

# Ranger Spell List

A ranger's casting level is one half class level (round down).

## First Level Spells Slots

- Alarm [A]
- Animal Messenger [E]
- Calm Animals [E]
- Charm Animal [E]
- Delay Poison [C]
- Detect Animals or Plants [D]
- Detect Poison [D]
- Detect Snares and Pits [D]
- Endure Elements [A]
- Entangle [T]
- Hide from Animals [A]
- Jump [T]
- Longstrider [T]
- Magic Fang [T]
- Pass without Trace [T]
- Read Magic [D]
- Resist Energy [A]
- Spark\* [V]
- Speak with Animals [D]
- Summon Nature's Ally I [C]
- Umbrella\* [A]
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\*Listed among new zero-level spells

## Additional Spells & Feats:

## Second Level Spells Slots

- Barkskin [T]
- Bear's Endurance [T]
- Cat's Grace [T]
- Cure Light Wounds [C]
- Hold Animal [E]
- Owl's Wisdom [T]
- Protection from Energy [A]
- Snare [T]
- Speak with Plants [D]
- Spike Growth [T]
- Summon Nature's Ally II [C]
- Wind Wall [V]
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**Calculating the DC**

10 + spell level + wisdom modifier.  
 Spell Focus in the school grants +1.  
 Greater Spell Focus grants +2.

**Spell Focus Feats**

Abjuration     Enchantment  
 Conjunction     Evocation  
 Transmutation

**Overcoming Spell Resistance**

Roll a caster level check (d20 + caster level)  
 Spell Penetration feat grants +2.  
 Greater Spell Penetration grants +4.

## Third Level Spells Slots

- Command Plants [T]
- Cure Moderate Wounds [C]
- Darkvision [T]
- Diminish Plants [T]
- Magic Fang, Greater [T]
- Neutralize Poison [C]
- Plant Growth [T]
- Reduce Animal [T]
- Remove Disease [C]
- Repel Vermin [A]
- Summon Nature's Ally III [C]
- Tree Shape [T]
- Water Walk [T]
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**Schools of Magic**

[A] Abjuration  
 [C] Conjunction  
 [D] Divination  
 [E] Enchantment  
 [T] Transmutation  
 [V] Evocation

**Metamagic Feats (Level Cost)**

Empower Spell (2)  
 Enlarge Spell (1)  
 Extend Spell (1)  
 Heighten Spell (var.)  
 Reach Spell (2)  
 Silent Spell (1)  
 Still Spell (1)  
 Widen Spell (3)

**Other Magical Feats**

Augment Summoning  
 Combat Casting  
 Eschew Materials  
 Improved Counterspell

## Fourth Level Spells Slots

- Animal Growth [T]
- Commune with Nature [D]
- Cure Serious Wounds [C]
- Freedom of Movement [A]
- Nondetection [A]
- Summon Nature's Ally IV [C]
- Tree Stride [C]
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Spells per Day		Bonus Spells			
Ranger Level	Spell Level	Bonus spells per day granted for high wisdom			
	1 2 3 4	Caster's Wisdom		Spell Level	
		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
1-3	- - - -				
4	0 - - -				
5	0 - - -				
6	1 - - -	10-11	- - - -		
7	1 - - -	12-13	1 - - -		
8	1 0 - -	14-15	1 1 - -		
9	1 0 - -	16-17	1 1 1 -		
10	1 1 - -	18-19	1 1 1 1		
11	1 1 0 -	20-21	2 1 1 1		
12	1 1 1 -	22-23	2 2 1 1		
13	1 1 1 -	24-25	2 2 2 1		
14	2 1 1 0	26-27	2 2 2 2		
15	2 1 1 1	28-29	3 2 2 2		
16	2 2 1 1	etc.			
17	2 2 2 1	An entry of zero in the spells per day table signifies that rangers may cast spells of this level only if they are awarded a bonus spell for high wisdom.			
18	3 2 2 1				
19	3 3 3 2				
20	3 3 3 3				

Totals do not include bonus spells for high wisdom.