

## Ranger Spells

Lvl	Spell Name	School	Description
1st	<a href="#">Abundant Ammunition</a>	conjuration	Replaces nonmagical ammunition every round.
1st	<a href="#">Air Bubble</a>	conjuration	Creates a small pocket of air around your head or an object.
1st	<a href="#">Alarm</a>	abjuration	Wards an area for 2 hours/level.
1st	<a href="#">Animal Messenger</a>	enchantment	Sends a Tiny animal to a specific place.
1st	<a href="#">Animal Purpose Training</a>	enchantment	Animal gains a new general purpose.
1st	<a href="#">Ant Haul</a>	transmutation	Triples carrying capacity of a creature.
1st	<a href="#">Anticipate Peril</a>	divination	Target gains a bonus on one initiative check.
1st	<a href="#">Aspect of the Falcon</a>	transmutation	Gives bonuses on <a href="#">Perception</a> checks and ranged attacks.
1st	<a href="#">Blend</a>	illusion	You change the coloration of yourself and your equipment to match that of your surroundings.
1st	<a href="#">Bowstaff</a>	transmutation	A shortbow may double as a club, or a longbow as a quarterstaff.
1st	<a href="#">Call Animal</a>	enchantment	Makes an animal come to you.
1st	<a href="#">Calm Animals</a>	enchantment	Calms 2d4 + level HD of animals.
1st	<a href="#">Charm Animal</a>	enchantment	Makes one animal your friend.
1st	<a href="#">Cloak of Shade</a>	abjuration	Reduces effects of intense sun exposure and environmental heat.
1st	<a href="#">Commune with Birds</a>	divination	You can understand the responses given by birds.
1st	<a href="#">Compel Hostility</a>	enchantment	Compels opponents to attack you instead of your allies.
1st	<a href="#">Dancing Lantern</a>	transmutation	Animates a lantern that follows you.
1st	<a href="#">Deadeye's Lore</a>	divination	Gain a +4 bonus on <a href="#">Survival</a> and move full speed while tracking.
1st	<a href="#">Delay Poison</a>	conjuration	Stops poison from harming subject for 1 hour/level.
1st	<a href="#">Detect Aberration</a>	divination	Reveals presence of aberrations.
1st	<a href="#">Detect Animals or Plants</a>	divination	Detects kinds of animals or plants.
1st	<a href="#">Detect Poison</a>	divination	Detects poison in a creature or object.
1st	<a href="#">Detect Radiation</a>	divination	Detect radiation in the surrounding area.
1st	<a href="#">Detect Snares and Pits</a>	divination	Reveals natural or primitive traps.
1st	<a href="#">Diagnose Disease</a>	divination	Detect and identify diseases.
1st	<a href="#">Endure Elements</a>	abjuration	Exist comfortably in hot or cold regions.
1st	<a href="#">Entangle</a>	transmutation	Plants entangle everyone in 40-ft. radius.
1st	<a href="#">Feather Step</a>	transmutation	Subject ignores adverse movement effects in difficult terrain.
1st	<a href="#">Glide</a>	transmutation	You take no falling damage, move 60 ft./round while falling.
1st	<a href="#">Gravity Bow</a>	transmutation	Arrows do damage as though one size category bigger.
1st	<a href="#">Heightened Awareness</a>	divination	Your recall and ability to process information improve.
1st	<a href="#">Hide from Animals</a>	abjuration	Animals can't perceive one subject/level.
1st	<a href="#">Horn of Pursuit</a>	evocation	Create three notes heard miles away.
1st	<a href="#">Hunter's Howl</a>	necromancy	Treat enemies as favored for 1 round/level.
1st	<a href="#">Invisibility Alarm</a>	abjuration	As <i>alarm</i> , but reacting only to invisible creatures.
1st	<a href="#">Ironbeard</a>	transmutation	Causes a brushy beard of stiff iron to erupt from the face of a willing target.
1st	<a href="#">Jump</a>	transmutation	Subject gets bonus on <a href="#">Acrobatics</a> checks.
1st	<a href="#">Keen Senses</a>	transmutation	Subject gains +2 <a href="#">Perception</a> , low-light vision.

1st	<a href="#">Know the Enemy</a>	divination	Gain +10 on a monster <a href="#">Knowledge</a> check.
1st	<a href="#">Lead Blades</a>	transmutation	Melee weapons damage as if one size bigger.
1st	<a href="#">Liberating Command</a>	transmutation	Target makes an <a href="#">Escape Artist</a> check as an immediate action and gains a bonus on it.
1st	<a href="#">Linebreaker</a>	transmutation	You gain a +20 foot bonus to your base speed when charging and a +2 bonus on combat maneuver checks made to bull rush or overrun.
1st	<a href="#">Longshot</a>	transmutation	Grants a +10-foot bonus to the range increment for any ranged weapon fired.
1st	<a href="#">Longstrider</a>	transmutation	Your base speed increases by 10 ft.
1st	<a href="#">Magic Fang</a>	transmutation	One natural weapon of subject creature gets +1 on attack and damage rolls.
1st	<a href="#">Marid's Mastery</a>	transmutation	Target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water.
1st	<a href="#">Negate Aroma</a>	transmutation	Subject cannot be tracked by scent.
1st	<a href="#">Pass without Trace</a>	transmutation	One subject/level leaves no tracks.
1st	<a href="#">Read Magic</a>	divination	Read scrolls and spellbooks.
1st	<a href="#">Refine Improvised Weapon</a>	transmutation	Transform improvised weapon into a masterwork simple or martial weapon.
1st	<a href="#">Residual Tracking</a>	divination	Tell creature's appearance by footprint.
1st	<a href="#">Resist Energy</a>	abjuration	Ignores first 10 (or more) points of damage per attack from specified energy type.
1st	<a href="#">Returning Weapon</a>	conjuration	Grants a weapon the <i>returning</i> special weapon quality.
1st	<a href="#">Savage Maw</a>	transmutation	Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs.
1st	<a href="#">Speak with Animals</a>	divination	You can communicate with animals.
1st	<a href="#">Strong Wings</a>	transmutation	The target's wings grow more powerful, increases fly speed by +10 feet and its maneuverability to improve by one category.
1st	<a href="#">Summon Minor Ally</a>	conjuration	Summon 1d3 Tiny animals.
1st	<a href="#">Summon Nature's Ally I</a>	conjuration	Summons creature to fight for you.
1st	<a href="#">Sun Metal</a>	transmutation	Weapon touched bursts into flames.
1st	<a href="#">Thorn Javelin</a>	conjuration	Wield a javelin that sickens opponents when it strikes.
1st	<a href="#">Thunderstomp</a>	evocation	Trip one creature within range.
1st	<a href="#">Tireless Pursuit</a>	transmutation	Ignore fatigue while hustling.
1st	<a href="#">Urban Grace</a>	transmutation	You become one with the city around you, allowing you to move more easily through its crowds and buildings.
1st	<a href="#">Wartrain Mount</a>	enchantment	Animal gains the combat training general purpose.
1st	<a href="#">Whispering Lore</a>	divination	You are able to gain knowledge from the land itself.
1st	<a href="#">Winter Feathers</a>	abjuration	Target's feathers thicken and fluff up to ward against winter's chill.

<sup>A</sup>: Augmentable spell.

<sup>M, DF/F</sup>: A spell with a material or focus component, respectively, that is not normally included in a spell component pouch.