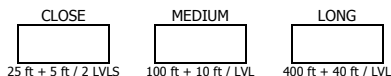


Ranger Spells

SPELLS PER DAY				
BONUS SPELLS				
LEVEL	1	2	3	4
SPELL SAVE DC				

RANGES



LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Alarm	Wards an area for 2 h/lvl	Abjur	V,S,DF	1 a	Close	25-ft-rad emanation	2 h/lvl (D)	-	-	172
<input type="checkbox"/> Animal Friendship	Permanent animal companions	Ench	V,S,M	1 a	Close	One animal	Instantaneous	Will negs	Yes	173
<input type="checkbox"/> Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
<input type="checkbox"/> Detect Animals or Plants	Detects special animals or plant	Div	V,S	1 a	Long	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> Detect Snares and Pits	Reveals natural or primitive traps	Div	V,S	1 a	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-	194
<input type="checkbox"/> Entangle	Plants entangle in 40-ft rad circle	Trans	V,S,DF	1 a	Long	40-ft radius spread	1 min/lvl	Ref	-	200
<input type="checkbox"/> Magic Fang	1 natural weapon gets +1 att/dmg	Trans	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	223
<input type="checkbox"/> Pass without Trace	1 subject/level leaves no tracks	Trans	V,S,DF	1 a	Touch	1 creat/lvl touched	10 min/lvl	Will negs	Yes	234
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
<input type="checkbox"/> Speak with Animals	Communicate with natural animals	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
<input type="checkbox"/> Summon Nature's Ally I	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	1 summoned creature	1 rnd/lvl (D)	-	-	260

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Messenger	Sens a tiny animal to specific place	Ench	V,S,M	1 a	Close	One Tiny animal	1 day/lvl	-	Yes	173
<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Detect Chaos / Evil / Good / Law	Reveals creatures, spells or objects	Div	V,S,DF	1 a	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> Hold Animal	Holds one animal helpless, 1 rnd/lvl	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	Creature touched	10 min/lvl	-	Yes	240
<input type="checkbox"/> Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,DF	1 a	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
<input type="checkbox"/> Snare	Creates magical booby trap	Trans	V,S,DF	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	253
<input type="checkbox"/> Speak with Plants	Talk to normal plants / plant creats	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
<input type="checkbox"/> Summon Nature's Ally II	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	2:1, 1:1d3	1 rnd/lvl (D)	-	-	260

LEVEL 3

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Control Plants	Talk and control plants and fungi	Trans	V,S,DF	1 a	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will negs	-	188
<input type="checkbox"/> Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	195
<input type="checkbox"/> Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	Trans	V,S,DF	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	210
<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Great / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
<input type="checkbox"/> Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
<input type="checkbox"/> Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/> Summon Nature's Ally III	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Tree Shape	You look exactly like tree, 1 h/lvl	Trans	V,S,DF	1 a	Personal	You	1 h/lvl (D)	-	-	267
<input type="checkbox"/> Water Walk	Subject treads on water as if solid	Trans	V,S,DF	1 a	Touch	Touched creat/lvl	10 min/lvl	Will negs	Yes	271

LEVEL 4

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Freedom of Movement	Subject move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	You or creat touched	10 min/lvl	-	-	207
<input type="checkbox"/> Nondetection	Hides subject from scrying & divin.	Abjur	V,S,M	1 a	Touch	Creature or object	1 h/lvl	Will negs	Yes	232
<input type="checkbox"/> Polymorph Self	You assume a new form	Trans	V	1 a	Personal	You	1 h/lvl (D)	-	-	237
<input type="checkbox"/> Summon Nature's Ally IV	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Tree Stride	Step from tree to another far away	Trans	V,S,DF	1 a	Personal	You	1 h/lvl / expanded	-	-	267
<input type="checkbox"/> Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273