

# Ranger Level 1

Ranger Level 1							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Alarm	Ab	VSF/DF	1 act	close	20-ft.-radius emanation centered on a point in space	2 hs./lvl(D)	none	no	Wards an area for 2 hours/level.
_____ □	Animal Messenger	En	VSM	1 min	close	one Tiny animal	1 day./lvl	none; see text	yes	Sends a Tiny animal to a specific place.
_____ □	Calm Animals	En	VS	1 act	close	animals within 30 ft. of each other	1 min./lvl	Will neg	yes	Calms 2d4 + level HD of animals.
_____ □	Charm Animal	En	VS	1 act	close	one animal	1 h./lvl	Will neg	yes	Makes one animal your friend.
_____ □	Delay Poison	Co	VSDF	1 act	touch	creature touched	1 h./lvl	Fort neg	yes	Stops poison from harming target for 1 hour/level.
_____ □	Detect Animals or Plants	Di	VS	1 act	long	cone-shaped emanation	conc, min./lvl(D) <sup>10</sup>	none	no	Detects kinds of animals or plants.
_____ □	Detect Poison	Di	VS	1 act	close	one creature, one object, or a 5-ft. cubeone creature, one object, or a 5-ft. cube	instantaneous	none	no	Detects poison in one creature or object.
_____ □	Detect Snares and Pits	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D) <sup>10</sup>	none	no	Reveals natural or primitive traps.
_____ □	Endure Elements	Ab	VS	1 act	touch	creature touched	24 hs	Will neg	yes	Exist comfortably in hot or cold regions.
_____ □	Entangle	Tr	VSDF	1 act	long	plants in a 40-ft.-radius spread	1 min./lvl(D)	Ref partial; see text	no	Plants entangle everyone in 40-ft. radius.
_____ □	Hide from Animals	Ab	SDF	1 act	touch	one creature touched/level	10 min./lvl(D)	Will neg	yes	Animals can't perceive one subject/level.
_____ □	Jump	Tr	VSM	1 act	touch	creature touched	1 min./lvl(D)	Will neg	yes	Subject gets bonus on Acrobatics checks.
_____ □	Longstrider	Tr	VSM	1 act	personal	you	1 h./lvl(D)			Your speed increases by 10 ft.
_____ □	Magic Fang	Tr	VSDF	1 act	touch	living creature touched	1 min./lvl	Will neg	yes	One natural weapon of subject creature gets +1 on attack and damage rolls.
_____ □	Pass without Trace	Tr	VSDF	1 act	touch	one creature/level touched	1 h./lvl(D)	Will neg	yes	One subject/level leaves no tracks.
_____ □	Read Magic	Di	VSF	1 act	personal	you	10 min./lvl			Read scrolls and spellbooks.
_____ □	Resist Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Fort neg	yes	Ignores 10 (or more) points of damage/attack from specified energy type.
_____ □	Speak with Animals	Di	VS	1 act	personal	you	1 min./lvl			You can communicate with animals.
_____ □	Summon Nature's Ally I	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.

## Ranger Level 2

							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Barkskin	Tr	VSDf	1 act	touch	living creature touched	10 min./1vl	none	yes	Grants +2 (or higher) enhancement to natural armor.
_____ □	Bear's Endurance	Tr	VSM/DF	1 act	touch	creature touched	1 min./1vl	Will neg	yes	Subject gains +4 to Con for 1 min./level.
_____ □	Cat's Grace	Tr	VSM	1 act	touch	creature touched	1 min./1vl	Will neg	yes	Subject gains +4 to Dex for 1 min./level.
_____ □	Cure Light Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 1d8 damage + 1/level (max +5).
_____ □	Hold Animal	En	VS	1 act	medium	one animal	1 rnd/1vl*(D)	Will neg; see text	yes	Paralyzes one animal for 1 round/level.
_____ □	Owl's Wisdom	Tr	VSM/DF	1 act	touch	creature touched	1 min./1vl	Will neg	yes	Subject gains +4 to Wis for 1 min./level.
_____ □	Protection from Energy	Ab	VSDf	1 act	touch	creature touched	10 min./1vl or until discharged	Fort neg	yes	Absorb 12 points/level of damage from one kind of energy.
_____ □	Snare	Tr	VSDf	3 rnds	touch	touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Until triggered or broken	none	no	Creates a magic booby trap.
_____ □	Speak with Plants	Di	VS	1 act	personal	you	1 min./1vl			You can talk to plants and plant creatures.
_____ □	Spike Growth	Tr	VSDf	1 act	medium	one 20-ft. square/level	1 h/1vl(D)	Ref partial	yes	Creatures in area take 1d4 damage, may be slowed.
_____ □	Summon Nature's Ally II	Co	VSDf	1 rnd	close	one summoned creature	1 rnd/1vl(D)	none	no	Summons creature to fight.
_____ □	Wind Wall	Ev	VSM/DF	1 act	medium	wall up to 10 ft./level long and 5 ft./level high (S)	1 rnd/1vl	none; see text	yes	Deflects arrows, smaller creatures, and gases.

## Ranger Level 3

							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Command Plants	Tr	V	1 act	close	up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart	1 day./lvl	Will neg	yes	Sways the actions of plant creatures.
_____ □	Cure Wounds <span style="float: right;">Moderate</span>	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 2d8 damage + 1/level (max +10).
_____ □	Darkvision	Tr	VSM	1 act	touch	creature touched	1 h./lvl	Will neg	yes	See 60 ft. in total darkness.
_____ □	Diminish Plants	Tr	VSDF	1 act	see text	see textsee text	instantaneous	none	no	Reduces size or blights the growth of normal plants.
_____ □	Magic Fang, Greater	Tr	VSDF	1 act	close	one living creature	1 h./lvl	Will neg	yes	One natural weapon gets + 1/four levels (max +5).
_____ □	Neutralize Poison	Co	VSM/DF	1 act	touch	creature or object of up to 1 cu. ft./level touched	instantaneous or 10 min./lvl; see text	Will neg	yes	Immunizes subject against poison, detoxifies venom in or on subject.
_____ □	Plant Growth	Tr	VSDF	1 act	see text	see textsee text	instantaneous	none	no	Grows vegetation, improves crops.
_____ □	Reduce Animal	Tr	VS	1 act	touch	one willing animal of Small, Medium, Large, or Huge size	1 h./lvl(D)	none	no	Shrinks one willing animal.
_____ □	Remove Disease	Co	VS	1 act	touch	creature touched	instantaneous	Fort neg	yes	Cures all diseases affecting subject.
_____ □	Repel Vermin	Ab	VSDF	1 act	10 ft.	10-ft.-radius emanation centered on you	10 min./lvl(D)	none or Will neg; see text	yes	Insects, spiders, and other vermin stay 10 ft. away.
_____ □	Summon Ally III <span style="float: right;">Nature's</span>	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Tree Shape	Tr	VSDF	1 act	personal	you	1 h./lvl(D)			You look exactly like a tree for 1 hour/level.
_____ □	Water Walk	Tr	VSDF	1 act	touch	one touched creature/level	10 min./lvl(D)	Will neg	yes	Subject treads on water as if solid.

## Ranger Level 4

							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ <input type="checkbox"/>	Animal Growth	Tr	VS	1 act	medium	one animal (Gargantuan or smaller)	1 min./lvl	Fort neg	yes	One animal doubles in size.
_____ <input type="checkbox"/>	Commune with Nature	Di	VS	10 mins	personal	you	instantaneous			Learn about terrain for 1 mile/level.
_____ <input type="checkbox"/>	Cure Serious Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 3d8 damage + 1/level (max +15).
_____ <input type="checkbox"/>	Freedom of Movement	Ab	VSM , DF	1 act	personal or touch	you or creature touched	10 min./lvl	Will neg	yes	Subject moves normally despite impediments to restrict movement.
_____ <input type="checkbox"/>	Nondetection	Ab	VSM*	1 act	touch	creature or object touched	1 h/lvl	Will neg	yes	Hides subject from divination, scrying.
_____ <input type="checkbox"/>	Summon Nature's Ally IV	Co	VSDF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons creature to fight.
_____ <input type="checkbox"/>	Tree Stride	Co	VSDF	1 act	personal	you	1 h/lvl or until expended; see text			Step from one tree to another far away.