

Brand Highoak, Ranger 10 – Spells

Abundant Ammunition	Alarm
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School conjuration (summoning)
Casting Time 1 action
Components V, S, M/DF (a single piece of ammunition)
Target one container touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

Appears in : Ultimate Combat

Acid Maw	Ranger 1
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School transmutation [acid]
Casting Time 1 action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target your animal companion
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes

Your animal companion's bite attack deals an additional 1d4 points of acid damage, and the acid deals another 1d4 points of acid damage to the target on the next round. The acid continues to deal damage for 1 additional round per 4 caster levels (to a maximum of 6 total rounds at caster level 20th). This ongoing acid damage doesn't stack from multiple attacks, but the duration resets if a newer bite would cause the ongoing damage to last longer than the duration remaining from a previous one. The acid does not harm the animal companion.

Appears in : Advanced Class Origins

Air Bubble	Ranger 1
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School conjuration / air elemental (creation)
Casting Time 1 action
Components S, M/DF (a small bladder filled with air)
Range touch
Target one creature or one object no larger than a Large twohanded weapon
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Appears in : Ultimate Combat

School abjuration
Casting Time 1 action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range close (25 + 5 ft./2 levels)
Area 20-ft.-radius emanation centered on a point in space
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

Alleviate Addiction	Ranger 1
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School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject ignores the effects of addictions. The subject can naturally recover from damage dealt by the drug if she is under the effects of this spell for the entire duration of her rest.

Appears in : Black Markets

Brand Highoak, Ranger 10 – Spells

Animal Messenger

Ranger 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 minute
Components V, S, M (a morsel of food the animal likes)
Range close (25 + 5 ft./2 levels)
Target one Tiny animal
Duration 1 day/level
Saving Throw none; see text; **Spell Resistance** yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Animal Purpose Training

Ranger 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 minute
Components V, S, M (a swatch of black cloth)
Range close (25 + 5 ft./2 levels)
Target one indifferent or friendly animal
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes

You instill the target animal with a general purpose (see the Handle Animal skill), which can be any purpose except combat training - fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks.

Appears in : Advanced Class Guide

Ant Haul

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M/DF (a small pulley)
Range touch
Target creature touched
Duration 2 hours/level
Saving Throw DC 12 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Appears in : Advanced Player's Guide

Anticipate Peril

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level or until activated
Saving Throw DC 12 Will negates; **Spell Resistance** yes

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Appears in : Ultimate Magic

Aspect of the Falcon

Ranger 1

School transmutation (polymorph)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.

Appears in : Advanced Player's Guide

Aspect of the Nightingale

Ranger 1

School transmutation (polymorph)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

Appears in : Inner Sea Gods, Jade Regent

Brand Highoak, Ranger 10 – Spells

Batrachian Surge

Ranger 1

Racial Spell for Grippli
School transmutation
Casting Time 1 swift action
Components V, S
Range personal
Target you
Duration 1 round + 1 round/3 levels (D)
Saving Throw none; **Spell Resistance** yes (harmless)

You tap into your latent amphibian strengths, unlocking a short-lived physical talent. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *batrachian surge*, choose one of the following features to gain its associated benefits. You can have only one *batrachian surge* spell active on you at a time.

Gills: Your throat expands, and gill slits appear along your neck. You can breathe underwater.

Leaping: Your legs elongate and become especially muscular. You are always treated as having a running start when attempting Acrobatics checks to jump, and you gain a competence bonus on Acrobatics checks to jump equal to your caster level.

Swimming: You grow a large tadpole tail, and your other limbs shrink slightly. You gain a swim speed equal to your base land speed.

Tongue: Your tongue extends to the length of your body. Increase your reach by 5 feet when delivering touch spells. This increased reach doesn't stack with any other spells or abilities that affect your reach.

Appears in : Blood of the Beast

Bleeding Strike

Ranger 1

School necromancy
Casting Time 1 action
Components V, S
Range touch
Effect one slashing melee weapon touched
Duration 1 round/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a slashing melee weapon with the ability to create a bleeding wound. As a free action when the weapon hits a living creature, the wielder can discharge this spell to add 1 point of bleed damage to the weapon's base damage. This bleeding is difficult to stop; add your spellcasting ability modifier (Wisdom for clerics, and so on) to the DC to stop the bleeding.

Appears in : Wrath of the Righteous

Blend

Ranger 1

Racial Spell for Elf
School illusion (glamer)
Casting Time 1 action
Components S
Range personal
Target you
Effect +4 to stealth as long as you move half speed or less.
Duration 10 minutes/level

You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as *invisibility*).

Appears in : Advanced Race Guide

Bowstaff

Ranger 1

School transmutation
Casting Time 1 swift action
Components V
Range personal
Target one weapon (bow)
Duration 1 round/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

Appears in : Ultimate Combat

Call Animal

Ranger 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range see description
Effect one animal whose CR is equal or less than your caster level
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** none

This spell calls the nearest wild animal of a particular type you designate (provided the animal's CR is equal to or less than your caster level) to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge (nature) skill check (DC 15) to know what animals can be found in an area.

When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so.

Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked.

Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals.

Appears in : Advanced Player's Guide

Brand Highoak, Ranger 10 – Spells

Call Weapon

Ranger 1

School transmutation

Casting Time 1 swift action

Components V, S

Range 30 feet

Target one melee weapon wielded by an ally

Duration instantaneous

This spell first rose to prominence among the elves of Kyonin in the war to retake their ancestral land from the demon lord Treerazer and his minions. Elite units of elven magi entered battle with this spell prepared to shield fallen comrades or stand firm against fell foes. As the elven presence returned to the world, this spell spread throughout the Inner Sea and beyond.

When you cast this spell, you cause a weapon wielded by an ally within 30 feet to telekinetically fly across the space between you and into your open hand. This extra energy persists in the weapon for the rest of the round, granting you a +2 circumstance bonus on attack rolls and weapon damage rolls made during the same round you cast this spell.

If the ally targeted for this spell is unwilling to give up her weapon, the spell fails. An unconscious or dying ally is considered a "willing" target so long as the weapon to be called is still in contact with the ally's body.

Appears in : Inner Sea Magic

Calm Animals

Ranger 1

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target animals within 30 ft. of each other

Duration 1 min./level

Saving Throw DC 12 Will negates; **Spell Resistance** yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Carrion Compass

Ranger 1

School divination

Casting Time 1 action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one undead creature

Duration 10 minutes/level

Saving Throw DC 12 Will negates; **Spell Resistance** no

You animate one of the target's fetid organs so that it leads you to the undead creature's most recent controller or the cause of the creature's undeath. The organ (typically the heart, the brain, or an eyeball) floats in front of you at chest level and slowly leads you to the undead creature's most recent controller at a rate of 30 feet per round, always staying within your range of vision. If the creature from which the organ originated had no controller, but rather was created deliberately by another creature, the organ instead leads you to that creator. If the undead was animated by an effect or event at a particular location, the organ leads you to that location. If the creature was animated by none of the methods above, if it was selfcreated, or if the creature's most recent controller no longer exists, the spell fails. Once the organ is within 10 feet of its intended destination, the spell ends, and the organ falls to the ground.

The organ cannot engage in combat or execute any other task aside from leading you to its intended target. It may pass through small slits and crevices, though it will not leave your range of vision. The organ cannot travel more than 5 miles from the spot where you cast the spell. If the undead creature to which the organ belonged is destroyed, the spell ends and the organ falls to the ground.

Appears in : Undead Slayer's Handbook

Chameleon Scales

Ranger 1

School transmutation

Casting Time 1 action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level (D)

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

Appears in : Kobolds of Golarion

Brand Highoak, Ranger 10 – Spells

Charm Animal	Ranger 1	Commune with Birds	Ranger 1
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School enchantment (charm) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one animal
Duration 1 hour/level
Saving Throw DC 12 Will negates; **Spell Resistance** yes

This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Person

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Cheetah's Sprint	Ranger 1
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School transmutation
Casting Time 1 swift action
Components V
Range personal
Target you
Duration 1 round

A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.

Appears in : Heroes of the Wild

Cloak of Shade	Ranger 1
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School abjuration
Casting Time 1 action
Components V, S, M (a leaf from a shade tree)
Range touch
Target one creature per level
Duration 1 hour/level (D)
Saving Throw DC 12 Will negates (harmless); **Spell Resistance** yes (harmless)

This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature (see page 444 of the Core Rulebook for heat dangers). The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun.

Appears in : Advanced Player's Guide

Racial Spell for Tengu
School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 minutes; see text

You utter a question in the form of a low-pitched bird call that can be heard up to a mile away, and can understand the responses given by birds in the area. Over the next 10 minutes, the birds reply as if you had asked them the question using *speak with animals*, giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability.

If there are no birds in range, the spell has no effect and you do not get a response. Any creature using *speak with animals* (or a similar ability) who hears this bird call can understand your question, though it may not be able to reply in a way you can hear.

Appears in : Advanced Race Guide

Compel Hostility	Ranger 1
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School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a drop of your blood)
Range personal
Target you
Duration 1 round/level
Saving Throw see text; **Spell Resistance** see text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

Appears in : Ultimate Combat

Dancing Lantern	Ranger 1
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School transmutation / fire elemental [fire, light]
Casting Time 1 action
Components V, S, F (a lantern)
Range touch
Effect animates one lantern
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell.

Appears in : Advanced Player's Guide

Brand Highoak, Ranger 10 – Spells

Deadeye's Arrow Ranger 1

School evocation [electricity]
Casting Time 1 action
Components V, S, M (one arrow)
Range medium (100 ft. + 10 ft./level) or see text
Effect arrow of electricity
Duration instantaneous or 1 round (see text)
Saving Throw none; **Spell Resistance** yes

You create an arrow made of crackling electricity, which you may use for one of two effects.

Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals electricity damage equal to 1d6 +1 point per level (maximum +5).

Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface (such as the roof of a cave) it explodes in a peal of thunder and a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but do not harm nearby creatures.

Appears in : Gods & Magic, Inner Sea Gods

Deadeye's Lore Ranger 1

School divination
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

Appears in : Faiths of Purity, Ultimate Combat

Defoliate Ranger 1

School necromancy
Casting Time 1 action
Components V, S, M (a locust)
Range close (25 ft. + 5 ft./2 levels)
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread. This effect removes the cover and concealment provided by trees and undergrowth, eliminates the movement penalties associated with undergrowth, and so forth.

You may also target a single plant creature with this spell. You must succeed on a ranged touch attack to hit your target. An affected plant creature takes 2d8 points of damage.

Appears in : Sargava, the Lost Colony

Delay Poison (x2) Ranger 1

School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Aberration Ranger 1

School divination
Casting Time 1 action
Components V, S
Range long (400 + 40 ft./level)
Area cone-shaped emanation
Duration concentration, up to 10 minutes/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *detect animals or plants*, except it detects creatures of the aberration type.

Detect Animals or Plants

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant 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.

Appears in : Advanced Player's Guide

Brand Highoak, Ranger 10 – Spells

Detect Animals or Plants

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range long (400 + 40 ft./level)
Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant 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.

Detect Poison

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Detect Radiation

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range 120 ft.
Area spherical emanation, centered on you
Duration 10 minute/level
Saving Throw none; **Spell Resistance** no

You detect radiation in the surrounding area. You see radioactive auras as a glowing green shimmer in the air that emanates from radioactive objects; the brighter and more intense the green, the more powerful the radioactivity. This glow does not provide illumination or allow you to see in darkness, apart from being able to see the glow itself. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it - although radiation can seep into such barriers, causing them to become radioactive (and thus visible to the spell) in time.

Appears in : Technology Guide

Detect Snares and Pits

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards - quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine 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.

Brand Highoak, Ranger 10 – Spells

Detect the Faithful

Ranger 1

School divination
Casting Time 1 action
Components V, S, DF
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

1st Round: Presence or absence of the faithful.

2nd Round: Number of individual faithful in the area.

3rd Round: The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round, you can rotate to detect worshipers in a new area. The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. Furthermore, since the spell picks up a creature's current beliefs and feelings, a creature actively pretending to be a member of the same faith also appears to the spell to be a member. Thus, the spell is still useful in locating potential hidden members of the same faith among the general populace, but on its own, it doesn't weed out spies.

Appears in : Taldor, Echoes of Glory, Ultimate Intrigue

Diagnose Disease

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target or Area one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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.

Appears in : Ultimate Magic

Dream Feast

Ranger 1

School conjuration (creation)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The next time the target sleeps (within 8 hours), she dreams of a rich feast with her favorite food and drink. When she awakens, she is sated as if she ate and drank a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spellcasting for the purpose of determining available spell slots (you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning).

Appears in : Inner Sea Gods, Rise of the Runelords Anniversary Edition

Endure Elements

Ranger 1

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Entangle

Ranger 1

School transmutation / wood elemental
Casting Time 1 action
Components V, S, DF
Range long (400 + 40 ft./level)
Area plants in a 40-ft.-radius spread
Duration 1 min./level (D)
Saving Throw DC 12 Reflex partial; see text; **Spell Resistance** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Brand Highoak, Ranger 10 – Spells

Feather Step

Ranger 1

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 10 minutes/level
Saving Throw DC 12 Fortitude negates (harmless); **Spell Resistance** yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Appears in : Advanced Player's Guide

Glide

Ranger 1

School transmutation / air elemental
Casting Time 1 action
Components V, S, M/DF (a leaf)
Range personal
Target you
Duration until landing or 1 minute/level (D)

You take no damage from falls (as if from *feather fall*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Feather Fall

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Appears in : Advanced Player's Guide

Gravity Bow

Ranger 1

School transmutation / metal elemental / void elemental
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Appears in : Advanced Player's Guide

Hanspur's Flotsam Vessel

Ranger 1

School divination
Casting Time 1 minute
Components V, S, M (driftwood branch or river rat's tail)
Range close (25 ft. + 5 ft./2 levels)
Effect raft large enough for caster and one passenger/2 levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell assembles a sturdy raft and oars from driftwood, reeds, and other river detritus. The smallest raft created by the spell is roughly 5 feet square, increasing by an additional 5 feet square for every 2 caster levels you possess. Each 5-foot section of the raft can carry two Medium passengers or 300 pounds of cargo. The vessel functions as a normal raft, except it is not slowed or damaged by nonmagical river hazards such as rapids or shallows, and it is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

Appears in : People of the River

Heightened Awareness

Ranger 1

School divination
Casting Time 1 action
Components V, M/DF (a coffee bean)
Range personal
Target you
Duration 10 minutes/level (D)

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

Appears in : Advanced Class Guide

Brand Highoak, Ranger 10 – Spells

Hide from Animals

Ranger 1

School abjuration
Casting Time 1 action
Components S, DF
Range touch
Target one creature touched/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide Weapon

Ranger 1

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level (D)

Upon casting this spell, a light or one-handed melee weapon in your hand melds with your flesh, accompanied by a disgusting sucking sound. The weapon disappears completely inside your arm, and thereafter for the duration of the spell, you can extend and retract the weapon as a move action.

While extended, the weapon remains partially melded with your hand and arm, providing a +5 bonus to your CMD against disarm combat maneuvers. While the weapon is retracted, its shape adjusts to fit inside your arm, and you retain the use of your hand. Spotting the weapon on casual inspection is impossible, but anyone frisking you can attempt a DC 25 Perception check to notice a light weapon or a DC 20 Perception check to notice a one-handed weapon hidden inside your arm. If the weapon grants a bonus on Sleight of Hand checks to hide it (as does a dagger), the bonus is added to the DC to find the item. Anyone who sees you casting this spell doesn't need to succeed at a Perception check to know you have the hidden weapon.

If you cast this spell a second time, you can hide another weapon inside your other arm. You can extend and retract both weapons as part of the same action.

Appears in : Dirty Tactics Toolbox

Hollow Blades

Ranger 1

School transmutation
Casting Time 1 round
Components V, S
Range medium (100 + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw DC 12 Fortitude negates; **Spell Resistance** yes

All melee and natural attacks from the target deal damage as if the target were one size category smaller than it actually is. While the target is under the effects of this spell, weapons dropped by the target function normally for other creatures, while any melee weapons picked up by the target deal damage as if one size smaller. Ranged attacks and weapons are unaffected by this spell.

Appears in : Giant Hunter's Handbook

Horn of Pursuit

Ranger 1

School evocation [sonic]
Casting Time 1 action
Components S
Range personal
Effect 3 peals of a horn
Duration 1 round
Saving Throw none; **Spell Resistance** no

You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

Appears in : Ultimate Magic

Hunter's Howl

Ranger 1

School necromancy [fear, mind-affecting]
Casting Time 1 action
Components V, S
Range 20 ft.
Area 20-ft.-radius burst
Duration 1 round/level
Saving Throw DC 12 Will negates; **Spell Resistance** none

With a single primal howl, you strike fear in your opponents. Until the end of the spell's duration, you treat those affected by it as if they were your favored enemy, gaining a +2 bonus on weapon attack and damage rolls against them, and a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. If an affected creature is already one of your favored enemies, it is shaken instead. This is a mind-affecting fear effect.

Appears in : Advanced Player's Guide

Inner Focus

Ranger 1

School illusion (glamer)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 10 minutes/level
Saving Throw none (harmless); **Spell Resistance** no

For the duration of this spell, you may ignore any divine focus components of your spells, allowing you to cast such spells without holding or revealing your holy or unholy symbol.

Appears in : People of the Sands

Brand Highoak, Ranger 10 – Spells

Invisibility Alarm Ranger 1

School abjuration
Casting Time 1 action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range close (25 + 5 ft./2 levels)
Area 20-ft.-radius emanation centered on a point in space
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

This spell functions as *alarm*, except it is triggered only by invisible creatures entering or leaving the warded area. The spell has a different mental alarm depending on whether the invisible creature is entering or leaving the area. This spell does not aid you in sensing or pinpointing the location of an invisible creature within the spell's area.

Invisibility alarm can be made permanent with a *permanency* spell by a caster of 9th level or higher at a cost of 2,500 gp.

Alarm

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a *permanency* spell.

Appears in : Advanced Class Guide

Ironbeard Ranger 1

Racial Spell for Dwarf
School transmutation
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Effect +1 to target's AC
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell causes a brushy beard of stiff iron to erupt from the face of a willing target. The *ironbeard* grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The *ironbeard* may also be used as a weapon equivalent to cold iron armor spikes. The *ironbeard* makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance.

Appears in : Advanced Race Guide

Jump Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M (a grasshopper's hind leg)
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

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.

Keen Senses Ranger 1

School transmutation / void elemental
Casting Time 1 action
Components V, M/DF (a hawk's feather)
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw DC 12 Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

Appears in : Advanced Player's Guide

Keep Watch Ranger 1

School enchantment
Casting Time 1 action
Components V, S
Range touch
Target one creature touched/2 levels
Duration 8 hours or less; see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as *sleep* or *deep slumber*. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

Appears in : Knights of the Inner Sea

Know the Enemy Ranger 1

School divination
Casting Time 1 minute
Components V, S, DF
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Appears in : Ultimate Magic

Brand Highoak, Ranger 10 – Spells

Lead Blades

Ranger 1

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target touch
Duration 1 minute/level (D)

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

Appears in : Advanced Player's Guide

Liberating Command

Ranger 1

School transmutation / wood elemental
Casting Time Immediate
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

Appears in : Andoran, Spirit of Liberty, Ultimate Combat

Linebreaker

Ranger 1

Racial Spell for Half-Orc
School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level

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.

Appears in : Advanced Race Guide

Longshot

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M/DF (a piece of fletching)
Range personal
Target you
Duration 1 minute/level

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Appears in : Ultimate Combat

Longstrider

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M (a pinch of dirt)
Range personal
Target you
Duration 1 hour/level (D)

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.

Lose the Trail

Ranger 1

School illusion (glamer)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target or targets of this spell can obscure their tracks when fleeing from a pursuer. This increases the DC of any Survival checks made to track the spell's targets by 2 per level of the caster.

Appears in : Faiths of Corruption, Inner Sea Gods

Magic Fang

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Magic fang can be made permanent with a permanency spell.

Make Lost

Ranger 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 round
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw DC 12 Will negates; **Spell Resistance** yes

You strip the targets of their senses of direction and recent memories of travel. They immediately forget the route they took in the last hour (but not details of encounters along the way) and become lost (*Pathfinder RPG Core Rulebook* 424).

Appears in : Inner Sea Monster Codex

Brand Highoak, Ranger 10 – Spells

Marid's Mastery Ranger 1

Racial Spell for Undine
School transmutation / water elemental [water]
Casting Time 1 action
Components V, S
Range touch
Target willing reature touched
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls.

Appears in : Advanced Race Guide

Nature's Paths Ranger 1

School divination
Casting Time 1 action
Components V, S, M/DF (a smooth stone)
Range touch
Target one creature
Duration 8 hours (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target instinctively knows the shortest, easiest, and fastest way through the wilderness. For the purpose of determining overland speed, the target treats any trackless terrain as though there were a trail or road, and any terrain with a road or trail as though there were a highway. Up to one creature per caster level traveling with the target can also benefit from the effect. The spell functions only outdoors and does not function in magically altered terrain.

Appears in : Heroes of the Wild, Villain Codex

Negate Aroma Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M/DF (a pinch of alum)
Range close (25 + 5 ft./2 levels)
Target one creature or object/level touched
Duration 1 hour/level (D)
Saving Throw DC 12 Fortitude negates; **Spell Resistance** yes

With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities (such as those possessed by troglodytes).

Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away.

Appears in : Advanced Player's Guide

Pass without Trace Ranger 1

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target one creature/level touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell 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.

Protection from Spores Ranger 1

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** no

With a touch, you bolster a creature's body to protect it from the harmful effects of spores and similar afflictions. While under the effect of this spell, a creature is immune to the effects of brown mold, green slime, russet mold, yellow mold, and any similar hazard, provided the hazard is CR 6 or lower. Similarly, the creature is immune to poison, disease, and infestation attacks from all fungal creatures of CR 6 or lower, including effects such as basidiron spores, violet fungus rot, and the like. The target is immune to fungus-based toxins, such as striped toadstool. Against similar hazards or monsters of CR 7 or higher, the target gains a bonus on all saving throws against the effect equal to half your caster level. *Protection from spores* offers no protection against fungal infestations created by the seeded, by the spell *what grows within*, or by Xhamen-Dor.

Appears in : Strange Aeons

Read Magic Ranger 1

School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

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).

Read magic can be made permanent with a permanency spell.

Brand Highoak, Ranger 10 – Spells

Read Weather Ranger 1

School divination
Casting Time 1 minute
Components V, S, F (a set of marked sticks or bones worth at least 25 gp)
Range personal
Target you
Duration instantaneous

This spell allows you to forecast the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

Appears in : Faiths of Balance, Inner Sea Gods

Refine Improvised Weapon Ranger 1

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target one improvised weapon
Duration 1 hour/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast.

Appears in : Advanced Class Guide

Residual Tracking Ranger 1

School divination
Casting Time 1 minute
Components V, S, M (a bit of plaster)
Range touch
Target footprint touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

By touching a footprint, you receive a clear mental image of the person or creature that made it. The image has the exact same appearance as the creature that made the footprint at the moment it made the imprint, including any telling features or expressions, any gear or equipment, or anything else the creature was carrying at the time. For example, the footprint of a horse would reveal both the horse and any creature riding it when it made the footprint.

Appears in : Advanced Player's Guide

Resist Energy Ranger 1

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

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

Returning Weapon Ranger 1

School conjuration (teleportation)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one weapon that can be thrown
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the *returning* weapon special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning* weapon special ability.

Appears in : Ultimate Combat

Rite of Bodily Purity Ranger 1

School abjuration [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 100 gp)
Range personal
Target you
Duration 24 hours or until discharged

You energize your body's immune system, improving your ability to resist toxins and ailments. You gain a +2 resistance bonus on saving throws to resist diseases, drugs, and poisons. Additionally, at any time during the spell's duration, whenever you fail a saving throw to resist a disease, drug, or poison, you can expend the spell's remaining duration as an immediate action in order to reroll that saving throw. You must take the second result, even if it's worse. The +2 resistance bonus granted by the spell applies to the reroll, but after you make this reroll, the spell ends.

Appears in : Divine Anthology

Brand Highoak, Ranger 10 – Spells

Rogue's Stab

Ranger 1

School transmutation (shadow)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1+ Rounds Level-based
Saving Throw none; **Spell Resistance** yes

The target gains the ability to make sneak attacks as a rogue against opponents denied its Dexterity bonus to Armor Class or flanked. The target deals +1d6 damage when making such an attack. If the target can already make sneak attacks, that sneak attack damage increases by 1d6.

Appears in : Midgard Player's Guide, Zobeck Gazetteer

Savage Maw

Ranger 1

Racial Spell for Half-Orc
School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D), special (see below)

Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus -5, and adds half your Strength modifier to its damage.

You can end this spell before its normal duration by making a bestial roar as a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar.

Appears in : Advanced Race Guide

Shield Companion

Ranger 1

School abjuration
Casting Time 1 action
Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range close (25 + 5 ft./2 levels)
Target your animal companion, familiar, or fiendish servant
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *shield other* but affects only the caster's animal companion or familiar. Spellcasters from classes that do not normally gain an animal companion, familiar, or fiendish servant but who gain one through an alternate class feature, archetype, or prestige class can prepare and cast this spell as a 1st-level spell if they are capable of casting spells.

Shield Other

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Appears in : Animal Archive

Speak Local Language

Ranger 1

School divination / wood elemental
Casting Time 1 action
Components V, M/DF (a worn-out coin)
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

Tongues

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Appears in : Heroes of the Streets

Brand Highoak, Ranger 10 – Spells

Speak with Animals

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Starsight

Ranger 1

School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 minutes/level

You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

Appears in : People of the Stars

Stone Throwing

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M (powdered stone)
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject gains the rock throwing and rock catching abilities (*Pathfinder RPG Bestiary* 303). It can use these abilities with any solid, mostly inflexible object with a hardness of at least 5.

The subject can hurl rocks up to two categories smaller than its own size. The range increment for this attack is 20 feet, and rocks can be hurled a maximum of 5 range increments. Damage is based on the size of the subject-1d8 points of damage for a Large creature, 1d6 for a Medium creature, or 1d4 for a Small creature - plus 1-1/2 times the thrower's Strength bonus.

For every size category smaller than Large the subject is, it receives a cumulative -5 penalty on Reflex saves to catch rocks (or similar projectiles) thrown at it.

Appears in : Giant Hunter's Handbook

Strong Wings

Ranger 1

Racial Spell for Strix
School transmutation
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's wings grow more powerful, causing its fly speed to increase by +10 feet and its maneuverability to improve by one category (to a maximum of good). This increase counts as an enhancement bonus. This spell has no effect on wingless creatures or winged creatures that cannot fly.

Appears in : Advanced Race Guide

Summon Minor Ally

Ranger 1

School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect 1d3 summoned creatures
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature.

Summon Nature's Ally I

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Appears in : Ultimate Magic

Brand Highoak, Ranger 10 – Spells

Summon Nature's Ally I

Ranger 1

School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Sun Metal

Ranger 1

School transmutation [fire]
Casting Time 1 action
Components V, S
Range touch
Target one melee weapon
Duration 1 round/level (see text)
Saving Throw DC 12 Fortitude negates (object); **Spell Resistance** yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon.

When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the *flaming* or *flaming burst* weapon special ability or any other effect that grants the weapon extra fire damage.

It does not function on weapons with the *frost* or *icy burst* weapon special ability or any other effect that grants a weapon extra cold damage.

Appears in : Faiths of Purity, Ultimate Combat

Thorn Javelin

Ranger 1

School conjuration (creation) [poison]
Casting Time 1 action
Components V, S
Range 0 ft.
Effect javelin-like thorn
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

A wooden thorn the size of a javelin (appropriate for your size) appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute.

If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves.

Appears in : Advanced Class Guide

Thunderstomp

Ranger 1

School evocation / earth elemental [earth]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier (Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers). This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor.

Appears in : Advanced Class Guide

Tireless Pursuit

Ranger 1

School transmutation
Casting Time 1 action
Components V, S, M (a hard biscuit)
Range personal
Target you
Duration 1 hour/level (D)

You harden your body against the stresses of long travel. You halve the damage caused by hustling and forced marching (see Pathfinder RPG Core Rulebook 171). In addition, for the duration of the spell you ignore any fatigue caused by such travel. Once the spell ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.

Appears in : Advanced Player's Guide

Brand Highoak, Ranger 10 – Spells

<p>Tracking Mark Ranger 1</p> <p>School evocation Casting Time 1 action Components S, DF Range long (400 ft. + 40 ft./level) Target one creature Duration 10 minutes/level (D) Saving Throw DC 12 Will negates; Spell Resistance yes</p> <p>You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise.</p> <p>Appears in : Inner Sea Gods, Kingmaker</p>	<p>Wartrain Mount Ranger 1</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 minute Components V, S, M (a swatch of black cloth) Range close (25 + 5 ft./2 levels) Target one indifferent or friendly animal Duration 1 hour/level Saving Throw none; Spell Resistance yes</p> <p>You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.</p> <p>Appears in : Ultimate Magic</p>
<p>Unbreakable Heart Ranger 1</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S Range close (25 ft. + 5 ft./2 levels) Duration 1 round/level Saving Throw Will Negates (harmless); Spell Resistance yes (harmless)</p> <p>The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as <i>crushing despair</i>, <i>rage</i>, or fear effects) or that would force him to harm an ally (such as <i>confusion</i>). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as <i>good hope</i> or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell's effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll. <i>Calm emotions</i> counters and dispels <i>unbreakable heart</i>.</p> <p>Appears in : Gods & Magic, Inner Sea World Guide</p>	<p>Whispering Lore Ranger 1</p> <p>Racial Spell for Elf School divination Casting Time 1 round Components V, S, M/DF (an owl's beak) Range personal Target you Effect +4 bonus on a Knowledge check appropriate to your location Duration 10 minutes/level (D)</p> <p>Upon casting this spell, you are able to gain knowledge from the land itself. As you walk through the terrain, it whisper information in a language you understand, though the whispering is so rambling it is hard to distinguish useful information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge (nature) checks. If you are within an underground environment, you gain the bonus on Knowledge (dungeoneering) checks. If you are within an urban environment, you gain the bonus on Knowledge (local) checks. If you are on a plane other than the Material Plane, you gain the bonus on Knowledge (planes) checks. If you enter a new terrain, you lose the previous terrain's skill bonus and gain the new bonus.</p> <p>Appears in : Advanced Race Guide</p>
<p>Urban Grace Ranger 1</p> <p>Racial Spell for Half-Elf School transmutation Casting Time 1 action Components V, S Range personal Target you Duration 1 minute/level</p> <p>You become one with the city around you, allowing you to move more easily through its crowds and buildings. For the duration of this spell, your base land speed increases by 10 feet. In addition, it does not cost you 2 squares of movement to enter a square with crowds, though the crowd still provides cover to you. This ability does not allow you to enter the space of enemy creatures without making the appropriate Acrobatics check. In addition, you receive a +4 circumstance bonus on Acrobatics checks made to move across uneven urban surfaces, such as roofs and broken pavement, and on Climb checks made to scale walls and other artificial surfaces. Whenever you make an Acrobatics check to make a long jump between two buildings or artificial structures, you are always treated as if you had a running start, regardless of the actual distance traveled.</p> <p>Appears in : Advanced Race Guide</p>	<p>Winter Feathers Ranger 1</p> <p>Racial Spell for Tengu School abjuration Casting Time 1 action Components V, S Range touch Target feathered creature touched. Duration 24 hours Saving Throw Will negates(harmless); Spell Resistance yes (harmless)</p> <p>The target's feathers thicken and fluff up to ward against winter's chill. The target suffers no harm from being in a cold environment, and can exist comfortably in conditions as low as -50 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. This spell doesn't provide any protection from cold damage, nor does it protect against other environmental hazards associated with cold weather (such as slipping on ice, blindness from snow, and so on).</p> <p>When you cast this spell, you may have the target's feathers turn white for the duration, granting it a +4 circumstance bonus on Stealth checks to hide in ice and snow.</p> <p>Appears in : Advanced Race Guide</p>

Brand Highoak, Ranger 10 – Spells

Accelerate Poison

Ranger 2

School transmutation / water elemental

Casting Time 1 action

Components V, S, M (a thorn)

Range touch

Target creature touched

Duration instantaneous

Saving Throw DC 13 Fortitude negates; **Spell Resistance** yes

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Appears in : Advanced Player's Guide

Acute Senses

Ranger 2

School transmutation

Casting Time 1 action

Components V, S, M (a glass lens)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw DC 13 Will negates (harmless); **Spell Resistance** yes

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

Appears in : Ultimate Magic

Air Step

Ranger 2

School transmutation [air]

Casting Time 1 action

Components V, S, M (a goose feather)

Range personal

Target you

Duration 1 minute/level

This spell functions as *air walk*, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight (such as a pressure plate), and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum of 5 feet) and you take a -4 penalty on Acrobatics, Climb, and Ride checks.

If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed.

If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.

Air Walk

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Appears in : Advanced Class Guide

Brand Highoak, Ranger 10 – Spells

Allfood	Ranger 2
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School transmutation
Casting Time 1 action
Components V, S, M (a pinch of salt and pepper)
Range touch
Target object touched, weighing up to 5 lbs./level
Duration instantaneous
Saving Throw DC 13 Will negates (object); **Spell Resistance** yes (object)

You can transform one object, weighing up to 5 lbs. per caster level, into an edible substance that any living creature can chew, swallow, and safely digest. This allfood always has a bland taste and slightly gooey consistency when chewed regardless of its original nature. One pound of allfood provides enough sustenance to support a Medium creature for an entire day.

Objects of similar nature in close proximity, such as a pile of rocks, count as a single object for the purpose of this spell. You cannot use this spell to transform objects with magical or other exceptional qualities. An object's hardness is considered to be 0 for the purposes of eating it, but it retains its normal hardness for all other situations, and becomes no more vulnerable to sunder attacks, break attempts, or any other action typically directed against objects. Objects such as hot coals or a burning torch continue to produce energy even after you transform them into allfood and if a creature attempts to eat such an object, it takes damage accordingly.

Appears in : Advanced Player's Guide

Alter Summoned Monster	Ranger 2
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School conjuration (summoning)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./ 2 levels)
Target one summoned creature
Duration instantaneous
Saving Throw DC 13 Will negates; **Spell Resistance** yes

You swap a creature summoned by a conjuration (summoning) spell for a creature you could summon with a *summon monster* or *summon nature's ally* spell. The new creature must be an option from a spell of the same level or lower as the spell that summoned the target. The new creature cannot be summoned into an environment that cannot support it. The target can attempt a Will saving throw to negate this effect, but if the target is under your control, it receives no saving throw. *Alter summoned monster* does not alter the duration of the spell that summoned the target, nor does it affect any additional creatures summoned by the same spell as the target. The new creature has the same conditions and amount of damage as the target creature, and remains affected by all curses, diseases, poisons, and penalties that affected the target, but no other spells or effects carry over. *Alter summoned monster* is a spell of the same alignment type or types as the creature for which you exchange the target. An eidolon can't be targeted by this spell.

Appears in : Monster Summoner's Handbook

Animal Aspect	Ranger 2
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School transmutation (polymorph)
Casting Time 1 action
Components V, S, M/DF (a part of the animal)
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes (harmless)

You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *animal aspect*, choose one of the following animals to gain the associated benefits. You can only have one *animal aspect* or *greater animal aspect* spell active on you at a time.

Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start.

Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.

Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat.

Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath.

Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks.

Raptor: Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed.

Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

Appears in : Ultimate Combat

Brand Highoak, Ranger 10 – Spells

Ant Haul, Communal

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (a small pulley)
Range touch
Target creatures touched
Duration 2 hours/level split among the recipients
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *ant haul* (see page 202 of the *Pathfinder RPG Advanced Player's Guide*), except you may divide the duration in 2-hour intervals among the creatures touched.

Ant Haul

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Appears in : Ultimate Combat

Ape Walk

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (an ape or monkey paw)
Range touch
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb as well as an ape or monkey, gaining a climb speed of 30 feet and a +8 racial bonus on Climb skill checks. The affected creature must have her hands free to climb in this manner. In addition, as long as she has 10 feet of space in which to make a running start, the subject can make a long jump of up to 10 feet without making an Acrobatics check (an Acrobatics check is still required to jump longer distances).

Appears in : Sargava, the Lost Colony

Arrow Eruption

Ranger 2

School conjuration (creation)
Casting Time 1 action
Components V, S, M (arrow or crossbow bolt)
Range long (400 + 40 ft./level)
Area 30-ft.-radius burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You create exact duplicates of the arrow or crossbow bolt you used to kill a creature in the previous round and launch one at enemy creatures within a 30-foot radius of the corpse. You can target one creature per caster level (maximum 15) within range of the burst and must make a single attack roll and apply it to each arrow. These duplicate arrows possess all the intrinsic magical properties of the arrow that killed the original creature as well as those passed on to it by your bow. They also enjoy the full benefit of any bonuses or modifiers you applied to the attack from other magical items, feats, and class or racial features. However, this spell cannot reproduce any spells or other limited-use magical effects that you used to enhance that particular attack. This includes such effects as the *true strike* spell, as well as any area spell you might have placed on the arrow by means of the arcane archer's imbue arrow class feature.

Appears in : Advanced Player's Guide

Aspect of the Bear

Ranger 2

School transmutation (polymorph)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You take on an aspect of a bear. You gain a +2 enhancement bonus to natural armor and a +2 enhancement bonus on CMB rolls. You can also perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity.

Appears in : Advanced Player's Guide

Augury

Ranger 2

School divination
Casting Time 1 minute
Components V, S, M, F (incense worth at least 25 gp, a set of marked sticks or bones worth 25 gp)
Range personal
Target you
Duration instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Brand Highoak, Ranger 10 – Spells

Badger's Ferocity

Ranger 2

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one weapon/3 levels
Duration concentration
Saving Throw DC 13 Will negates (harmless); **Spell Resistance** yes (harmless)

This functions like *keen edge*, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

Keen Edge

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Appears in : Ultimate Magic

Barkskin

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Blood Scent

Ranger 2

Racial Spell for Orc
School transmutation
Casting Time 1 action
Components V, S
Range medium (100 ft. +10 ft./level)
Target one creature/2 levels, no two of which can be more than 30 ft. apart
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures (below full hit points). Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability.

Orcs and any creature under the effects of rage gain a +2 morale bonus on attack and damage rolls against creatures they can smell with this spell, or a +4 morale bonus if the target's blood counts as a strong scent.

Appears in : Advanced Race Guide

Bloodhound

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (a drop of blood and a pinch of cinnamon)
Range personal
Target you
Duration 1 hour/level

You gain the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. You take a -4 penalty on saving throws against odor-related effects such as the stench ability and stinking cloud. A creature under the effects of bloodhound can detect poison by scent with a DC 20 Perception check.

Appears in : Advanced Player's Guide

Brow Gasher

Ranger 2

School necromancy
Casting Time 1 action
Components V, S
Range touch
Area one slashing melee weapon touched
Duration 1 round/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

Appears in : Ultimate Combat

Brand Highoak, Ranger 10 – Spells

Bullet Ward

Ranger 2

School abjuration / metal elemental
Casting Time 1 action
Components V, S, F (one to four adamantine bullets, each worth 61 gp)
Range personal
Target you
Duration 10 minutes/level or until discharged

You toss several adamantine bullets into the air, which then hover protectively nearby and intercept firearm attacks targeting you. The number of bullets protecting you is equal to half your caster level (maximum 4). When an opponent takes a shot at you with a firearm, as an immediate action you can designate a hovering bullet to attempt to block the attack, increasing your AC against that attack by 10. Doing this destroys the adamantine bullet whether or not the attack hits. The spell is discharged when all affected adamantine bullets are destroyed or taken from you. Each adamantine bullet has AC 24, 20 hit points, and hardness 20.

Appears in : Advanced Class Guide

Campfire Wall

Ranger 2

School evocation / fire elemental [fire, light]
Casting Time 1 action
Components V, S, M/DF (ash made from burnt thorns)
Range close (25 + 5 ft./2 levels)
Effect 20-ft.-radius sphere centered on fire source
Duration 2 hours/level; see below (D)
Saving Throw none; **Spell Resistance** yes

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

Appears in : Advanced Player's Guide

Carry Companion

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (a pinch of sand or limestone dust)
Range touch
Target one willing creature touched
Duration permanent; see text
Saving Throw none; **Spell Resistance** yes (harmless)

You touch an animal or magical beast that has a helpful attitude toward you, instantly transforming the creature into a miniature figurine of stone, small enough to fit into the palm of your hand. Creatures with an attitude of less than helpful will not tolerate this spell, and it automatically fails to work on them. An intelligent animal or magical beast must be a willing subject in order for this spell to take effect. Any items that the creature wears (such as a harness or saddle) or carries (such as those stowed in saddlebags) are transformed along with the creature.

While miniaturized, the creature is under an effect similar to that of a *flesh to stone* spell: It is mindless and inert, and does not seem alive when viewed with spells like *deathwatch*. However, you may return the creature to its normal form at any time simply by placing the figurine on the ground, touching it, and uttering a word of command. Otherwise, the creature remains in miniature form unless the spell is broken, such as by *dispel magic* or stronger magic. Unlike a *flesh to stone* spell, a creature affected by *carry companion* is unaffected by *stone to flesh*. If the miniature figurine is broken or damaged, the creature (if returned to its original state) has similar damage or deformities.

Appears in : Knights of the Inner Sea

Cat's Grace

Ranger 2

School transmutation / wood elemental
Casting Time 1 action
Components V, S, M (pinch of cat fur)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Cauterizing Weapon

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (a gobbet of melted wax)
Range close (25 + 5 ft./2 levels)
Target one weapon or 50 projectiles, all of which must be together at the time of casting
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You infuse a weapon with faint but pernicious energy that stymies accelerated healing. Damage dealt by the weapon or ammunition is treated as acid, cold, electricity, and fire, but only for the purpose of negating a creature's regeneration. The weapon is also treated as silver and cold iron at 8th level and is treated as chaotic, evil, good, and lawful at 11th level for the purpose of negating regeneration.

Appears in : Pathfinder Society Primer

Brand Highoak, Ranger 10 – Spells

Chameleon Stride

Ranger 2

School illusion (glamer)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You fade into the background, and while you are not truly invisible, you are hard to pinpoint due to your translucent state. While under the effects of this spell, you gain a +4 bonus on Stealth checks and have concealment from creatures more than 5 feet away (attacks have a 20% miss chance).

Appears in : Advanced Player's Guide

Clear Grove

Ranger 2

School transmutation
Casting Time 10 minutes
Components V, S, M/DF (a miniature hoe)
Range close (25 + 5 ft./2 levels)
Effect 20-ft.-radius clearing
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

Trees, shrubs, and other thick vegetation move out of the spell's area. The affected area is cleared of all vegetation thick enough to provide cover or concealment. This also creates a hole in any tree canopy, allowing sunlight to pass through. Affected trees and undergrowth form a 5-foot-wide ring along the edge of the clearing, which may provide cover or concealment based on the thickness of the vegetation (at the GM's discretion).

This spell doesn't affect creatures of the plant type. The spell can affect vegetation altered with spells of equal or lower level (such as *entangle* or *spike growth*). When the spell ends, the trees and undergrowth move back to their original places unless they're destroyed or somehow restrained (the amount of time this takes is subject to the GM's discretion).

Appears in : Heroes of the Wild

Companion Life Link

Ranger 2

School necromancy / wood elemental
Casting Time 1 action
Components V, S, M/DF (a drop of eidolon ichor)
Range touch
Target one of your animal companions or your familiar
Duration 1 minute/level (see below)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You create a life link between yourself and the target. You sense whenever the target is wounded and are made immediately aware if the target is slain. If you are wounded or slain, the target is made aware. As a free action, you can call out to the target, causing it to return to you (if able and willing); this ends the spell.

Appears in : Advanced Class Guide

Cure Light Wounds

Ranger 2

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Death Knell

Ranger 2

School necromancy [death, evil]
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/10 minutes per HD of subject; see text
Saving Throw DC 13 Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Delay Disease

Ranger 2

Racial Spell for Ratfolk
School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 day
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target becomes temporarily immune to disease. Any disease to which it is exposed during the spell's duration does not affect the target until the spell's duration has expired. If the target is currently infected with a disease, you must make a caster level check against the disease's DC to suspend it for the duration of the spell; otherwise, that disease affects the target normally. *Delay disease* does not cure any damage a disease may have already done.

Appears in : Advanced Race Guide

Brand Highoak, Ranger 10 – Spells

Eagle Eye Ranger 2

School divination
Casting Time 1 minute
Components V, S, DF
Range long (400 + 40 ft./level)
Effect magical sensor
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

Eagle eye creates a magical sensor directly above you. The sensor can appear anywhere above you, to a maximum height equal to the spell's range. You can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees. You perceive with your normal visual senses. A caster using eagle eye can easily see for a considerable distance. The spell does not penetrate any solid surface, although it is unaffected by foliage and the like.

Appears in : Advanced Player's Guide

Effortless Armor Ranger 2

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

Appears in : Ultimate Combat

Endure Elements, Communal Ranger 2

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creatures touched
Duration 24 hours split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

Endure Elements

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Appears in : Ultimate Combat

Enemy Insight Ranger 2

School divination
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target you plus one willing creature/3 levels, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You forge a mental bond between yourself and the other targets, each of which must have an Intelligence score of 3 or higher. Choose one of your favored enemy types (such as goblinoids or magical beasts). You grant the targets half your favored enemy bonus against that type of creature. If any target moves out of range, the spell ends for it.

Appears in : Advanced Class Guide

Escaping Ward Ranger 2

Racial Spell for Halfling
School abjuration
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level

This ward grants you extra maneuverability when you avoid attacks against larger foes. While affected by this spell, when you are attacked and missed by a creature that is at least one size category larger than you, you can, as an immediate action, move up to 5 feet away from the attacking creature. You can increase this movement by 5 feet for every 5 caster levels. This movement does not provoke attacks of opportunity.

Appears in : Advanced Race Guide

Forest Friend Ranger 2

School abjuration
Casting Time 1 round
Components V, S, M (a pinch of manure)
Range close (25 + 5 ft./2 levels)
Target one willing living creature per three levels, no two of which may be more than 30 ft. apart.
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal.

When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

Appears in : Ultimate Combat

Brand Highoak, Ranger 10 – Spells

Garden of Peril Ranger 2

School conjuration (creation) [poison]
Casting Time 1 action
Components V, S, M/DF (a pinch of spores)
Range medium (100 ft. + 10 ft./level)
Effect one poisonous mushroom/level, no two of which can be more than 30 ft. apart.
Duration 1 round/level (D)
Saving Throw DC 13 Fortitude negates; **Spell Resistance** no

Vividly colored poisonous mushrooms instantly spring into existence in squares you select. The mushrooms can appear on any solid surface, even growing horizontally from walls or upside down from the ceiling.

Once per round as a move action, starting the round after you cast this spell, you can command the mushrooms to release poisonous spores. Each creature adjacent to a mushroom or in a mushroom's square must then succeed at a Fortitude save or become sickened for 1d4 rounds. The condition of creatures that fail multiple saving throws does not worsen, but each additional failed saving throw adds 1d4 rounds to the duration the creature is sickened.

The mushrooms are Tiny and cannot provide cover, but they are fairly sturdy (AC 7, hp 30, break DC 20). Creatures can move through squares containing mushrooms as normal. When destroyed, a mushroom evaporates and releases one last cloud of spores.

Appears in : Dirty Tactics Toolbox

Greensight Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (a leaf)
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** no

The target of this spell gains the ability to see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines—even lichen, moss, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, such as trees or wooden structures. Undergrowth does not grant concealment to a creature against a target of the effects of *greensight*.

Appears in : Rival Guide, Ultimate Wilderness

Groundswell Ranger 2

Racial Spell for Dwarf
School transmutation [earth]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 min/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes (*Core Rulebook* 428). The *groundswell* precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a *groundswell*, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A *groundswell* cannot increase elevation of the ground beyond 5 feet.

Appears in : Advanced Race Guide

Guiding Star Ranger 2

School divination
Casting Time 1 minute
Components V, S, M (a spool of thread or string)
Range personal
Target you
Duration 1 day/level (D)

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Appears in : Advanced Player's Guide

Harmless Form Ranger 2

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target one willing animal companion, familiar, or spirit animal
Duration 8 hours (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the target into a harmless animal of the same approximate body type. The form assumed must be one considered unobtrusive by local communities, such as a cat, a dog, a hunting hawk, a horse, or a rat. This transformation can reduce the target by up to two size categories, but cannot make an animal smaller than Tiny. It cannot increase the size of the target or give it new natural attacks or new forms of movement. The spell otherwise functions as *beast shape II*.

Beast Shape II

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal : If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large animal : If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Appears in : Heroes of the Streets

Brand Highoak, Ranger 10 – Spells

Hide Campsite Ranger 2

School illusion (glamer)
Casting Time 10 minutes
Components V, S, M (a sprig of mistletoe, and a vial of quicksilver)
Range close (25 + 5 ft./2 levels)
Area one 20-ft. cube
Duration 2 hours/level (D)
Saving Throw DC 13 Will disbelief (if interacted with); **Spell Resistance** no

You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area - they cannot smell campfires or cooking food, they cannot hear conversation, loud noises, or spells being cast, and they cannot even feel heat or a rush of wind coming from the area. Those inside the area can see out normally. Once a creature steps into the area of the spell, it can see everything in and around the area normally.

Appears in : Advanced Player's Guide

Hold Animal Ranger 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one animal
Duration 1 round/level (D); see text
Saving Throw DC 13 Will negates; see text; **Spell Resistance** yes

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Person

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Hunter's Eye Ranger 2

School divination
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Target one creature
Duration 1 minute/level
Saving Throw none; **Spell Resistance** yes

Sharpening your perceptive abilities and tuning them against obfuscating effects, hunter's eye greatly enhances your senses against the target creature. You gain the ability to perceive the target when it is invisible or ethereal as though using the *see invisibility* spell, and receive a +20 competence bonus on Perception checks to locate the target. You ignore concealment provided by fog or mist, blur, displacement, invisibility, and similar effects affecting the target, but not concealment provided by darkness. This spell provides no benefits to your allies, and no benefits against creatures other than the target.

Appears in : Advanced Player's Guide

Hunter's Friend Ranger 2

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

Your animal companion works in perfect harmony with your mastery of nature. You share one of the following class abilities with your companion for every 4 caster levels you possess: camouflage, favored enemy, favored terrain, hide in plain sight, resist nature's lure, swift tracker, trackless step, venom immunity, and woodland stride. You must have the ability in question to share it with your companion, and it functions for your companion just as it functions for you, save that each favored enemy or favored terrain you share counts as a separate class ability for the purpose of this spell.

At the GM's discretion, you may instead share an ability granted by an archetype that substitutes for one of the above abilities, such as the arctic endurance, arctic native, icewalking, and snowcaster abilities of an arctic druid (APG).

Appears in : Animal Archive

Hunter's Lore Ranger 2

School divination
Casting Time 1 action
Components V, S, M (a scrap of paper torn from a book about monsters)
Range personal
Target you
Duration 1 minute/level

Inquisitors and rangers alike learned long ago that knowledge of an enemy grants power over that enemy. This spell was created so that almost any enemy could have its vulnerabilities known and exploited.

For the duration of this spell you may spend a full-round action to take 20 on any Knowledge skill checks made to identify a foe's weaknesses, provided the foe in question is within line of sight and provided that you have at least one rank in that particular Knowledge skill. This spell allows you to make untrained Knowledge checks to determine a monster's weaknesses as if you had ranks in that skill, but you cannot take 20 on these checks.

Appears in : Inner Sea Magic

Brand Highoak, Ranger 10 – Spells

Ice Slick Ranger 2

School evocation [cold]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius burst
Duration instantaneous (see text)
Saving Throw DC 13 Reflex partial (see text); **Spell Resistance** see text

You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice. Any creature in the area when the spell is cast takes 1d6 points of cold damage + 1 point per caster level (maximum +10) and falls prone; creatures that succeed at a Reflex save take half damage and don't fall prone. Spell resistance applies to this initial effect.

A creature can walk within or through the area of ice at half its normal speed with a successful DC 10 Acrobatics check. Failure by 4 or less means the creature can't move that round (and must succeed at a Reflex save or fall); failure by 5 or more means it falls (see the Acrobatics skill on page 87 of the *Pathfinder RPG Core Rulebook* for details). Creatures that do not move on their turn do not need to attempt this check.

A 5-foot square of ice has hardness 0 and 3 hit points. The ice is an instantaneous effect, but persists as nonmagical ice. Under temperate conditions, the ice lasts 1 minute per level. In tropical environments, it might last only half as long. In cold environments where ice and snow persist without melting, it could last indefinitely.

Appears in : Monster Codex

Ignoble Form Ranger 2

School transmutation (polymorph)
Casting Time 1 action
Components V, S, M (a half-elf ear)
Range touch
Target one drow
Duration 24 hours
Saving Throw Fortitude negates (harmless); **Spell Resistance** no

The target takes on the form of a half-elf from the surface world. Its skin, hair, and eyes change to match a specific human ethnicity. You can even change the target's facial features or produce light facial hair or stubble. The target loses its darkvision, light blindness, and light sensitivity traits, if it normally has them. The target gains lowlight vision; a +3 racial bonus on a single Craft, Knowledge, Perform, or Profession skill of its choice; and both a +4 bonus on Bluff checks and a +10 bonus on Disguise checks to pass itself off as a half-elf.

Appears in : Blood of Shadows

Improve Trap Ranger 2

Racial Spell for Kobold
School transmutation
Casting Time 1 minute
Components V, S
Range close (25 ft + 5 ft./2 levels)
Target one Trap
Duration instantaneous
Saving Throw DC 13 Will negates (object); **Spell Resistance** yes (object)

When this spell is cast upon a trap, it improves one specific element of the trap chosen at the time of casting. The caster can improve the trap in any of the following ways (each one raises the trap's CR by +1).

- Increase DC of the Perception check required to locate the trap by +5.
- Increase DC of the Disable Device check required to disarm trap by +5.
- Increase the trap's attack bonus or saving throw by +2.

To cast this on a trap, you must know that the trap exists and its precise location. A trap can only have one improvement from this spell at a time. A second casting changes the improvement on the trap, but does not add another improvement.

Appears in : Advanced Race Guide

Insect Scouts Ranger 2

School divination
Casting Time 1 round
Components S, M (a drop of honey)
Range close (25 ft. + 5 ft./2 levels)
Effect one insect scout/4 levels
Duration 1d6 hours, plus 1 hour/level; see text
Saving Throw none; **Spell Resistance** no

A favorite in the creaking courts of Ustalav, *insect scouts* summons one or more vermin to investigate a single location or building you can see. Your scouts must spend 1d6 hours investigating the target location, but need no oversight. When done, they return unerringly to you with their findings, traveling up to 1 mile per caster level you have to rejoin their master. Each insect's size is Fine. Each insect has 1 hit point, AC 20 (+2 Dexterity, +8 size), a movement speed of 5 feet, a climb speed of 5 feet, and a fly speed of 20 feet (perfect maneuverability). The insects use your saving throw bonuses, have a total Perception skill bonus equal to 5 + 1/2 your caster level, and can't attack. Because of their incredibly small size and magical nature, they can attempt Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to 18 + 1/2 your caster level.

Each scout that returns passes along memories of specific structural flaws, defenses, and alarms, granting you the ability to reroll one failed skill check per scout, as long as the skill check involves that specific location's layout, such as a Stealth check to sneak in, a Disable Device check to silence an alarm, or a Perception check to notice a trap. If even one scout returns, you also gain a rough understanding of the building's layout (at least, any portions your scouts could access). All insight (and the associated rerolls) fades 1 hour per caster level you have after the scouts return. Your insects remember nothing about creatures, and so provide no information about guardians or any conversations they may overhear.

Appears in : Spymaster's Handbook

Brand Highoak, Ranger 10 – Spells

Ironskin	Ranger 2	Lead Plating	Ranger 2
<p>School transmutation [earth] Casting Time 1 action Components V, S, M/DF (a pinch of forge soot) Range personal Target you Duration 1 minute/level (D; see text)</p> <p>Your skin hardens and takes on the color and texture of rough iron. You gain a +4 enhancement bonus to your existing natural armor bonus (if you do not have a natural armor bonus, you are considered to have an effective natural armor bonus of +0). This enhancement bonus increases by 1 for every 4 caster levels above 4th, to a maximum of +7 at 15th level.</p> <p>While you're under the effects of this spell, if an opponent confirms a critical hit or sneak attack against you with a physical weapon (not a spell or magical effect), you can dismiss this spell to negate the critical hit or sneak attack and treat it as a normal hit. Dismissing the spell in this way is not an action, but you must be conscious and aware of the attack to do so.</p> <p>Appears in : Monster Codex</p>		<p>School conjuration (creation) Casting Time 1 action Components V, S, F (an ounce of lead) Range touch Target a creature or object weighing up to 100 lbs./level Duration 1 minute/level (D) Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>You enclose the target in a thin sheath of lead. This doesn't restrict the target's movement or functionality, but protects it from the effects of radiation and prevents the penetration of many divination spells. The lead doesn't coat the target's equipment.</p> <p>Appears in : Kobolds of Golarion</p>	
Lament of Summer's Last Breath	Ranger 2	Lightning Lash	Ranger 2
<p>School abjuration [fire, good] Casting Time 1 action Components V Range close (25 ft. + 5 ft./2 levels) Area 30-ft. radius spread centered on a creature, object, or point in space Duration 1 round/level Saving Throw DC 13 Will negates (see text); Spell Resistance yes</p> <p>You wrap the target in a mantle of summery air, within which the ambient temperature never falls below 70 degrees Fahrenheit. Creatures with the cold subtype that start their turns in the area take an amount of fire damage equal to 1d4 points + 1 point per 2 caster levels (maximum 1d4+5) with no saving throw. Each time an evil dragon, fey, or giant takes damage from the spell, it must succeed at a Will saving throw or become shaken for 1 round. Creatures attempting to cast a cold spell in the area must succeed at a Will save or the spell fails. Succeeding at one such save to cast a spell allows a creature to continue casting cold spells in the area for the spell's remainder.</p> <p>Appears in : Inner Sea Races</p>		<p>School evocation [electricity] Casting Time 1 action Components V, S Range personal Area 20-foot-radius spread Duration 1 round/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes</p> <p>You create a crackling lash of unholy lightning that flickers and flashes in your hand like a whip, shifting color in response to your mood and will. Once per round, you can make a melee touch attack with the <i>lightning lash</i> against a target within 15 feet. If the attack is successful, it deals 1d6 points of electricity damage and 1d6 points of damage from divine power (similar to <i>flame strike</i>), and allows you to attempt a trip combat maneuver check as a free action against your target (using your caster level as your CMB).</p> <p>Appears in : Wrath of the Righteous</p>	
Lay of the Land	Ranger 2	Locate Weakness	Ranger 2
<p>School divination Casting Time 1 minute Components V, S, M (a piece of soil from the land to be memorized) Range personal Target you Duration 1 day Saving Throw none; Spell Resistance yes</p> <p>In a flash of recognition, you learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area.</p> <p>Additionally, for the duration of the spell you can make Knowledge (geography) checks regarding the affected area as though you were trained in that skill.</p> <p>Appears in : Faiths and Philosophies</p>		<p>School divination Casting Time 1 action Components V, S, M/DF (a pickled predator's eye) Range personal Target you Duration 1 minute/level</p> <p>You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.</p> <p>Appears in : Ultimate Combat</p>	
		Owl's Wisdom	Ranger 2
		<p>School transmutation Casting Time 1 action Components V, S, M/DF (feathers or droppings from an owl) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes</p> <p>The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.</p>	

Brand Highoak, Ranger 10 – Spells

Perceive Cues

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M (a drop of water)
Range personal
Target you
Duration 10 minutes/level

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

Appears in : Advanced Player's Guide

Pouncing Fury

Ranger 2

Racial Spell for Catfolk
School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level

When you charge, you can make a full attack at the end of that charge, but only with claw attacks you have, and you can make only one attack per claw. If you have abilities that grant bonuses on damage rolls or that apply other special effects to charge attacks, only the first claw attack benefits from these bonuses. When you make a claw attack as an attack of opportunity, you can expend one additional use of your attacks of opportunity to make an additional claw attack against the target that provoked the attack.

Appears in : Blood of the Beast, Ultimate Wilderness

Protection from Energy

Ranger 2

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell 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.

Protective Spirit

Ranger 2

School conjuration (creation)
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 round/level

A protective spirit is an invisible, mindless, shapeless force that hovers about you, defending you against unexpected attacks. When a creature makes an attack of opportunity against you, the protective spirit makes an immediate attack using your base attack bonus plus your Dexterity modifier. On a successful hit, the spirit does no damage, but it causes the attack of opportunity to automatically miss. A protective spirit can defend against a number of attacks of opportunity equal to your Dexterity bonus (minimum 1) per round.

A protective spirit occupies your space, and moves with you. It cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A protective spirit's AC against touch attacks is 10 + your Dexterity modifier.

Appears in : Advanced Player's Guide

Quick Throwing

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M
Range close (25 + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Those under the effects of this spell become faster in the use of thrown weapons. They can draw thrown weapons (including rocks if they have the rock throwing ability) on their bodies or within their space without the need for the Quick Draw feat, allowing them to make their full normal rate of attacks with such weapons. This has no effects on other forms of ranged weapon ammunition.

Appears in : Giantslayer

Raven's Flight

Ranger 2

School transmutation
Casting Time 1 swift action
Components V
Range personal
Target you
Duration 1 round

You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers (though your ability scores don't change). Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

Appears in : Heroes of the Wild

Brand Highoak, Ranger 10 – Spells

Reloading Hands

Ranger 2

School conjuration (creation)
Casting Time 1 action
Components V, S
Range touch
Target projectile weapon touched
Duration 1 round/level (D)
Saving Throw Will negates (object, harmless); **Spell Resistance** yes (object, harmless)

Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

Appears in : Ultimate Combat

Returning Weapon, Communal

Ranger 2

School conjuration (teleportation)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target weapons that can be thrown
Duration 1 minute/level split among the recipients
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *returning weapon*, except you divide the duration in 1-minute intervals among the targeted weapons.

Returning Weapon

For the duration of the spell, the target weapon acts as if it had the *returning weapon* special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning weapon* special ability.

Appears in : Ultimate Combat

Ricochet Shot

Ranger 2

School evocation
Casting Time 1 action
Components V, S, M (a wishbone)
Range close (25 + 5 ft./2 levels)
Target one projectile weapon
Duration 1 round/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC.

While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18th. Once the target weapon's wielder ricochets that many shots, the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell ends, those ricochets are wasted.

Appears in : Ultimate Combat

Riversight

Ranger 2

School divination (scrying)
Casting Time 1 action
Components V, S, F/DF (a smooth river stone)
Range see text
Target nonmagical freshwater waterway
Effect magical sensor
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can view events transpiring along a natural watercourse you touch. You can see anything on or within the river as if you were present at that location, or you can observe anything happening within 15 feet of the river's banks as if peering from the water's surface. Moving your point of view to a different location along the river is a standard action, though your perception can follow something moving along the river as a free action.

The range of this spell is affected by whether you are attempting to gaze up or downriver—if viewing a location downriver, you can view any spot within 2 miles per caster level; if viewing upriver, you can view any spot within 1/2 mile per caster level. The magical sensor created by this spell can travel only as far along the river as your range and the river permits; obstructions such as dams and reservoirs halt the sensor, as does an estuary flowing into the sea or other body of saltwater.

Appears in : People of the River

Scale Spikes

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (a small thorn)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and that also has a natural armor bonus of at least +1
Duration 1 minute/level
Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

When the target is affected by this spell, its scales grow jagged spikes. These spikes act like *+1 armor spikes*. The subject is automatically considered proficient with these scale spikes.

Appears in : Monster Codex

Scamper

Ranger 2

School transmutation
Casting Time 1 swift action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target your animal companion
Duration 1 round; see text
Saving Throw none; **Spell Resistance** no

Your animal companion moves with astonishing agility and speed until the end of its turn. It can move at full speed while using Acrobatics, and it gains a competence bonus equal to twice your caster level (maximum +20 at 10th level) on Acrobatics checks to avoid attacks of opportunity or move through a square occupied by an enemy.

Appears in : Animal Archive, Ultimate Wilderness

Brand Highoak, Ranger 10 – Spells

Sea Steed	Ranger 2	Sickening Entanglement	Ranger 2
<p>School transmutation (polymorph) Casting Time 1 action Components V, S, DF Range touch Target a creature you are mounted upon Duration 10 minutes/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>The target adapts to life in the water, gaining piscine scales that cover its body and growing fins in place of feet. It gains the aquatic subtype, the amphibious quality, and a swim speed equal to its base speed before it came under the effect of this spell. While under the effects of this spell, the target's base speed is reduced by 10 feet (minimum 10 feet).</p> <p>Appears in : Animal Archive, Ultimate Wilderness</p>		<p>School transmutation [poison] Casting Time 1 action Components V, S, DF Range long (400 + 40 ft./level) Area plants in a 40-ft.-radius spread Duration 1 min./level (D) Saving Throw DC 13 Reflex partial and fortitude negates (see text); Spell Resistance no</p> <p>This spell functions as <i>entangle</i>, except the plants are coated with an irritating sap that creates a painful, itching rash on creatures that touch them. Any creature that enters the area or ends its turn there must succeed at a Fortitude save or be sickened as long as it remains in the area and for 1d4 rounds afterward. This is a poison effect.</p> <p>Entangle This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.</p> <p>Appears in : Advanced Class Guide</p>	
Shield Companion	Ranger 2		
<p>School abjuration Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target your companion creature Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>This spell creates a special mystical connection between you and your companion creature - animal companion, bonded mount, eidolon, or familiar - which allows you to transfer its wounds to you. The creature gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. As an immediate action when your companion takes damage, you can take that damage yourself to prevent your companion from being harmed (similar to <i>shield other</i>, except the damage is not split between you and the target). Forms of harm that do not involve the loss of hit points, such as charm effects, temporary ability damage, level drain, and death effects, are not affected. If the creature suffers a reduction of hit points from a lowered Constitution score, you cannot take that damage on behalf of your companion creature because it is not hit point damage. When the spell ends, damage directed to you by the spell is not reassigned to the subject.</p> <p>If you and your companion move out of range of each other, the spell ends.</p> <p>Shield Other This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.</p> <p>Appears in : Advanced Class Guide</p>			
		Slipstream	Ranger 2
		<p>School conjuration / water elemental (creation) [water] Casting Time 1 action Components V, S, M/DF (a few drops of oil and water) Range touch Target creature touched Duration 10 minutes/level (D) Saving Throw DC 13 Reflex negates (harmless); Spell Resistance no</p> <p>You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet - if the target does not have a swim speed, this spell grants a swim speed of 20 ft.</p> <p>Appears in : Advanced Player's Guide</p>	
		Speak with Plants	Ranger 2
		<p>School divination Casting Time 1 action Components V, S Range personal Target you Duration 1 min./level</p> <p>You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.</p>	

Brand Highoak, Ranger 10 – Spells

Spike Growth

Ranger 2

School transmutation
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Area one 20-ft. square/level
Duration 1 hour/level (D)
Saving Throw DC 13 Reflex partial; **Spell Resistance** yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 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 or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts 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 are hard to detect. A rogue (only) can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger).

Spike growth can't be disabled with the Disable Device skill.

Stone Call

Ranger 2

School conjuration / earth elemental (creation) [earth]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Area cylinder (40-ft. radius, 20 ft. high)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Appears in : Advanced Player's Guide

Summon Nature's Ally II

Ranger 2

School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally Tables

2nd Level : Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Summon Nature's Ally I

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Brand Highoak, Ranger 10 – Spells

Sweat Poison Ranger 2

School necromancy (poison)
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

Glands along your neck, back, or wrists swell and exude a viscous injury poison (*save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save). You are not immune to this poison, and unless you have the poison use class feature or a similar ability, you are at risk of poisoning yourself. You can apply this poison to a weapon as a move action, and each dose you apply reduces the remaining duration of this spell by 1 minute. If doing so would reduce the remaining duration to 0 minutes or less, the spell ends, and any applied poisons retain their potency only until the end of your turn.

When you apply the poison, you can choose to reduce the spell's remaining duration by 2 or more additional minutes (maximum = your caster level) in order to enhance that dose of poison. For every 2 minutes of duration expended, the poison's save DC increases by 1, the number of rounds it lasts increases by 1/2 (round down), and the number of saves required to cure it increases by 1/4 (round down). If you have the toxic skin alternate racial trait (*Advanced Race Guide* 190), you can expend one daily use as a free action to enhance this spell's poison's damage to 1d3 Strength and its starting save DC to 15.

Appears in : Blood of the Beast

Tactical Miscalculation Ranger 2

School enchantment (compulsion) [emotion, mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes

The target becomes fixated on avoiding damage and fails to spot even the most opportune moments to attack. Whenever a creature the target threatens would provoke an attack of opportunity from the target, the target must succeed at a Will save or be unable to make the attack of opportunity against that creature.

Appears in : Pathfinder Society Primer

Venomous Bite Ranger 2

School transmutation [poison]
Casting Time 1 action
Components V, S, M (1 vial of injury poison worth at least 75 gp), DF
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

When you touch the poison vial against the target creature and cast this spell, the vial drains and the target's teeth become envenomed with the same poison. The creature gains the use of 1 dose of the poison for every 5 caster levels you possess (maximum 4 doses). The creature gains immunity to that poison while this spell is in effect. The poison retains its normal properties, and this spell does not alter the DC to resist or cure the poison.

Each successful bite attack counts as an expended dose. When all the poison is used, the spell ends. If the target creature doesn't have a bite attack, or if the target's bite attack is already poisonous, the spell has no effect. If the target has multiple heads, the spell affects only one bite attack.

When this spell ends, any unused poison is harmlessly expelled from the target's mouth and cannot be used again.

Appears in : Dirty Tactics Toolbox

Versatile Weapon Ranger 2

School transmutation / metal elemental
Casting Time 1 action
Components V, S, M (iron filings)
Range close (25 + 5 ft./2 levels)
Target one weapon or 50 projectiles, all of which must be together at the time of casting
Duration 1 minute/level
Saving Throw DC 13 Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform the physical makeup of a weapon as you desire. This spell functions like *greater magic weapon*, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

Magic Weapon, Greater

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Appears in : Advanced Player's Guide

Brand Highoak, Ranger 10 – Spells

Vine Strike **Ranger 2**
School conjuration (creation)
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw DC 13 Reflex negates (see text); **Spell Resistance** yes

Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target. While this spell is in effect, one of your natural attacks or unarmed strikes deals an additional 1d6 points of damage, and each creature hit with that natural weapon or unarmed strike must succeed at a Reflex save or be entangled for the duration of the spell; on a successful Reflex save, the creature is immune to the entangled effect for 1 round. A creature entangled by this spell can spend a standard action to remove the vines, but can be entangled again by further unarmed strikes.

Appears in : Melee Tactics Toolbox, Ultimate Wilderness

Visualization of the Body **Ranger 2**
School transmutation [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 200 gp)
Range personal
Target you
Duration 24 hours or until discharged

You focus your mind on one aspect of your body, aligning the energies within your body to enhance that element. Choose a single physical ability score (Constitution, Dexterity, or Strength). If you choose Strength or Dexterity, you gain a +5 bonus on skill checks associated with that ability score. If you choose Constitution, your maximum and current hit points increase by an amount equal to your Hit Dice.

At any time during the spell's duration, you can expend the spell's remaining duration as an immediate action in order to gain a one-time physical enhancement associated with the ability score you chose to visualize, as detailed below. After you do so, the spell ends.

Constitution: You immediately regain a number of hit points equal to 1d8 + your total character level.

Dexterity: You gain a +4 dodge bonus to your Armor Class for 3 rounds.

Strength: You gain a +6 bonus on all Strength checks to break objects and on checks to escape or establish grapples for 1 minute.

Appears in : Divine Anthology

Web Shelter **Ranger 2**
School conjuration (creation)
Casting Time 1 minute
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Appears in : Ultimate Magic

Wild Instinct **Ranger 2**
School divination
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 8 hours

This spell sharpens your senses, allowing you to perceive threats you would otherwise miss. You become aware of sounds and smells you would normally overlook, and even retain the ability to detect threats when soundly asleep. For the duration of the spell, you gain a +5 bonus on Perception checks to act in a surprise round. Additionally, you don't take a penalty on Perception checks while sleeping, and can choose to wake if you notice a threat while asleep.

Appears in : Heroes of the Wild

Wilderness Soldiers**Ranger 2****School** transmutation**Casting Time** 1 action**Components** V, S**Range** 30 ft.**Area** 30-ft.-radius emanation, centered on you**Duration** 1 round/level**Saving Throw** none; **Spell Resistance** no

You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels (maximum +5) on damage rolls due to this spell. Your *wilderness soldiers* never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes.

Tree: A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself.

Undergrowth or Hedgerow: Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent.

Appears in : Ultimate Combat**Wind Wall****Ranger 2****School** evocation / air elemental / wood elemental [air]**Casting Time** 1 action**Components** V, S, M/DF (a tiny fan and an exotic feather)**Range** medium (100 + 10 ft./level)**Effect** wall up to 10 ft./level long and 5 ft./level high (S)**Duration** 1 round/level**Saving Throw** none; see text; **Spell 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.