







## Disguise Self

Ranger Level 1 Illusion DC 14 Spell Mod +6









## Hunter's Mark

Ranger Level 1 Divination DC 14 Spell Mod +6





Conc, 1 hr

## **Speak with Animals** (ritual)

Ranger Level 1 Divination DC 14 Spell Mod +6









You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem I foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

Until the spell ends, you deal an extra 1d6 damage to a creature you can see whenever you hit it with a weapon attack, and you have advantage on Perception and Survival checks to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate for up to 8 hours. If you use a slot of 5th level or higher, you can concentrate for up to 24 hours.

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's

### Pass without Trace

Ranger Level 2 Abjuration DC 14 Spell Mod +6



spruce

Self



Conc, 1 hr

Ashes from a burned leaf of mistletoe and a sprig of

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

# Rope Trick

Ranger Level 2 Transmutation DC 14 Spell Mod +6



V,S,M 1 hr Powdered corn extract and a twisted loop of parchment

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

# Spike Growth

Ranger Level 2 Transmutation DC 14 Spell Mod +6

1 Act. 150 ft



Conc, 10 mins

Seven sharp thorns or seven small twigs, each sharpened to a point

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

#### Conjure Animals

Ranger Level 3 Conjuration DC 14 Spell Mod +6







You summon fey spirits that take the form of

beasts and appear in unoccupied spaces that

you can see within range. Choose one of the



#### Fear

Ranger Level 3 Illusion DC 14 Spell Mod +6





Conc, 1 min

V,S,M A white feather or the heart of a hen

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

# Nondetection

Ranger Level 3 Abjuration DC 14 Spell Mod +6



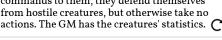




A pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

following options for what appears: • One beast of challenge rating 2 or lower • Two beasts of challenge rating I or lower • Four beasts of challenge rating 1/2 or lower • Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no

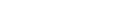












Page I (reverse)			
			Disguise Self (reverse) disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.
			Conjure Animals (reverse) At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.