

Abundant Ammunition

1

RANGER

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S, M/DF (a single piece of ammunition)
Range - touch
Target - one container touched
Duration - 1 minute/level
Saving Throw - none; SR - no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), 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.

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Air Bubble

1

RANGER

School - conjuration/creation
Casting Time - 1 standard action
Components - S, M/DF (a small bladder filled with air)
Range - touch
Target - one creature or one object no larger than a Large two-handed weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - 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.

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Alarm

1

RANGER

School - abjuration
Casting Time - 1 standard action
Components - V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation centered on a point in space
Duration - 2 hours/level
Saving Throw - none; SR - 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.

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Animal Messenger

1

RANGER

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

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Ant Haul

1

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless); SR - 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.

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Anticipate Peril

1

RANGER

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute/level or until activated
Saving Throw - Will negates; SR - 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.

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Aspect of the Falcon

1

RANGER

School - transmutation/polymorph
Casting Time - 1 standard 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.

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Bowstaff

1

RANGER

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); SR - 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.

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Call Animal

1

School - enchantment/compulsion

Casting Time - 1 standard 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; SR - 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

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Call Animal (Cont.)

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.

Calm Animals

1

School - enchantment/compulsion

Casting Time - 1 standard action

Components - V, S

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

Target - animals within 30 ft. of each other

Duration - 1 min./level

Saving Throw - Will negates; SR - 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.

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Charm Animal

1

School - enchantment/charm

Casting Time - 1 standard action

Components - V, S

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

Target - one animal

Duration - 1 hour/level

Saving Throw - Will negates; SR - yes

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

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Cloak of Shade

1

School - abjuration

Casting Time - 1 standard 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 - Will negates (harmless); SR - 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.

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Compel Hostility

1

School - enchantment/compulsion

Casting Time - 1 standard action

Components - V, S, M (a drop of your blood)

Range - personal

Target - you

Duration - 1 round/level

Saving Throw - see text; SR - 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.

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Dancing Lantern

1

School - transmutation

Casting Time - 1 standard action

Components - V, S, F (a lantern)

Range - touch

Effect - animates one lantern

Duration - 1 hour/level (D)

Saving Throw - none; SR - 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 (CL 9th, 2,500 gp).

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Deadeye's Lore

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.

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Delay Poison

1

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

RANGER

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.

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Detect Aberration

1

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

RANGER

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

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Detect Animals or Plants

1

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

RANGER

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.
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Detect Animals or Plants (Cont.)

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

1

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

RANGER

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.

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Detect Snares and Pits

1

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

RANGER

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.

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Diagnose Disease

1

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

RANGER

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.

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Endure Elements

1

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

RANGER

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.

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Entangle

1

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

RANGER

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.

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Feather Step

1

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

RANGER

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.

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Glide

1

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

RANGER

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.

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Gravity Bow

1

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

RANGER

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.

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Hide from Animals

1

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

RANGER

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.

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Horn of Pursuit

1

School - evocation
Casting Time - 1 standard action
Components - S
Range - personal
Effect - 3 peals of a horn
Duration - 1 round
Saving Throw - none; SR - no

RANGER

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.

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Hunter's Howl

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Area - 20-ft.-radius burst
Duration - 1 round/level
Saving Throw - Will negates; SR - none

RANGER

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 mindaffecting fear effect.

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Jump

1

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

RANGER

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.

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Keen Senses

1

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, M/DF (a hawk's feather)
Range - touch
Target - creature touched
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - 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.

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Know The Enemy

1

RANGER

School - divination
Casting Time - 1 minute
Components - S, V, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - 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.

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Lead Blades

1

RANGER

School - transmutation
Casting Time - 1 standard 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.

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Liberating Command

1

RANGER

School - transmutation
Casting Time - 1 immediate action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - 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).

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Longshot

1

RANGER

School - transmutation
Casting Time - 1 standard 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.

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Longstrider

1

RANGER

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

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.

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Magic Fang

1

RANGER

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

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Negate Aroma

1

RANGER

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Pass without Trace

1

RANGER

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Read Magic

1

RANGER

School - divination
Casting Time - 1 standard 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Residual Tracking

1

RANGER

School - divination
Casting Time - 1 minute
Components - V, S, M (a bit of plaster)
Range - touch
Target - footprint touched
Duration - instantaneous
Saving Throw - none; SR - 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Resist Energy

1

RANGER

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - 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.

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Returning Weapon

1

RANGER

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

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Speak with Animals

1

RANGER

School - divination
Casting Time - 1 standard 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.

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Summon Minor Ally

1

RANGER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - 1d3 summoned creatures
Duration - 1 round/level (D)
Saving Throw - none; SR - 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Summon Nature's Ally I

1

RANGER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - 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

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Summon Nature's Ally I (Cont.)

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.

Sun Metal

1

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one melee weapon
Duration - 1 round/level (see text)
Saving Throw - Fortitude negates (object); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Tireless Pursuit

1

RANGER

School - transmutation
Casting Time - 1 standard 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.

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Wartrain Mount

1

RANGER

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

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Accelerate Poison

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a thorn)
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - 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.

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Acute Senses

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a glass lens)
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Allfood

2

RANGER

School - transmutation
Casting Time - 1 standard 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 - Will negates (object); SR - 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.

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Animal Aspect

2

RANGER

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - 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

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Animal Aspect (Cont.)

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.

Ant Haul, Communal

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creatures touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless);
SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Arrow Eruption

2

RANGER

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

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Aspect of the Bear

2

RANGER

School - transmutation/polymorph
Casting Time - 1 standard 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Badger's Ferocity

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon/3 levels
Duration - concentration
Saving Throw - Will negates (harmless); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Barkskin

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 10 min./level
Saving Throw - none; SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Bear's Endurance

2

RANGER

School - transmutation
Casting Time - 1 standard 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); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Bloodhound

2

RANGER

School - transmutation
Casting Time - 1 standard 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Brow Gasher

2

School - necromancy

Casting Time - 1 standard 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);

SR - yes (harmless, object)

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Campfire Wall

2

School - evocation

Casting Time - 1 standard action

Components - V, S, M/DF (ash made from burnt thorns)

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

Effect - 20-ft.-radius sphere centered on fire source

Duration - 2 hours/level; see below (D)

Saving Throw - none; SR - yes

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Cat's Grace

2

School - transmutation

Casting Time - 1 standard action

Components - V, S, M (pinch of cat fur)

Range - touch

Target - creature touched

Duration - 1 min./level

Saving Throw - Will negates (harmless); SR - yes

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Chameleon Stride

2

School - illusion/glamour

Casting Time - 1 standard action

Components - V, S, DF

Range - personal

Target - you

Duration - 1 minute/level

RANGER

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).

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Create Treasure Map

2

School - divination

Casting Time - 1 hour

Components - V, S, M (powdered metal and rare inks worth 100 gp)

Range - touch

Target - one dead creature

Duration - instantaneous

Saving Throw - none; SR - no

RANGER

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess.

Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death.

You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

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Cure Light Wounds

2

School - conjuration/healing

Casting Time - 1 standard action

Components - V, S

Range - touch

Target - creature touched

Duration - instantaneous

Saving Throw - Will half (harmless); see text; SR

- yes (harmless); see text

RANGER

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.

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Eagle Eye

2

School - divination

Casting Time - 1 minute

Components - V, S, DF

Range - long (400 ft. + 40 ft./level)

Effect - magical sensor

Duration - 1 minute/level (D)

Saving Throw - none; SR - no

RANGER

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.

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Effortless Armor

2

School - transmutation

Casting Time - 1 standard action

Components - V, S

Range - personal

Target - you

Duration - 1 minute/level

RANGER

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).

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Endure Elements, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creatures touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

RANGER

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Forest Friend

2

School - abjuration
Casting Time - 1 round
Components - V, S, M (a pinch of manure)
Range - close (25 ft. + 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; SR - no

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Guiding Star

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)

RANGER

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.

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Hide Campsite

2

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

RANGER

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.

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Hold Animal

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one animal
Duration - 1 round/level ; see text
Saving Throw - Will negates; see text; SR - yes

RANGER

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Hunter's Eye

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Locate Weakness

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Lockjaw

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (sticky tree gum)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

RANGER

You give a creature the ability to use one of its natural attacks to firmly attach itself to an opponent. Choose one of the creature's natural attacks (usually a claw or bite attack).

The creature gains the grab ability with that natural attack, including the +4 bonus on combat maneuver checks to start or maintain a grapple. A creature with multiple natural attacks can strike at its grappled opponent with its other natural attacks, but cannot attack any other creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Owl's Wisdom

2

School - transmutation
Casting Time - 1 standard 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); SR - yes

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Perceive Cues

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Protection from Energy

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Protective Spirit

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Reloading Hands

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Returning Weapon, Communal

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Ricochet Shot

2

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

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Slipstream

2

School - conjuration/creation
Casting Time - 1 standard 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 - Reflex negates (harmless); SR - no

RANGER

You create a low-creeping 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.

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Snare

2

RANGER

School - transmutation
Casting Time - 3 rounds
Components - V, S, DF
Range - touch
Target - touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
Duration - Until triggered or broken
Saving Throw - none; SR - no

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Speak with Plants

2

RANGER

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

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Spike Growth

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - one 20-ft. square/level
Duration - 1 hour/level
Saving Throw - Reflex partial; SR - 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

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Spike Growth (Cont.)

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

2

RANGER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - 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).

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Summon Nature's Ally II

2

RANGER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Versatile Weapon

2

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (iron filings)
Range - close (25 ft. + 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); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Web Shelter

2

RANGER

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./two levels)
Effect - 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere
Duration - 1 hour/level (D)
Saving Throw - none; SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Wilderness Soldiers

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - 30-ft.-radius emanation, centered on you
Duration - 1 round/level
Saving Throw - none; SR - no

RANGER

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Wind Wall

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a tiny fan and an exotic feather)
Range - medium (100 ft. + 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; SR - yes

RANGER

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Animal Aspect, Greater

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - yes (harmless)

RANGER

This spell functions like animal aspect, except you can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below. Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed. Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves. Monkey: You gain a +4 competence bonus on Acrobatics checks. Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater. Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4. Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat. Tree Lizard: You gain a +4 competence bonus on Stealth checks.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Aspect of the Stag

3

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

RANGER

When you cast this spell, you take on an aspect of a stag, including some of its physical characteristics. Your features become elongated and sinewy, and you grow a set of antlers you can use for defense. You gain a +2 dodge bonus to AC against attacks of opportunity, your base speed increases by 20 ft., you can move through any undergrowth (including magically manipulated undergrowth) at your normal speed, and can even make a 5-foot step within such terrain.

Furthermore, when you are hit with an attack of opportunity, you can make a single attack with your antlers against the opponent that hit you as an immediate action. This attack uses your highest base attack bonus plus your Strength or Dexterity bonus (your choice) and deals 1d8 points of piercing damage (if you are Medium; 1d6 points of damage if Small) plus your Strength modifier on a successful hit. The antlers have a critical multiplier of 19-20/x2.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Blessing of the Mole

3

School - transmutation
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 1 creature/level
Duration - 1 minute/level
Saving Throw - none (harmless); SR - yes (harmless)

RANGER

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Bloody Claws

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

RANGER

You give a creature the ability to deal bleed damage when making natural attacks so long as the attack deals slashing or piercing damage. This bleed damage for each attack is equal to one-half your caster level (limited to the creature's maximum damage with that attack), though bleed damage does not stack. When two or more attacks deal bleed damage, take the worse effect.

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Burrow

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

RANGER

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Burst of Speed

3

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

RANGER

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Cloak of Winds

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

RANGER

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

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Command Plants

3

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

RANGER

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a 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.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

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Companion Mind Link

3

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - your animal companion
Duration - 1 minute/level

RANGER

The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.

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Cure Moderate Wounds

3

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

RANGER

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

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Darkvision

3

School - transmutation
Casting Time - 1 standard 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); SR - yes (harmless)

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Delay Poison, Communal

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

RANGER

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Diminish Plants

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - see text
Area - see text
Target - see text
Duration - instantaneous
Saving Throw - none; SR - no

RANGER

This spell has two versions.

Prune Growth: This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. This version of diminish plants automatically dispels any spells or effects that enhance plants, such as entangle, plant growth, and wall of thorns.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

This spell has no effect on plant creatures.

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Feather Step, Mass

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless); SR - yes

RANGER

As feather step, except this spell affects multiple creatures.

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Fickle Winds

3

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Target - one or more Medium creatures/level, no two of which can be more than 30 ft. apart
Duration - 1 minute/level (D)
Saving Throw - none (see text); SR - yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as wind wall, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

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Instant Enemy

3

RANGER

School - enchantment
Casting Time - 1 swift action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature that is not your favored enemy.
Duration - 1 minute/level
Saving Throw - none; SR - no

With this spell you designate the target as your favored enemy for the remainder of its duration. Select one of your favored enemy types. For the duration of the spell, you treat the target as if it were that type of favored enemy for all purposes.

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Life Bubble

3

RANGER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a bit of eggshell)
Range - touch
Target - creatures touched, up to one/level
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

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Magic Fang, Greater

3

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a permanency spell.

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Named Bullet

3

RANGER

School - divination
Casting Time - 1 standard 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); SR - 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.

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Neutralize Poison

3

RANGER

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option.

If cast on a creature, the creature receives a Will save to negate the effect.

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Plant Growth

3

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - see text
Area - see text
Target - see text
Duration - instantaneous
Saving Throw - none; SR - no

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown.

The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4.

This bonus is granted for 1 day after the casting of plant growth.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not

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Plant Growth (Cont.)

affected.

Enrichment: This effect targets plants within a range of a halfmile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters diminish plants.

This spell has no effect on plant creatures.

Protection from Energy, Communal

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

RANGER

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Reduce Animal

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one willing animal of Small, Medium, Large, or Huge size
Duration - 1 hour/level
Saving Throw - none; SR - no

RANGER

This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Chapter 6 how to adjust damage for size).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Remove Disease

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

RANGER

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Repel Vermin

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation centered on you
Duration - 10 min./level
Saving Throw - none or Will negates; see text;
SR - yes

RANGER

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

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Resist Energy, Communal

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

RANGER

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Strong Jaw

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

RANGER

Laying a hand upon an allied creature's jaw, claws, tentacles, or other natural weapons, you enhance the power of that creature's natural attacks. Each natural attack that creature makes deals damage as if the creature were two sizes larger than it actually is (see page 302 of the Pathfinder Bestiary for more information). If the creature is already Gargantuan or Colossal-sized, double the amount of damage dealt by each of its natural attacks instead. This spell does not actually change the creature's size; all of its statistics except the amount of damage dealt by its natural attacks remain unchanged.

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Summon Nature's Ally III

3

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

RANGER

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Tireless Pursuers

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a hard biscuit broken into pieces)
Range - touch
Target - you plus one touched creature/3 levels
Duration - 1 hour/level (D)
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

RANGER

This spell functions as tireless pursuit, except as noted above.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Tree Shape

3

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 hour/level

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control.

Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

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Venomous Bolt

3

RANGER

School - necromancy
Casting Time - 1 swift action
Components - V, S
Range - 0 ft.
Target - one arrow or bolt
Duration - instantaneous
Saving Throw - Fortitude negates; see text; SR - yes

You infuse a single arrow or crossbow bolt with natural venom as you fire it. In addition to its normal damage, anyone struck by this arrow or bolt is affected as if by the poison spell. If the arrow is not fired immediately, the spell ends with no effect.

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Water Walk

3

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one touched creature/level
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

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Animal Growth

4

RANGER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one animal (Gargantuan or smaller)
Duration - 1 min./level
Saving Throw - Fortitude negates; SR - yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

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Animal Growth (Cont.)

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

Aspect of the Wolf

4

RANGER

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

When you cast this spell, you take on an aspect of a wolf, including some of its physical characteristics. You become more rugged, your ears become elongated, and you sprout sharp fangs and fur.

You gain a +4 enhancement bonus to Strength and Dexterity, the scent ability, a +2 enhancement bonus on trip attacks, and can make a trip combat maneuver as a swift action. This trip attack does not provoke attacks of opportunity.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Blessing of the Salamander

4

RANGER

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

When you cast this on a creature, its skin turns slick and clammy and it is able to regenerate damage each round. While under the effects of the spell, the creature gains fast healing 5, fire resistance 20 and a +2 competence bonus to its Combat Maneuver Defense.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Bow Spirit

4

RANGER

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

A bow spirit is a shapeless force that hovers about you, taking ammunition from your quiver and firing it. For as long as the bow spirit lasts, you can spend a swift action to direct the bow spirit to fire an arrow or a bolt at a target of your choice, as if the bow spirit were firing the necessary ranged weapon. The bow spirit uses your base attack bonus plus your Dexterity modifier, as well as any bonuses and effects from feats you have that affect ranged attacks, or bonuses from the ammunition it uses.

A bow spirit's attacks do not provoke attacks of opportunity.

There must be ammunition available for the bow spirit to use, and it expends ammunition as if used by you.

A bow 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 bow spirit's AC against touch attacks is 10 + your Dexterity modifier.

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Commune with Nature

4

School - divination
Casting Time - 10 minutes
Components - V, S
Range - personal
Target - you
Duration - instantaneous

RANGER

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings--caves, caverns, and the like--the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

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Cure Serious Wounds

4

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

RANGER

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Darkvision, Communal

4

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

RANGER

This spell functions like darkvision, except you may divide the duration in 1-hour intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Darkvision, Greater

4

School - transmutation
Casting Time - 1 standard 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); SR - yes (harmless)

RANGER

This spell functions as darkvision, except the target's darkvision has a range of 120 feet.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Find Quarry

4

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

RANGER

You sense whether a well-known creature you can clearly visualize is within a 20-mile radius of your current location, as well as the distance and direction to the creature in relation to you. You also discern whether the creature is moving, and its direction, speed, and mode of movement. The radius you can sense increases by 5 miles for every two caster levels you have above 10th (to a maximum of a 45-mile radius at 20th level).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Freedom of Movement

4

School - abjuration
Casting Time - 1 standard 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); SR - yes (harmless)

RANGER

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Grove of Respite

4

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M/DF (a leaf or blade of grass and a drop of water)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 20-ft.-radius grove
Duration - 2 hours/level (D)
Saving Throw - none; SR - no

RANGER

You conjure a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.

The area within the grove is temperate and comfortable, like that of a tiny hut, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a goodberry spell for up to eight people. The grove is warded with an alarm spell that alerts you whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains.

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Named Bullet, Greater

4

School - divination
Casting Time - 1 standard 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); SR - yes (harmless, object)

RANGER

This spell functions like named bullet, except it deals 2 extra points of damage per caster level (maximum 40).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Nondetection

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (diamond dust worth 50 gp)
Range - touch
Target - creature or object touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

RANGER

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

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Raise Animal Companion

4

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (a diamond worth 1,000 gp)
Range - touch
Target - dead animal companion or bonded mount
Duration - instantaneous
Saving Throw - none, see text; SR - yes (harmless)

RANGER

This spell functions as raise dead, but it only affects an animal companion, familiar, or paladin's bonded mount.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Summon Nature's Ally IV

4

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

RANGER

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Terrain Bond

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of earth taken from your most favored terrain)
Range - personal
Target - you
Duration - 1 hour/2 levels (D)

RANGER

You call upon the spirits of nature to help you adapt to your environment. You treat the terrain you are in as your most favored terrain until this spell ends. If you do not have the favored terrain class feature, you gain no benefit from this spell.

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Tree Stride

4

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 hour/level or until expended; see text

RANGER

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree | Transport range |

Oak, ash, yew | 3,000 feet |

Elm, linden | 2,000 feet |

Other deciduous | 1,500 feet |

Any coniferous | 1,000 feet |

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Tree Stride (Cont.)

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Water Walk, Communal

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

RANGER

This spell functions like water walk, except you divide the duration in 10-minute intervals among the creatures touched.

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