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# ULTIMATE SPELL DECKS



## RANGER SPELL CARDS

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[illegible]

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.

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*).

[illegible]

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  $2d4 + \text{caster level}$ .

[illegible]

This charm makes one animal regard you as its trusted friend and ally (*treat the target's attitude as friendly*). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the 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.*) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed animal breaks the spell. You must speak the animal's language to communicate your commands, or else be good at pantomiming.

[illegible]

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.

**Uses:** □□□□□□□□

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

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.

**Uses Per Day:**

**Uses:** □□□□□□□□

# DETECT ANIMALS OR PLANTS

**School divination; Level** ranger 1; **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 (D); **Saving Throw** none; **Spell Resistance** no

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. **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 SNARES AND PITS

**School** divination; **Level** ranger 1; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

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.

[illegible]

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.

[illegible]

**School** transmutation; **Level** ranger 1; **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; **Spell Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around foes 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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

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.

[illegible]

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.

[illegible]

**Uses:** □□□□□□□□

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.

[illegible][illegible]

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.

[illegible]



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This deciphering does not normally invoke the magic contained in

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[illegible]

**School** abjuration; **Level** ranger 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 10 min./level; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (*and does not stack with*) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Uses Per Day:** \_\_\_\_\_[illegible]

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.

[illegible]

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**Table 1**

# SUMMON NATURE'S ALLY I

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

**1st Level:** Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

**School** transmutation; **Level** ranger 2; **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*); **Spell Resistance** 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.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □ □ □ □ □ □ □ □

**School** transmutation; **Level** ranger 2; **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*); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

**School** conjuration (*healing*); **Level** ranger 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

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.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□



**School** enchantment (*compulsion*) [*mind-affecting*]; **Level** ranger 2; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target** one animal; **Duration** 1 round/level (D); see text; **Saving Throw** Will negates; see text; **Spell Resistance** yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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

**Uses Per Day:**

**Uses:**

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[illegible][illegible]

## PROTECTION FROM ENERGY

**School** abjuration; **Level** ranger 2; **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*); **Spell Resistance** yes (*harmless*)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (*acid, cold, electricity, fire, or sonic*). When the spell absorbs 12 points per caster level of energy damage (*to a maximum of 120 points at 10th level*), it is discharged.

Protection from energy overlaps (*and does not stack with*) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

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**School** divination; **Level** ranger 2; **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.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

# SPIKE GROWTH

**School** transmutation; **Level** ranger 2; **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 (D); **Saving Throw** Reflex partial; **Spell Resistance** 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 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.

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

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.

**Uses Per Day:**

## SUMMON NATURE'S ALLY II

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

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. 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 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.

**1st Level:** Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*); **2nd Level:** Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

[illegible]



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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

## CURE MODERATE WOUNDS

**School** conjuration (healing); **Level** ranger 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (*maximum +10*). 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.

**Uses Per Day:**\_\_\_\_\_[illegible]

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**School** transmutation; **Level** ranger 3; **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*); **Spell Resistance** yes (*harmless*)

This spell functions like magic fang, giving one natural weapon or unarmed strike of the subject on attack and damage rolls a +1 per four caster levels (*maximum* +5). 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. 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.

**Uses Per Day:**\_\_\_\_\_[illegible]

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.

[illegible]

# PLANT GROWTH

**School** transmutation; **Level** ranger 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** see text; **Target or Area** see text; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** 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 affected.

**Enrichment:** This effect targets plants within a range of a half-mile, 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.

**Uses Per Day:** \_\_\_\_\_ **Uses:** ☐☐☐☐☐☐☐☐☐☐

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]



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1. *Journal of the American Medical Association*, 2000; 284: 2689-2694.

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.

**Uses Per Day:** \_\_\_\_\_[illegible]

## SUMMON NATURE'S ALLY III

**School** conjuration (*summoning*); **Level** ranger 3; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** 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*).

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. 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 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.

**School** conjuration (*summoning*); **Level** ranger 3; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

**1st Level:** Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

**2nd Level:** Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

**3rd Level:** Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

[illegible]

1. 2019. 12. 1. 2019. 12. 31. 2020. 1. 1. 2020. 1. 31. 2020. 2. 1. 2020. 2. 28. 2020. 3. 1. 2020. 3. 31. 2020. 4. 1. 2020. 4. 30. 2020. 5. 1. 2020. 5. 31. 2020. 6. 1. 2020. 6. 30. 2020. 7. 1. 2020. 7. 31. 2020. 8. 1. 2020. 8. 31. 2020. 9. 1. 2020. 9. 30. 2020. 10. 1. 2020. 10. 31. 2020. 11. 1. 2020. 11. 30. 2020. 12. 1. 2020. 12. 31. 2021. 1. 1. 2021. 1. 31. 2021. 2. 1. 2021. 2. 28. 2021. 3. 1. 2021. 3. 31. 2021. 4. 1. 2021. 4. 30. 2021. 5. 1. 2021. 5. 31. 2021. 6. 1. 2021. 6. 30. 2021. 7. 1. 2021. 7. 31. 2021. 8. 1. 2021. 8. 31. 2021. 9. 1. 2021. 9. 30. 2021. 10. 1. 2021. 10. 31. 2021. 11. 1. 2021. 11. 30. 2021. 12. 1. 2021. 12. 31. 2022. 1. 1. 2022. 1. 31. 2022. 2. 1. 2022. 2. 28. 2022. 3. 1. 2022. 3. 31. 2022. 4. 1. 2022. 4. 30. 2022. 5. 1. 2022. 5. 31. 2022. 6. 1. 2022. 6. 30. 2022. 7. 1. 2022. 7. 31. 2022. 8. 1. 2022. 8. 31. 2022. 9. 1. 2022. 9. 30. 2022. 10. 1. 2022. 10. 31. 2022. 11. 1. 2022. 11. 30. 2022. 12. 1. 2022. 12. 31. 2023. 1. 1. 2023. 1. 31. 2023. 2. 1. 2023. 2. 28. 2023. 3. 1. 2023. 3. 31. 2023. 4. 1. 2023. 4. 30. 2023. 5. 1. 2023. 5. 31. 2023. 6. 1. 2023. 6. 30. 2023. 7. 1. 2023. 7. 31. 2023. 8. 1. 2023. 8. 31. 2023. 9. 1. 2023. 9. 30. 2023. 10. 1. 2023. 10. 31. 2023. 11. 1. 2023. 11. 30. 2023. 12. 1. 2023. 12. 31. 2024. 1. 1. 2024. 1. 31. 2024. 2. 1. 2024. 2. 28. 2024. 3. 1. 2024. 3. 31. 2024. 4. 1. 2024. 4. 30. 2024. 5. 1. 2024. 5. 31. 2024. 6. 1. 2024. 6. 30. 2024. 7. 1. 2024. 7. 31. 2024. 8. 1. 2024. 8. 31. 2024. 9. 1. 2024. 9. 30. 2024. 10. 1. 2024. 10. 31. 2024. 11. 1. 2024. 11. 30. 2024. 12. 1. 2024. 12. 31. 2025. 1. 1. 2025. 1. 31. 2025. 2. 1. 2025. 2. 28. 2025. 3. 1. 2025. 3. 31. 2025. 4. 1. 2025. 4. 30. 2025. 5. 1. 2025. 5. 31. 2025. 6. 1. 2025. 6. 30. 2025. 7. 1. 2025. 7. 31. 2025. 8. 1. 2025. 8. 31. 2025. 9. 1. 2025. 9. 30. 2025. 10. 1. 2025. 10. 31. 2025. 11. 1. 2025. 11. 30. 2025. 12. 1. 2025. 12. 31. 2026. 1. 1. 2026. 1. 31. 2026. 2. 1. 2026. 2. 28. 2026. 3. 1. 2026. 3. 31. 2026. 4. 1. 2026. 4. 30. 2026. 5. 1. 2026. 5. 31. 2026. 6. 1. 2026. 6. 30. 2026. 7. 1. 2026. 7. 31. 2026. 8. 1. 2026. 8. 31. 2026. 9. 1. 2026. 9. 30. 2026. 10. 1. 2026. 10. 31. 2026. 11. 1. 2026. 11. 30. 2026. 12. 1. 2026. 12. 31. 2027. 1. 1. 2027. 1. 31. 2027. 2. 1. 2027. 2. 28. 2027. 3. 1. 2027. 3. 31. 2027. 4. 1. 2027. 4. 30. 2027. 5. 1. 2027. 5. 31. 2027. 6. 1. 2027. 6. 30. 2027. 7. 1. 2027. 7. 31. 2027. 8. 1. 2027. 8. 31. 2027. 9. 1. 2027. 9. 30. 2027. 10. 1. 2027. 10. 31. 2027. 11. 1. 2027. 11. 30. 2027. 12. 1. 2027. 12. 31. 2028. 1. 1. 2028. 1. 31. 2028. 2. 1. 2028. 2. 28. 2028. 3. 1. 2028. 3. 31. 2028. 4. 1. 2028. 4. 30. 2028. 5. 1. 2028. 5. 31. 2028. 6. 1. 2028. 6. 30. 2028. 7. 1. 2028. 7. 31. 2028. 8. 1. 2028. 8. 31. 2028. 9. 1. 2028. 9. 30. 2028. 10. 1. 2028. 10. 31. 2028. 11. 1. 2028. 11. 30. 2028. 12. 1. 2028. 12. 31. 2029. 1. 1. 2029. 1. 31. 2029. 2. 1. 2029. 2. 28. 2029. 3. 1. 2029. 3. 31. 2029. 4. 1. 2029. 4. 30. 2029. 5. 1. 2029. 5. 31. 2029. 6. 1. 2029. 6. 30. 2029. 7. 1. 2029. 7. 31. 2029. 8. 1. 2029. 8. 31. 2029. 9. 1. 2029. 9. 30. 2029. 10. 1. 2029. 10. 31. 2029. 11. 1. 2029. 11. 30. 2029. 12. 1. 2029. 12. 31. 2030. 1. 1. 2030. 1. 31. 2030. 2. 1. 2030. 2. 28. 2030. 3. 1. 2030. 3. 31. 2030. 4. 1. 2030. 4. 30. 2030. 5. 1. 2030. 5. 31. 2030. 6. 1. 2030. 6. 30. 2030. 7. 1. 2030. 7. 31. 2030. 8. 1. 2030. 8. 31. 2030. 9. 1. 2030. 9. 30. 2030. 10. 1. 2030. 10. 31. 2030. 11. 1. 2030. 11. 30. 2030. 12. 1. 2030. 12. 31. 2031. 1. 1. 2031. 1. 31. 2031. 2. 1. 2031. 2. 28. 2031. 3. 1. 2031. 3. 31. 2031. 4. 1. 2031. 4. 30. 2031. 5. 1. 2031. 5. 31. 2031. 6. 1. 2031. 6. 30. 2031. 7. 1. 2031. 7. 31. 2031. 8. 1. 2031. 8. 31. 2031. 9. 1. 2031. 9. 30. 2031. 10. 1. 2031. 10. 31. 2031. 11. 1. 2031. 11. 30. 2031. 12. 1. 2031. 12. 31. 2032. 1. 1. 2032. 1. 31. 2032. 2. 1. 2032. 2. 28. 2032. 3. 1. 2032. 3. 31. 2032. 4. 1. 2032. 4. 30. 2032. 5. 1. 2032. 5. 31. 2032. 6. 1. 2032. 6. 30. 2032. 7. 1. 2032. 7. 31. 2032. 8. 1. 2032. 8. 31. 2032. 9. 1. 2032. 9. 30. 2032. 10. 1. 2032. 10. 31. 2032. 11. 1. 2032. 11. 30. 2032. 12. 1. 2032. 12. 31. 2033. 1. 1. 2033. 1. 31. 2033. 2. 1. 2033. 2. 28. 2033. 3. 1. 2033. 3. 31. 2033. 4.

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

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1. 2019. 12. 1. 2019. 12. 31. 2020. 1. 1. 2020. 1. 31. 2020. 2. 1. 2020. 2. 28. 2020. 3. 1. 2020. 3. 31. 2020. 4. 1. 2020. 4. 30. 2020. 5. 1. 2020. 5. 31. 2020. 6. 1. 2020. 6. 30. 2020. 7. 1. 2020. 7. 31. 2020. 8. 1. 2020. 8. 31. 2020. 9. 1. 2020. 9. 30. 2020. 10. 1. 2020. 10. 31. 2020. 11. 1. 2020. 11. 30. 2020. 12. 1. 2020. 12. 31. 2021. 1. 1. 2021. 1. 31. 2021. 2. 1. 2021. 2. 28. 2021. 3. 1. 2021. 3. 31. 2021. 4. 1. 2021. 4. 30. 2021. 5. 1. 2021. 5. 31. 2021. 6. 1. 2021. 6. 30. 2021. 7. 1. 2021. 7. 31. 2021. 8. 1. 2021. 8. 31. 2021. 9. 1. 2021. 9. 30. 2021. 10. 1. 2021. 10. 31. 2021. 11. 1. 2021. 11. 30. 2021. 12. 1. 2021. 12. 31. 2022. 1. 1. 2022. 1. 31. 2022. 2. 1. 2022. 2. 28. 2022. 3. 1. 2022. 3. 31. 2022. 4. 1. 2022. 4. 30. 2022. 5. 1. 2022. 5. 31. 2022. 6. 1. 2022. 6. 30. 2022. 7. 1. 2022. 7. 31. 2022. 8. 1. 2022. 8. 31. 2022. 9. 1. 2022. 9. 30. 2022. 10. 1. 2022. 10. 31. 2022. 11. 1. 2022. 11. 30. 2022. 12. 1. 2022. 12. 31. 2023. 1. 1. 2023. 1. 31. 2023. 2. 1. 2023. 2. 28. 2023. 3. 1. 2023. 3. 31. 2023. 4. 1. 2023. 4. 30. 2023. 5. 1. 2023. 5. 31. 2023. 6. 1. 2023. 6. 30. 2023. 7. 1. 2023. 7. 31. 2023. 8. 1. 2023. 8. 31. 2023. 9. 1. 2023. 9. 30. 2023. 10. 1. 2023. 10. 31. 2023. 11. 1. 2023. 11. 30. 2023. 12. 1. 2023. 12. 31. 2024. 1. 1. 2024. 1. 31. 2024. 2. 1. 2024. 2. 28. 2024. 3. 1. 2024. 3. 31. 2024. 4. 1. 2024. 4. 30. 2024. 5. 1. 2024. 5. 31. 2024. 6. 1. 2024. 6. 30. 2024. 7. 1. 2024. 7. 31. 2024. 8. 1. 2024. 8. 31. 2024. 9. 1. 2024. 9. 30. 2024. 10. 1. 2024. 10. 31. 2024. 11. 1. 2024. 11. 30. 2024. 12. 1. 2024. 12. 31. 2025. 1. 1. 2025. 1. 31. 2025. 2. 1. 2025. 2. 28. 2025. 3. 1. 2025. 3. 31. 2025. 4. 1. 2025. 4. 30. 2025. 5. 1. 2025. 5. 31. 2025. 6. 1. 2025. 6. 30. 2025. 7. 1. 2025. 7. 31. 2025. 8. 1. 2025. 8. 31. 2025. 9. 1. 2025. 9. 30. 2025. 10. 1. 2025. 10. 31. 2025. 11. 1. 2025. 11. 30. 2025. 12. 1. 2025. 12. 31. 2026. 1. 1. 2026. 1. 31. 2026. 2. 1. 2026. 2. 28. 2026. 3. 1. 2026. 3. 31. 2026. 4. 1. 2026. 4. 30. 2026. 5. 1. 2026. 5. 31. 2026. 6. 1. 2026. 6. 30. 2026. 7. 1. 2026. 7. 31. 2026. 8. 1. 2026. 8. 31. 2026. 9. 1. 2026. 9. 30. 2026. 10. 1. 2026. 10. 31. 2026. 11. 1. 2026. 11. 30. 2026. 12. 1. 2026. 12. 31. 2027. 1. 1. 2027. 1. 31. 2027. 2. 1. 2027. 2. 28. 2027. 3. 1. 2027. 3. 31. 2027. 4. 1. 2027. 4. 30. 2027. 5. 1. 2027. 5. 31. 2027. 6. 1. 2027. 6. 30. 2027. 7. 1. 2027. 7. 31. 2027. 8. 1. 2027. 8. 31. 2027. 9. 1. 2027. 9. 30. 2027. 10. 1. 2027. 10. 31. 2027. 11. 1. 2027. 11. 30. 2027. 12. 1. 2027. 12. 31. 2028. 1. 1. 2028. 1. 31. 2028. 2. 1. 2028. 2. 28. 2028. 3. 1. 2028. 3. 31. 2028. 4. 1. 2028. 4. 30. 2028. 5. 1. 2028. 5. 31. 2028. 6. 1. 2028. 6. 30. 2028. 7. 1. 2028. 7. 31. 2028. 8. 1. 2028. 8. 31. 2028. 9. 1. 2028. 9. 30. 2028. 10. 1. 2028. 10. 31. 2028. 11. 1. 2028. 11. 30. 2028. 12. 1. 2028. 12. 31. 2029. 1. 1. 2029. 1. 31. 2029. 2. 1. 2029. 2. 28. 2029. 3. 1. 2029. 3. 31. 2029. 4. 1. 2029. 4. 30. 2029. 5. 1. 2029. 5. 31. 2029. 6. 1. 2029. 6. 30. 2029. 7. 1. 2029. 7. 31. 2029. 8. 1. 2029. 8. 31. 2029. 9. 1. 2029. 9. 30. 2029. 10. 1. 2029. 10. 31. 2029. 11. 1. 2029. 11. 30. 2029. 12. 1. 2029. 12. 31. 2030. 1. 1. 2030. 1. 31. 2030. 2. 1. 2030. 2. 28. 2030. 3. 1. 2030. 3. 31. 2030. 4. 1. 2030. 4. 30. 2030. 5. 1. 2030. 5. 31. 2030. 6. 1. 2030. 6. 30. 2030. 7. 1. 2030. 7. 31. 2030. 8. 1. 2030. 8. 31. 2030. 9. 1. 2030. 9. 30. 2030. 10. 1. 2030. 10. 31. 2030. 11. 1. 2030. 11. 30. 2030. 12. 1. 2030. 12. 31. 2031. 1. 1. 2031. 1. 31. 2031. 2. 1. 2031. 2. 28. 2031. 3. 1. 2031. 3. 31. 2031. 4. 1. 2031. 4. 30. 2031. 5. 1. 2031. 5. 31. 2031. 6. 1. 2031. 6. 30. 2031. 7. 1. 2031. 7. 31. 2031. 8. 1. 2031. 8. 31. 2031. 9. 1. 2031. 9. 30. 2031. 10. 1. 2031. 10. 31. 2031. 11. 1. 2031. 11. 30. 2031. 12. 1. 2031. 12. 31. 2032. 1. 1. 2032. 1. 31. 2032. 2. 1. 2032. 2. 28. 2032. 3. 1. 2032. 3. 31. 2032. 4. 1. 2032. 4. 30. 2032. 5. 1. 2032. 5. 31. 2032. 6. 1. 2032. 6. 30. 2032. 7. 1. 2032. 7. 31. 2032. 8. 1. 2032. 8. 31. 2032. 9. 1. 2032. 9. 30. 2032. 10. 1. 2032. 10. 31. 2032. 11. 1. 2032. 11. 30. 2032. 12. 1. 2032. 12. 31. 2033. 1. 1. 2033. 1. 31. 2033. 2. 1. 2033. 2. 28. 2033. 3. 1. 2033. 3. 31. 2033. 4.

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.

[illegible]

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.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command over an enlarged animal. Multiple magical effects that increase size do not stack.

[illegible]

**School** divination; **Level** ranger 4; **Casting Time** 10 minutes; **Components** V, S; **Range** personal; **Target** you; **Duration** instantaneous

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.

[illegible]



When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (*maximum +15*). 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.

**Uses:** □□□□□□□□

## FREEDOM OF MOVEMENT

**School** abjuration; **Level** ranger 4; **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*); **Spell Resistance** yes (*harmless*)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

**Uses Per Day:**

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 ( $1d20 + \text{caster level}$ ) 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.

[illegible]

## SUMMON NATURE'S ALLY IV

**School** conjuration (*summoning*) [*see text*]; **Level** ranger 4;  
**Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** 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*).

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. 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 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.

**1st Level:** Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

**3rd Level:** Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

[illegible]

# 

**School** conjuration (*teleportation*); **Level** ranger 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 1 hour/level or until expended; see text

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      |

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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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