

Brand Highoak, Ranger 17 – Spells

Cheetah's Sprint

Ranger 1

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

Compel Hostility

Ranger 1

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

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.

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

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.

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

Locate Weakness

Ranger 2

School divination
Casting Time 1 action
Components V, S, M/DF (a pickled predator's eye)
Range personal
Target you
Duration 1 minute/level

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.

Appears in : Ultimate Combat

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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.

Darkvision

Ranger 3

School transmutation
Casting Time 1 action
Components V, S, M (either a pinch of dried carrot or an agate)
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

Named Bullet

Ranger 3

School divination / metal elemental
Casting Time 1 action
Components V, S, M/DF (an item from the selected creature or creature type)
Range touch
Target one piece of ammunition or one thrown weapon
Duration 10 minutes/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical.

Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

Appears in : Ultimate Combat

Freedom of Movement

Ranger 4

School abjuration
Casting Time 1 action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.