

Ferocleus, Druid (Blight Druid) 13 – Spells

<p>Detect Magic Druid 0</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: 60 ft. Area: Cone-shaped emanation Duration: Concentration, up to 1 min./level (D) Save: None Resistance: No</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p>	<p>Read Magic Druid 0</p> <p>School: Divination Components: V, S, F (a clear crystal or mineral prism) Casting Time: 1 action Range: Personal Target: You Duration: 10 min./level</p> <p>You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).</p>
<p><i>1st Round:</i> Presence or absence of magical auras. <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura. <i>3rd Round:</i> The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).</p>	<p>Read magic can be made permanent with a permanency spell.</p>
<p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, <i>detect magic</i> indicates the stronger of the two.</p>	<p>Stabilize Druid 0</p> <p>School: Conjunction (Healing) Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.</p>
<p><i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p>Original Strength - Duration of Lingering Aura</p> <p>Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p>	<p>Jump Druid 1</p> <p>School: Transmutation Components: V, S, M (a grasshopper's hind leg) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 min./level (D) Save: Will negates (harmless) Resistance: Yes</p> <p>The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.</p>
<p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>	<p>Longstrider Druid 1</p> <p>School: Transmutation Components: V, S, M (a pinch of dirt) Casting Time: 1 action Range: Personal Target: You Duration: 1 hour/level (D)</p> <p>This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.</p>
<p>Light Druid 0</p> <p>School: Evocation / Wood Elemental [Light] Components: V, M/DF (a firefly) Casting Time: 1 action Range: Touch Target: Object touched Duration: 10 min./level Save: None Resistance: No</p> <p>This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>	

Ferocleus, Druid (Blight Druid) 13 – Spells

Magic Stone

Druid 1

School: Transmutation
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Up to three pebbles touched
Duration: 30 minutes or until discharged
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Obscuring Mist

Druid 1

School: Conjuration / Water Elemental (Creation)
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level (D)
Save: None
Resistance: No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Pass without Trace

Druid 1

School: Transmutation
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One creature/level touched
Duration: 1 hour/level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

Produce Flame

Druid 1

School: Evocation [Fire]
Components: V, S
Casting Time: 1 action
Range: 0 ft.
Effect: Flame in your palm
Duration: 1 min./level (D)
Save: None
Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Bull's Strength

Druid 2

School: Transmutation
Components: V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Flaming Sphere

Druid 2

School: Evocation / Fire Elemental [Fire]
Components: V, S, M/DF (tallow, brimstone, and powdered iron)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: 5-ft.-diameter sphere
Duration: 1 round/level
Save: DC 16 Reflex negates
Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

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Heat Metal Druid 2

School: Transmutation / Metal Elemental [Fire]
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle
Duration: 7 rounds
Save: DC 16 Will negates (object)
Resistance: Yes (object)

Heat metal causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table presented here.

Round - Metal Temperature - Damage

- 1 - Warm - None
- 2 - Hot - 1d4 points
- 3-5 - Searing - 2d4 points
- 6 - Hot - 1d4 points
- 7 - Warm - None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

Restoration, Lesser Druid 2

School: Conjuration (Healing)
Components: V, S
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will negates (harmless)
Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Soften Earth and Stone Druid 2

School: Transmutation [Earth]
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Area: 10-ft. square/level; see text
Duration: Instantaneous
Save: None
Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Chapter 13). A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Spider Climb Druid 2

School: Transmutation
Components: V, S, M (a live spider)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Contagion Druid 3

School: Necromancy [Evil]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Save: DC 17 Fortitude negates
Resistance: Yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

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Poison

Druid 3

School: Necromancy
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Save: DC 17 Fortitude negates; see text
Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Protection from Energy

Druid 3

School: Abjuration / All Elements
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Save: Fortitude negates (harmless)
Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Sleet Storm

Druid 3

School: Conjuration / Water Elemental (Creation) [Cold]
Components: V, S, M/DF (dust and water)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Area: Cylinder (40-ft. radius, 20 ft. high)
Duration: 1 round/level
Save: None
Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

Stone Shape

Druid 3

School: Transmutation / Earth Elemental [Earth]
Components: V, S, M/DF (soft clay)
Casting Time: 1 action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Save: None
Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Wind Wall

Druid 3

School: Evocation / Air Elemental / Wood Elemental [Air]
Components: V, S, M/DF (a tiny fan and an exotic feather)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: 1 round/level
Save: None; see text
Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

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Dispel Magic Druid 4

School: Abjuration
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One spellcaster, creature, or object
Duration: Instantaneous
Save: None
Resistance: No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Flame Strike Druid 4

School: Evocation [Fire]
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: Cylinder (10-ft. radius, 40-ft. high)
Duration: Instantaneous
Save: DC 18 Reflex half
Resistance: Yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Freedom of Movement Druid 4

School: Abjuration
Components: V, S, M, DF (a leather strip bound to the target)
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Ice Storm Druid 4

School: Evocation / Water Elemental [Cold]
Components: V, S, M/DF (dust and water)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: 1 round/level (D)
Save: None
Resistance: Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Rusting Grasp Druid 4

School: Transmutation / Metal Elemental
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature
Duration: See text
Save: None
Resistance: No

Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell. You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around. Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage + 1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

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Spike Stones

Druid 4

School: Transmutation [Earth]
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: One 20-ft. square/level
Duration: 1 hour/level (D)
Save: DC 18 Reflex partial
Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Magic traps such as spike stones are hard to detect. A rogue (only) can use the Perception skill to find spike stones. The DC is 25 + spell level, or DC 29 for spike stones. Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Baleful Polymorph

Druid 5

School: Transmutation (Polymorph)
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Save: DC 19 Fortitude negates, Will partial, see text
Resistance: Yes

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Cure Critical Wounds

Druid 5

School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Insect Plague

Druid 5

School: Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Long (400 + 40 ft./level)
Effect: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm
Duration: 1 min./level
Save: None
Resistance: No

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the Pathfinder RPG Bestiary). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Wall of Stone

Druid 5

School: Conjuration / Earth Elemental (Creation) [Earth]
Components: V, S, M/DF (a small block of granite)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Stone wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Save: DC 19 See text
Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Antilife Shell

Druid 6

School: Abjuration
Components: V, S, DF
Casting Time: 1 round
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 1 min./level (D)
Save: None
Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Ferocleus, Druid (Blight Druid) 13 – Spells

<p>Repel Wood Druid 6</p> <p>School: Transmutation Components: V, S Casting Time: 1 action Range: 60 ft. Area: 60-ft. line-shaped emanation from you Duration: 1 min./level (D) Save: None Resistance: No</p> <p>Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action. If a spear is planted (set) in a way that prevents this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects. The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.</p>	<p>Elemental Body IV Druid 7</p> <p>School: Transmutation / All Elements (Polymorph) Components: V, S, M (the element you plan to assume) Casting Time: 1 action Range: Personal Target: You Duration: 1 min./level (D) Save: None</p> <p>This spell functions as elemental body III, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/ - .</p> <p>Air elemental: As elemental body I except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).</p> <p>Earth elemental: As elemental body I except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.</p> <p>Fire elemental: As elemental body I except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.</p> <p>Water elemental: As elemental body I except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.</p>
<p>Stoneskin Druid 6</p> <p>School: Abjuration / Earth Elemental / Metal Elemental Components: V, S, M (granite and diamond dust worth 250 gp) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 10 min./level or until discharged Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.</p>	
<p>Creeping Doom Druid 7</p> <p>School: Conjuration (Summoning) Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: Four swarms of insects Duration: 1 round/level Save: DC 21 Fortitude partial, see text Resistance: No</p> <p>This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms (see the Pathfinder RPG Bestiary) with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once. You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).</p>	