

## ABSORB ELEMENTS

CASTING TIME	RANGE
1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage	Self
COMPONENTS	DURATION
S	1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Ranger (XGE)

1st level Abjuration



## MAGE HAND

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V,S	1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magical items, or carry more than 10 pounds.

Ranger (Swarmkeeper) Conjuration cantrip



## ALARM (RITUAL)

CASTING TIME	RANGE
1 minute	30 feet
COMPONENTS	DURATION
V,S,M	8 hours

a tiny bell and a piece of fine silver wire  
You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Ranger 1st level Abjuration



## ANIMAL FRIENDSHIP

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V,S,M	24 hours

a morsel of food

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

**At Higher Levels:** When you cast this spell using a 2nd level spell slot or higher, you can affect one additional beast for each slot level above 1st.

Ranger

1st level Enchantment



## BEAST BOND

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V,S,M	Concentration, up to 10 minutes

a bit of fur wrapped in a cloth

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Ranger (XGE) 1st level Divination



## CURE WOUNDS

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V,S	Instantaneous

A creature you touch regains a number of hit points equal to  $1d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.

Ranger 1st level Evocation



## DETECT MAGIC (RITUAL)

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V,S	Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ranger

1st level Divination



## DETECT POISON AND DISEASE

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V,S,M	Concentration, up to 10 minutes

a yew leaf  
For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ranger 1st level Divination



## DISGUISE SELF

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V,S	1 hour

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 1 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 disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Ranger (Gloom Stalker) 1st level Illusion



## ENSNARING STRIKE

CASTING TIME	RANGE
1 bonus action	Self
V	Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

**At Higher Levels:** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



Ranger

1st level Conjuration

## FOG CLOUD

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.



Ranger

1st level Conjuration

## GOODEBERRY

CASTING TIME	RANGE
1 action	Touch
V, S, M	Instantaneous

a sprig of mistletoe

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.



Ranger

1st level Transmutation

## HAIL OF THORNS

CASTING TIME	RANGE
1 bonus action	Self
V	Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).



Ranger

1st level Conjuration

## HUNTER'S MARK

CASTING TIME	RANGE
1 bonus action	90 feet
V	Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make 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 of yours to mark a new creature.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.



Ranger

1st level Divination

## JUMP

CASTING TIME	RANGE
1 action	Touch
V, S, M	1 minute

a grasshopper's hind leg

You touch a creature. The creature's jump distance is tripled until the spell ends.



Ranger

1st level Transmutation

## LONGSTRIDER

CASTING TIME	RANGE
1 action	Touch
V, S, M	1 hour

a pinch of dirt

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



Ranger

1st level Transmutation

## PROTECTION FROM EVIL AND GOOD

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 10 minutes

holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.



Ranger (Horizon Walker)(Monster Slayer) 1st level Abjuration

## SPEAK WITH ANIMALS (RITUAL)

CASTING TIME	RANGE
1 action	Self
V, S	10 minutes

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 DM's discretion.



Ranger

1st level Divination

## ZEPHYR STRIKE

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V	Concentration, up to 1 minute

You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks. Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.



Ranger (XGE) 1st level Transmutation

## CHARM PERSON

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Ranger (Fey Wanderer) 1st level Enchantment

## FAERIE FIRE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



Ranger (Swarmkeeper) 1st level Evocation

## ENTANGLE

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.



Ranger (TCE) 1st level Conjuration

## SEARING SMITE

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V	Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above the 1st.



Ranger (TCE) 1st level Evocation

## ANIMAL MESSENGER (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	24 hours

a morsel of food

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue ray, or a bird. You specify a location, which you must have visited, and a recipient who matches a general description, such as a man or woman dressed in the uniform of the town guard or a red-haired dwarf wearing a pointed hat. You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell towards the specified location, covering about 50 miles per 24 hours for a flying messenger or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

**At Higher Levels:** If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.



Ranger 2nd level Enchantment

## BARKSKIN

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a handful of oak bark

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.



Ranger 2nd level Transmutation

## BEAST SENSE (RITUAL)

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
S	Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.



Ranger 2nd level Divination

## CORDON OF ARROWS

CASTING TIME	RANGE
1 action	5 feet
COMPONENTS	DURATION
V, S, M	8 hours

four or more arrows or bolts

You plant four pieces of nonmagical ammunition - arrows or crossbow bolts - in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.



Ranger 2nd level Transmutation

## DARKVISION

CASTING TIME	RANGE
1 action	Touch
V, S, M	8 hours

either a pinch of dried carrot or an agate

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60' feet.



Ranger      2nd level Transmutation

## FIND TRAPS

CASTING TIME	RANGE
1 action	120 feet
V, S	Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.



Ranger      2nd level Divination

## LESSER RESTORATION

CASTING TIME	RANGE
1 action	Touch
V, S	Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.



Ranger      2nd level Abjuration

## LOCATE ANIMALS OR PLANTS (RITUAL)

CASTING TIME	RANGE
1 action	Self
V, S, M	Instantaneous

a bit of fur from a bloodhound

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.



Ranger      2nd level Divination

## LOCATE OBJECT

CASTING TIME	RANGE
1 action	Self
V, S, M	Concentration, up to 10 minutes

a forked twig

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.



Ranger      2nd level Divination

## MISTY STEP

CASTING TIME	RANGE
1 bonus action	Self
V	Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.



Ranger (Horizon Walker)      2nd level Conjuration

## PASS WITHOUT TRACE

CASTING TIME	RANGE
1 action	Self
V, S, M	Concentration, up to 1 hour

ashes from a burned leaf of mistletoe and a sprig of spruce

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.



Ranger      2nd level Abjuration

## PROTECTION FROM POISON

CASTING TIME	RANGE
1 action	Touch
V, S	1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.



Ranger      2nd level Abjuration

## ROPE TRICK

CASTING TIME	RANGE
1 action	Touch
V, S, M	1 hour

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.



Ranger (Gloom Stalker)      2nd level Transmutation

## SILENCE (RITUAL)

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.



Ranger

2nd level Illusion

## SPIKE GROWTH

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

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.



Ranger

2nd level Transmutation

## SUMMON BEAST

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a feather, tuft of fur, and fish tail inside a gilded acorn worth at least 200 gp

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, use the higher level where the spell's level appears in the stat block.



Ranger (TCE)

2nd-level conjuration

## ZONE OF TRUTH

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.



Ranger

2nd level Enchantment

## MISTY STEP

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V	Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.



Ranger (Fey Wanderer)

2nd level Conjuration

## WEB

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a bit of spider web

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its actions to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



Ranger (Swarmkeeper)

2nd level Conjuration

## AID

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	8 hours

a tiny strip of white cloth

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.



Ranger (TCE)

2nd level Abjuration

## ENHANCE ABILITY

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

fur or a feather from a beast

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects - the target gains the effect until the spell ends.

**Bear's Endurance:** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

**Bull's Strength:** The target has advantage on Strength checks, and his or her carrying capacity doubles.

**Cat's Grace:** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

**Eagle's Splendor:** The target has advantage on Charisma checks.

**Fox's Cunning:** The target has advantage on Intelligence checks.

**Owl's Wisdom:** The target has advantage on Wisdom checks.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Ranger (TCE)

2nd level Transmutation

## GUST OF WIND

CASTING TIME	RANGE
1 action	Self (60-foot line)
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a legume seed

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.



Ranger (TCE)

2nd level Evocation

## MAGIC WEAPON

CASTING TIME	RANGE
1 bonus action	Touch
V, S	Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



Ranger (TCE) 2nd level Transmutation

## CONJURE ANIMALS

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 1 hour

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 following options for what appears.

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 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 actions. The DM has the creatures' statistics.

**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.



Ranger 3rd level Conjuration

## CONJURE BARRAGE

CASTING TIME	RANGE
1 action	Self (60-foot cone)
V, S, M	Instantaneous

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.



Ranger 3rd level Conjuration

## DAYLIGHT

CASTING TIME	RANGE
1 action	60 feet
V, S	1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 6th level or lower, the spell that created the darkness is dispelled.



Ranger 3rd level Evocation

## FEAR

CASTING TIME	RANGE
1 action	Self (30-foot cone)
V, S, M	Concentration, up to 1 minute

*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.



Ranger (Gloom Stalker) 3rd level Illusion

## FLAME ARROWS

CASTING TIME	RANGE
1 action	Touch
V, S	Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.



Ranger (XGE) 3rd level Transmutation

## HASTE

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Concentration, up to 1 minute

*a shaving of licorice root*  
Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.



Ranger (Horizon Walker) 3rd level Transmutation

## LIGHTNING ARROW

CASTING TIME	RANGE
1 bonus action	Self
V, S	Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The piece of ammunition or weapon then returns to its normal form.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage for both effects of the spell increases by 1d8 for each slot level above 3rd.



Ranger 3rd level Transmutation

## MAGIC CIRCLE [1/2]

CASTING TIME	RANGE
1 minute	10 feet
V, S, M	1 hour

*holy water or powdered silver and iron worth at least 100 gp, which the spell consumes*

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures - celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways.

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the radius of the cylinder increases by 10 feet for each slot level above 3rd.



Ranger (Monster Slayer) 3rd level Abjuration

## MAGIC CIRCLE [2/2]

CASTING TIME	RANGE
1 minute	10 feet
V, S, M	1 hour

holy water or powdered silver and iron worth at least 100 gp, which the spell consumes

or higher, the duration increases by 1 hour for each slot level above 3rd.



Ranger (Monster Slayer) 3rd level Abjuration

## NONDETECTION

CASTING TIME	RANGE
1 action	Touch
V, S, M	8 hours

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.



Ranger 3rd level Abjuration

## PLANT GROWTH

CASTING TIME	RANGE
1 action or 8 hours	150 feet
V, S	Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.



Ranger 3rd level Transmutation

## PROTECTION FROM ENERGY

CASTING TIME	RANGE
1 action	Touch
V, S	Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.



Ranger 3rd level Abjuration

## SPEAK WITH PLANTS

CASTING TIME	RANGE
1 action	Self (30-foot radius)
V, S	10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the entangle spell to release a restrained creature.



Ranger 3rd level Transmutation

## SUMMON FEY

CASTING TIME	RANGE
1 action	90 feet
V, S, M	Concentration, up to 1 hour

a gilded flower worth at least 300 gp

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood. Fuming, Mirthful, or Tricksy. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.



Ranger (TCE) 3rd-level conjuration

## WATER BREATHING (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
V, S, M	24 hours

a short reed or piece of straw

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.



Ranger 3rd level Transmutation

## WATER WALK (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
V, S, M	1 hour

This spell grants the ability to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If your target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.



Ranger 3rd level Transmutation

## WIND WALL

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.



Ranger 3rd level Evocation

## DISPEL MAGIC

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S	Instantaneous

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals  $10 +$  the spell's level. On a successful check, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



Ranger (Fey Wanderer) 3rd level Abjuration

## GASEOUS FORM

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a bit of gauze and a wisp of smoke

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.



Ranger (Swarmkeeper) 3rd level Transmutation

## ELEMENTAL WEAPON

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S	Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra  $1d4$  damage of the chosen type when it hits.

**At Higher Levels:** When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to  $2d4$ . When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to  $3d4$ .



Ranger (TCE) 3rd level Transmutation

## MELD INTO STONE (RITUAL)

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S	8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals  $6d6$  bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals  $50$  bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.



Ranger (TCE) 3rd level Transmutation

## REVIVIFY

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	Instantaneous

diamonds worth  $300$  gp, which the spell consumes

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.



Ranger (TCE) 3rd level Necromancy

## BANISHMENT

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

an item distasteful to the target

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.



Ranger (Horizon Walker)(Monster) 4th level Abjuration

## CONJURE WOODLAND BEINGS

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

one holly berry per creature summoned

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

- One fey creature of challenge rating 2 or lower
  - Two fey creatures of challenge rating 1 or lower
  - Four fey creatures of challenge rating 1/2 or lower
  - Eight fey creatures of challenge rating 1/4 or lower
- A summoned creature 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 have their 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 actions.

The DM has the creatures' statistics. **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 6th-level slot and three times as many with an 8th-level slot.



Ranger 4th level Conjuration

## FREEDOM OF MOVEMENT

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	1 hour

a leather strap, bound around the arm or a similar appendage

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.



Ranger 4th level Abjuration

## GRASPING VINE

CASTING TIME	RANGE
1 bonus action	30 feet

COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.



Ranger 4th level Conjuration

## GREATER INVISIBILITY

CASTING TIME	RANGE
1 action	Touch
V, S	Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Ranger (Gloom Stalker) 4th level Illusion

## LOCATE CREATURE

CASTING TIME	RANGE
1 action	Self
V, S, M	Concentration, up to 1 hour

a bit of fur from a bloodhound

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Ranger 4th level Divination

## STONESKIN

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 1 hour

diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Ranger 4th level Abjuration

## SUMMON ELEMENTAL

CASTING TIME	RANGE
1 action	90 feet
V, S, M	Concentration, up to 1 hour

air, a pebble, ash, and water inside a crystal vial worth at least 400 gp

You call forth an elemental spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.

Ranger (TCE) 4th-level conjuration

## DIMENSION DOOR

CASTING TIME	RANGE
1 action	500 feet
V	Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring 1 willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Ranger (Fey Wanderer) 4th level Conjuration

## ARCANE EYE

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Concentration, up to 1 hour

a bit of bat fur

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Ranger (Swarmkeeper) 4th level Divination

## DOMINATE BEAST [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Ranger (TCE) 4th level Enchantment

## DOMINATE BEAST [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 1 minute

**At Higher Levels:** When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Ranger (TCE) 4th level Enchantment

## COMMUNE WITH NATURE (RITUAL)

CASTING TIME	RANGE
1 minute	Self
V, S	Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings.

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Ranger 5th level Divination

## CONJURE VOLLEY

CASTING TIME	RANGE
1 action	150 feet
V, S, M	Instantaneous

one piece of ammunition or one thrown weapon

You fire a piece of nonmagical ammunition from a ranged weapon or throw a nonmagical weapon into the air and choose a point within range. Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon.



Ranger

5th level Conjuration

## HOLD MONSTER

CASTING TIME	RANGE
1 action	90 feet
V, S, M	Concentration, up to 1 minute

a small, straight piece of iron

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.



Ranger (Monster Slayer)

5th level Enchantment

## SEEMING [1/2]

CASTING TIME	RANGE
1 action	30 feet
V, S	8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspections. For example, if you use this spell to add a hat to a creature's outfit objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's 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. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against



Ranger (Gloom Stalker)

5th level Illusion

## SEEMING [2/2]

CASTING TIME	RANGE
1 action	30 feet
V, S	8 hours

save DC. If it succeeds, it becomes aware that the target is disguised.



Ranger (Gloom Stalker)

5th level Illusion

## SWIFT QUIVER

CASTING TIME	RANGE
1 bonus action	Touch
V, S, M	Concentration, up to 1 minute

a quiver containing at least one piece of ammunition

You transmute your quiver so it produces an endless supply of nonmagical ammunition, which seems to leap into your hand when you reach for it.

On each of your turns until the spell ends, you can use a bonus action to make two attacks with a weapon that uses ammunition from the quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of nonmagical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If the quiver leaves your possession, the spell ends.



Ranger

5th level Transmutation

## TELEPORTATION CIRCLE [1/2]

CASTING TIME	RANGE
1 minute	10 feet
V, M	1 round

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a



Ranger (Horizon Walker)

5th level Conjuration

## TELEPORTATION CIRCLE [2/2]

CASTING TIME	RANGE
1 minute	10 feet
V, M	1 round

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.



Ranger (Horizon Walker)

5th level Conjuration

## TREE STRIDE

CASTING TIME	RANGE
1 action	Self
V, S	Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.



Ranger

5th level Conjuration

## MISLEAD

CASTING TIME	RANGE
1 action	Self
S	Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.



Ranger (Fey Wanderer)

5th level Illusion

## INSECT PLAGUE

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S, M Concentration, up to 10 minutes	

a few grains of sugar, some kernels of grain, and a smear of fat

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Ranger (Swarmkeeper)

5th level Conjuration



## GREATER RESTORATION

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M Instantaneous	

diamond dust worth 100 gp, which the spell consumes

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target.

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Ranger (TCE)

5th level Abjuration



## ASHARDALON'S STRIDE

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V, S Concentration, up to 1 minute	

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.

Ranger (FToD)

3rd Level Transmutation

