

RANGER SPELLS

1ST LEVEL

- ☐☐☐ Adhere to Wood (R&R)
- ☐☐☐ Alarm
- ☐☐☐ Animal Friendship
- ☐☐☐ Chameleon Skin (R&R)
- ☐☐☐ Chill/Warmth (R&R)
- ☐☐☐ Clean (R&R)
- ☐☐☐ Delay Poison
- ☐☐☐ Detect Animals or Plants
- ☐☐☐ Detect Snares and Pits
- ☐☐☐ Dowsing (R&R)
- ☐☐☐ Entangle
- ☐☐☐ Magic Fang
- ☐☐☐ Minor Symbol of Divinity (R&R)
- ☐☐☐ Pass without Trace
- ☐☐☐ Rabbit Feet (R&R)
- ☐☐☐ Read Magic
- ☐☐☐ Resist Elements
- ☐☐☐ Sethris' Potency (R&R)
- ☐☐☐ Shade's Sight (R&R)
- ☐☐☐ Spark (R&R)
- ☐☐☐ Speak with Animals
- ☐☐☐ Steal Sleep (R&R)
- ☐☐☐ Summon Nature's Ally I

2ND LEVEL

- ☐☐☐ Animal Messenger
- ☐☐☐ Call Aquatic Animal I (R&R)
- ☐☐☐ Circle of Sounds (R&R)
- ☐☐☐ Cure Light Wounds
- ☐☐☐ Detect Chaos
- ☐☐☐ Detect Evil
- ☐☐☐ Detect Good
- ☐☐☐ Detect Law
- ☐☐☐ Divine Wisdom (R&R)
- ☐☐☐ Hold Animal
- ☐☐☐ Hunter's Stalk (R&R)
- ☐☐☐ Liliandel's Flurry (R&R)
- ☐☐☐ Protection from Elements
- ☐☐☐ Sleep
- ☐☐☐ Snare
- ☐☐☐ Speak with Plants
- ☐☐☐ Summon Nature's Ally II
- ☐☐☐ Tanil's Touch (R&R)
- ☐☐☐ Wolf's Cry (R&R)

3RD LEVEL

- ☐☐☐ Animal Infusion (R&R)
- ☐☐☐ Animal Spy (R&R)
- ☐☐☐ Beast Soul (R&R)
- ☐☐☐ Control Plants
- ☐☐☐ Cure Moderate Wounds
- ☐☐☐ Diminish Plants
- ☐☐☐ Greater Magic Fang
- ☐☐☐ Neutralize Poison
- ☐☐☐ Plant Growth
- ☐☐☐ Remove Disease
- ☐☐☐ Sethtel's Stick Servant (R&R)
- ☐☐☐ Summon Nature's Ally III
- ☐☐☐ Tree Shape
- ☐☐☐ Water Walk

4TH LEVEL

- ☐☐☐ Call Aquatic Animals II (R&R)
- ☐☐☐ Cure Serious Wounds
- ☐☐☐ Freedom of Movement
- ☐☐☐ Nondetection
- ☐☐☐ Polymorph Self
- ☐☐☐ Summon Nature's Ally IV
- ☐☐☐ Tanil's Purgings (R&R)
- ☐☐☐ Tattoo Item (R&R)
- ☐☐☐ Tree Stride
- ☐☐☐ Wind Wall
- ☐☐☐ Yara's Totemic Transformation (R&R)