature	140 min	Will neg [DC18]	Yes	Subject moves normally despite impediments	p.233
		LEVEL 3:										
	☐☐☐☐☐	3 Diminish Plants	T	VSDF	1 action	see text	see text	Instant	None	No	Reduces size or blights growth of normal plants	p.221
	☐☐☐☐☐	3 Stone Shape	T	VSM/DF	1 action	Touch	Stone up to 24 ³	Instant	None	No	Sculpts stone into any form	p.284
	☐☐☐☐☐	3 Meld into Stone	T	VSDF	1 action	Personal	You	140 min			You and your gear merge with stone	p.252
	☐☐☐☐☐	3 Speak with Plants	D	VS	1 action	Personal	You	14 min			You can talk to normal plants and plant creatures	p.282
	☐☐☐☐☐	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:										
	☐☐☐☐☐☐	2 Soften Earth and Stone	T	VSDF	1 action	Close	14x10 ² ; see text.	Instant	None	No	Turns stone to clay or dirt to sand or mud	p.280
	☐☐☐☐☐☐	2 Wood Shape	T	VSDF	1 action	Touch	Piece of wood max 24 ³	Instant	Will neg [DC16]	Yes	Rearranges wooden objects to suit you	p.303
	☐☐☐☐☐☐	2 Tree Shape	T	VSDF	1 action	Personal	You	14 hr (D)			You look exactly like a tree	p.296
	☐☐☐☐☐☐	2 Barkskin	T	VSDF	1 action	Touch	Living creature touched	140 min	None	Yes	Grants +5 natural armor bonus	p.203
	☐☐☐☐☐☐	2 Heat Metal	T	VSDF	1 action	Close	Metal of 7 crts or 350 lb.	7 rd	Will neg [DC16]	Yes	Hot metal damages those who touch it	p.239
	☐☐☐☐☐☐	2 Chill Metal	T	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:										
	☐☐☐☐☐☐☐	1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC15]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	☐☐☐☐☐☐☐	1 Entangle	T	VSDF	1 action	Long	Plants in 40' rad spread	14 min (D)	Ref part [DC15]	No	Plants entangle everyone in 40-ft.-radius spread	p.227
	☐☐☐☐☐☐☐	1 Jump	T	VSM	1 action	Touch	Creature touched	14 min (D)	Will neg [DC15]	Yes	Subject gets enhancement bonus on Jump checks of +30	p.246
	☐☐☐☐☐☐☐	1 Magic Stone	T	VSDF	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC15]	Yes	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
	☐☐☐☐☐☐☐	1 Speak with Animals	D	VS	1 action	Personal	You	14 min			You can communicate with natural animals	p.281