

Memorized	Scroll	Spell
1ST-LEVEL RANGER SPELLS		
		Alarm: Wards an area for 2 hours/level.
		Animal Messenger: Sends a Tiny animal to a specific place.
		Calm Animals: Calms (2d4 + level) HD of animals.
		Charm Animal: Makes one animal your friend.
		Delay Poison: Stops poison from harming subject for 1 hour/level.
		Detect Animals or Plants: Detects kinds of animals or plants.
		Detect Poison: Detects poison in one creature or object.
		Detect Snares and Pits: Reveals natural or primitive traps.
		Endure Elements: Exist comfortably in hot or cold environments.
		Entangle: Plants entangle everyone in 40-ft.-radius circle.
		Hide from Animals: Animals can't perceive one subject/level.
		Jump: Subject gets bonus on Jump checks.
		Longstrider: Increases your speed.
		Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
		Pass without Trace: One subject/level leaves no tracks.
		Read Magic: Read scrolls and spellbooks.
		Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
		Speak with Animals: You can communicate with animals.
		Summon Nature's Ally I: Calls animal to fight for you.
2ND-LEVEL RANGER SPELLS		
		Barkskin: Grants +2 (or higher) enhancement to natural armor.
		Bear's Endurance: Subject gains +4 to Con for 1 min./level.
		Cat's Grace: Subject gains +4 to Dex for 1 min./level.
		Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
		Hold Animal: Paralyzes one animal for 1 round/level.
		Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
		Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
		Snare: Creates a magic booby trap.
		Speak with Plants: You can talk to normal plants and plant creatures.
		Spike Growth: Creatures in area take 1d4 damage, may be <i>slowed</i> .
		Summon Nature's Ally II: Calls animal to fight for you.
		Wind Wall: Deflects arrows, smaller creatures, and gases.
3RD-LEVEL RANGER SPELLS		
		Command Plants: Sway the actions of one or more plant creatures.
		Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
		Darkvision: See 60 ft. in total darkness.
		Diminish Plants: Reduces size or blights growth of normal plants.
		Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max+5).
		Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
		Plant Growth: Grows vegetation, improves crops.
		Reduce Animal: Shrinks one willing animal.
		Remove Disease: Cures all diseases affecting subject.
		Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
		Summon Nature's Ally III: Calls animal to fight for you.
		Tree Shape: You look exactly like a tree for 1 hour/level.
		Water Walk: Subject treads on water as if solid.
4TH-LEVEL RANGER SPELLS		
		Animal Growth: One animal/two levels doubles in size.

		Commune with Nature: Learn about terrain for 1 mile/level.
		Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
		Freedom of Movement: Subject moves normally despite impediments.
		Nondetection m: Hides subject from divination, scrying.
		Summon Nature's Ally IV: Calls animal to fight for you.
		Tree Stride: Step from one tree to another far away.