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A4 Portrait 9 Card Page Casting time1 minute range30 feet componentsV, S, M duration 8 hours A short bell and a piece of fine silver wires set you an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is not larger than a 20-foot cube. Until the magic ends, an alarm alerts you whenever a small or large creature touches or enters the warded area. When you spell, you can designate creatures that won't set alarms. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you're within 1 mile of the ward area. If you are sleeping, this ping awakens you. An audible alarm produces the sound of a handbell for 10 seconds within 60 feet. Ranger 1 Level Abjuration Casting time1 action range30 feet componentsV, S, M duration 24 hours a morwala of foodThis magic lets you convince an animal that you mean no harm to it. Choose an animal that you can see within range. This is what you should see and hear. If the animal's iq is 4 or more, the magic fails. Otherwise, the animal must succeed on an IQ savings throw or be mesmerized by you for a period of magic. If you or one of your partners harms the goal, the magic ends. At a higher level: When you cast this magic using a second level spell slot or more, you can impress an extra animal for each slot level above 1. Ranger 1 level magic casting time1 action rangetouch components, a creature with s period that you touch, 1d8+ achieves multiple hit points equal to your spelling ability modifier. This magic has no effect on the dead or the construction. At a higher level: When you cast this magic using magic slots of 2 levels or more, the treatment increases to 1d8 for each slot level above 1. Ranger 1 Level Evocation Casting Time1 Action RangeSelf ComponentsV, Center for S Duration, up to 10 minutes for duration, you sense the presence of magic within 30 feet of you. If you sense magic like this, you can use your act to see a faint aura around any visible creature or object in the area that magic bears, and you learn your School of Magic, if any. Magic can penetrate most obstacles, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Ranger 1 Level Divination Casting time1 Action Rangesev, S, M Duration Concentration, A U Leaf for Duration up to 10 minutes, you can understand the presence and location of poison, poisonous organisms and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature or disease in each case. Magic can penetrate most obstacles, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Ranger 1St Level Dividend Casting Time1 Bonus Action Rangesev Period Kanwar, Up to 1 minute By the time you hit a creature with a machete attack before this magic ends, a writhing mass of prickly vines appears at the point of effect, and the goal must succeed on a power-saving throw or restrained by magical vines until the magic ends. A large or large creature gains on this saving throw. If the goal is successful when saved, the vines are removed. While restrained by this spell, the goal takes 1d6 piercing losses at the beginning of each of his turns. A creature restrained by vines or one that can touch the creature can use its action to save DC to check a force against its magic. On a breakthrough, the goal is free. At a higher level: If you cast this magic using magic slots of 2 levels or more, the damage for each slot level above 1 increases to 1d6. Ranger 1 level conjuring casting time1 action range120 feet componentV, S. Spanancre, up to 1 hour you make a 20-foot radius area of fog centered at a point within the range. The area spreads around the corners, and its area is heavily obscured. It lasts for duration or up to medium or high speeds (at least 10 miles per hour). At a higher level: When you cast this magic using magic slots of 2 levels or more, the radius of fog increases by 20 feet for each slot level above 1. Ranger 1 level magic casting time1 action rangetouch componentv, s, a twig of mistletoe with M period ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat a berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for a day. Berries lose their power if they haven't been consumed within 24 hours of casting this magic. Ranger 1 level conversion casting time1 bonus action using rangeSelf componentsV periods, up to 1 minute the next time you hit a creature with a carrying weapon attack before the magic ends, this creates the rain of magic thorns that sprouts from your arms or ammunition. In addition to the general effect of the attack, the target of the attack and each creature within 5 feet of it should emit dexterity savings. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one. At a higher level: If you put this magic using a magic slot of another level or more, the loss for each slot level to above 1 (maximum 6d10) increases to 1d10. Ranger 1 Level Conjuring Casting Time1 Bonus Action Range90 Feet Componentv Center of The Periods, up to 1 hour you choose a creature you can see within range and mark it as your quarry. Until the magic ends, you have to deal an additional 1d6 damage to the target whenever you hit it with a weapon attack, and you have the advantage over any knowledge (perception) or knowledge (survival) you investigate To find it. If the target drops to 0 hit points before this spell ends, you can use the bonus action at your subsequent turn to mark a new creature. On a higher level: When you cast this magic using the third or fourth level magic slot, you can maintain your concentration on magic for up to 8 hours. When you use magic slots of 5th level or more, you can maintain your concentration on magic for up to 24 hours. Ranger 1 level divination casting time1 action rangetouch componentV, S, M duration 1 minute the last law of a locust you touch a creature. The jumping distance of the creature is tripled until the magic is over. Ranger 1 Level Conversion Casting Time1 Action RangeTouch ComponentV, S, M Duration1 Hours A Pinch of Filthy You Touch a Creature. The speed of the target increases by 10 feet until the magic is over. At a higher level: When you cast this magic using magic slots of 2 levels or more, you can target an additional creature for each slot level above 1. Ranger 1 level conversion casting time1 action rangeSelf componentsV, S duration 10 minutes you gain the ability to understand and communicate with animals for the duration orally. The knowledge and awareness of many animals is limited by their intelligence, but at least, animals can give you information about nearby places and monsters, including whatever they may experience or are perceived within the previous day. You may be able to persuade an animal to do a small side for you, at the dm's discretion. Ranger 1 level Divination casting time1 action range30 feet componentV, S, M duration 24 hours a morwala of foodby means this magic, so you use an animal to deliver a message. Select a small animal that you can see within range, such as squirrels, blue rays or birds. You specify a location you may have visited, and a recipient that matches a general description, such as a man or a woman wearing a city guard uniform or a red-haired dwarf wearing a pointed hat. You also speak a message of up to twenty-five words. The target animal travels for a period of magic toward the designated location, which is about 50 miles per 24 hours for a flight messenger or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, imitating the voice of your voice. The messenger speaks only to a creature matching the details you have given. If the messenger does not reach its destination before the magic ends, the message is lost, and the beast makes its way back to where you cast this magic. At the high level: If you cast this Magic 3 level or Ranger 2 level magic casting time time1 action range30 feet using a magic slot of a morwala of componentsV, S, M duration 24 hours foodhigher, the magic period increases by 48 hours for each slot level above 2. Ranger II Level Magic Casting Time1 Action Rangetouch S, M-spanal operation, 1 hour until a handful of oak bark you touch a prepared creature. By the time the magic ends, the skin of the target has a thicker, bark-like appearance, and the AC of the target may be no less than 16, no matter what kind of armor it's wearing. Ranger II level conversion casting time1 action rangetouch components periodicity, up to 1 hour you touch a ready animal. For the period of magic, you can use your task to look through the eyes of the animal and hear what it hears, and keep doing so until you use your action to return to your normal senses. Ranger second-level Divination casting time1 action range5 feet componentsV, S, M duration 8 hours four or more arrows or bolts you keep four pieces of non-magnet ammunition — arrows or crossbow bolts — in the ground within range and magic on them to protect an area. Until the magic ends, whenever a creature other than you comes within 30 feet of ammunition for the first time at a turn or ends its turn there, a piece of ammunition flies to strike it. The creature must succeed on a dexterity saving throw or carry 1d6 piercing damage. Then the piece of ammunition is destroyed. When there is no ammunition, the magic comes to an end. When you cast this magic, you can designate any creatures you choose, and magic ignores them. At a higher level: When you cast this magic using a magic slot of the third level or more, the amount of ammunition that increases by two for each slot level above 2. Ranger second-level conversion casting time1 action rangeTouch componentsV, S, M duration 8 hours either a pinch of dried carrot or an agateYou touch a prepared creature to provide the ability to see it in the dark. For the duration, that creature has darkness to a limit of 60 feet. Ranger SECOND level conversion casting time1 action range120 feet componentV, with S period you sense the presence of any trap within range that is within the line of sight. For the purpose of this magic there is anything involved in a trap that will have a sudden or unexpected effect that you consider harmful or undesirable, which was specifically intended by its creator. Thus, the magic alarm will understand the area affected by magic, a glyph of warding, or a mechanical pit trap, but it will not reveal a natural weakness in the floor, an unstable roof, or a hidden sinkhole. This magic only suggests that a trap exists. You do not learn the location of each trap, but you learn the normal nature of the danger posed by a trap that you understand. With Ranger II level divination casting time1 action rangetouch componentV, S period you can touch a creature and eliminate either a disease or a condition suffering it. The condition can be blind, deafening, paralyzed, or poisoned. Ranger II Level Discard Casting Time1 Action RangeSelf ComponentsV, S, M Duration a Little Bit Fur by the name of a specific type of animal or plant, blaming a bloodhoundscraisk. Focusing on the sound of nature in your surroundings, you learn the direction and distance of that kind of nearest creature or plant within 5 miles, if any exists. Ranger SECOND level devination casting time1 action rangeseff, S, M duration concentration, a thorny twigndescrob or name an object for 10 minutes that is familiar to you. You understand the direction of the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. Magic can explore a specific object known to you, until you've seen it close — within 30 feet — at least once. Alternatively, magic can detect the closest object of a particular type, such as a certain type of garment, jewelry, furniture, equipment or weapons. This magic cannot detect an object if no thickness of lead, even a thin sheet, blocks a direct path between you and the object. Ranger second-level divination casting time1 action rangeSelf componentsV, S, M period center, from a burnt leaf of mistletoe to 1 hour's ashes and a sprig of shadow and spruce veil of silence radiate from you, masking your companions by locating you and. For the duration, each creature you choose within 30 feet of you (including you) has +10 bonuses to check dexterity (including) and cannot be tracked except magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage. Ranger II level discard casting time 1 action rangetouch componentV, S duration 1 hour you touch a creature. If it is poison, you neutralize the poison. If more than one poison suffers the target, you become ineffective on the poison that you know exists, or you randomly neutralize one. For the duration, the target has an advantage over saving throws against being poisoned, and it has resistance to the damage of poison. Ranger second-level discard casting time time1 action range120 feet component, S duration convention, up to 10 minutes for duration, can't be built within no sound or pass through a 20-foot radius area centered at a point you choose within range. Any creature or object is completely immune to thunderous damage inside the area, and the creatures are deafening while completely inside it. Casting a spell that includes a verbal component is impossible there. The Ranger second-level illusion casting time1 action range150 feet components, S, M-span center, 10 minutes until seven sharp forks or seven small twigs, each centered at one point within a 20-foot radius to a point-of-ground sharp range twists and sprouts hard spikes and forks. This area becomes an inaccessible area for the period. When a creature moves in or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The change of land is too look natural. Any creature that has time to spell can't see the area in case one knowledge against its magic (perception) should check D.C. to recognize the terrain as dangerous before registering it. Ranger SECOND level conversion casting time time1 action range60 feet componentv, s periodconsten, up to 1 hour you call phi spirits that take the form of animals and appear in empty spaces that you can see within range. Choose one of the following options for what appears. • Challenge rating an animal of 2 or less • Challenge rating's Two Beasts 1 or Less • Four Beasts of Challenge Rating 1/2 or less • Challenge rating Eight animals of 1/4 or less are also considered fey, and it disappears when it drops to 0 hit points or when the magic ends. The summoned creatures are friendly to you and your companions. Roll initiative for creatures called as a group, which turns its own. They follow the verbal commands you issue them (no necessary action for you). If you do not issue them any orders, they defend themselves from hostile creatures, but otherwise take no action. The DM has statistics of the creatures. At the high level: When you cast this magic using some high-level magic slots, you select one of the options summoned up, and more creatures appear — twice as many with a 5th level slot, three times as many with a 7th level slot, and four times as many with a 9th level slot. Ranger 3 level magic casting time1 action rangeseff (60 foot cone) componentsV, S, M-span ammunition or a piece of a thrown weapon you throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on an dexterity-saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is similar to the weapon or ammunition used as a component. Ranger 3 level magic casting time1 action range60 feet componentsV, S duration1 hours a 60 foot radius area of light spreads out from a point you choose within the range. The sphere is bright light and pours dim light for an additional 60 feet. If you have chosen a point on an object you are holding or not being worn or not, the light shines with the object and moves with it. Covering the affected object completely with an opaque object, such as a bowl or hull, blocks the light. If none of this magic field overlaps with an area of darkness created by a spell of darkness or less, the magic that created darkness is dispelled. Ranger Third Level Evocation Casting time1 bonus action rangeSelf componentsV, S periods, up to 1 minute the next time you attack a carrying weapon during the magic period, ammunition of the weapon, or Transforms itself into a bolt of lightning if it's a thrown weapon. Normalize the attack roll. The goal takes the 4d8 power loss on a hit, or half as much damage on a miss, instead of weapons general damage. Whether you hit or miss, each creature within 10 feet of target should throw an dexterity savings. Each of these creatures takes 2d8 power loss on a failed save, or half as much damage on a successful one. Ammunition or piece of weapon then returns to its normal form. On a higher level: When you cast this magic using a magic slot of the fourth level or more, the damage for both effects of magic increases from 3 to 1d8 for each slot level. Ranger third-level conversion casting time1 action rangetouch components, S, M duration a pinch of diamond dust of 25 GP value sprinkled on the 8 hour target, which consumes for the magic period, you hide a goal that you touch from divination magic. The goal can be any creature or place or object larger than 10 feet in any dimension. The target cannot be targeted by any divination magic or is considered through magical outcry sensors. Ranger THIRD Level Discard Casting Time1 Action or 8 Hour Range 150 feet ComponentV, S duration together it spell channel vitality into plants within a specific area. There are two potential uses for magic, providing either immediate or long-term benefits. If you cast this magic using Action 1, choose a point within the range. In a radius of 100 feet centered at that point all normal plants are coarse and overrun. The creature going through the area should spend 4 feet movement for every 1 foot. You can exclude one or more areas of any size within the magic area from being affected. If you cast this magic over 8 hours, you enrich the country. All plants in a half-mile radius centered at one point within the range become prosperous for 1 year. Plants grow twice the normal amount of food when cut. Ranger third-level transmutation casting time1 action rangeTough componentV, S periodtransaction, up to 1 hour for duration, the aspiring creature you touch has resistance to a loss type of your choice: acid, cooling, fire, lightning, or thunder. Ranger 3 Level Abjuration Casting time1 action rangeSelf (30 foot radius) component. S duration10 minutes imbue plants within 30 feet of you with limited sensitivity and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the field of magic within the past day, obtaining information about creatures that have passed, weather, and other conditions. You can also turn the difficult terrain into a simple locality due to plant growth (such as bushes and undergrowth) that lasts for a period. Or you can change the ordinary terrain where plants are present in difficult terrain that For example, causing vines and branches to obstruct stalkers. Plants may be able to perform other tasks on your behalf at the discretion of the DM. Magic does not enable plants to uproot themselves and move, but they can independently carry branches, tendrils and stalks. If a plant is in the zoological area, you can communicate with it as if you have shared a common language, but you do not achieve any magical ability to influence it. This magic can cause plants created by entangled magic to leave a restrained creature. Ranger 3 Level Conversion Casting Time1 Action Range30 Feet ComponentsV, S, M Duration 24 hours A short reed or piece of straw it grants to ten prepared creatures you can see within range until the ability to breathe underwater ends. Affected organisms also maintain their normal way of respiration. Ranger 3 level conversion casting time1 action range30 feet componentsV, S, M duration 1 hour corksit gives a piece of magic the ability to move into any liquid surface — such as water, acid, mud, ice, quicksand, or lava — as if it were harmless solid ground (molten lava-crossing creatures can still carry damage from the heat). Ten ready creatures achieve this potential for the period you can see within the range. If your goal is a creature immersed in liquid, the magic target is done at a rate of 60 feet per round for the surface of the liquid. Ranger third-level conversion casting time1 action range120 feet componentV, S, M period incentive, a small fan up to 1 minute and a wing of the alien original wall of strong air rises from the ground at one point you choose within range. You can build a wall of 50 feet long, 15 feet high and 1 feet thick. You can shape the wall in any way you choose so long as it makes a constant path along the ground. The wall lasts for the duration. When the wall appears, each creature within its territory should throw a strength saving. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. Strong wind continues to keep fog, smoke and other gases in the Gulf. Small or small flying organisms or objects cannot pass through the wall. Loose, lightweight materials brought into the wall fly upwards. Arrows, bolts and other simple projectiles launched on the targets behind the wall deflect upwards and are automatically missed. (The stones thrown by giants or siege engines, and similar projectiles, are unaffected.) Organisms in gaseous form cannot pass through it. Ranger third-level Evocation casting time1 action range60 feet components, S, M periods, summoned creatures per a holy berry up to 1 hour you can see within the range that appear in the empty spaces that you have called. Choose one of the following options for what appears. • Challenge rating a fey creature of 2 or less • Challenge rating of two fey creatures 1 or • Challenge rating four fey creatures of 1/2 or less • Challenge rating 1/4 or less Eight fey creatures of a summoned creature disappears when it drops to 0 hit points or when the magic ends. The summoned creatures are friendly to you and your companions. Roll initiative for creatures called as a group, which turns its own. They follow the verbal commands you issue them (no necessary action for you). If you do not issue them any orders, they defend themselves from hostile creatures, but otherwise take no action. The DM has statistics of the creatures. At the higher level: When you cast this magic using some high-level magic slots, you select one of the options summoned up, and more creatures appear — twice as many as Ranger's 4 level magic casting time with 1 action range60 feet components, S, M-span center, 6 level slots per creature and three times as many as an 8-slot level. Ranger 4 level conjuring casting time1 action rangetouch componentV, S, M Duration1 hours a leather strap, tied around the arm or a similar appendage you touch a ready creature. For the duration, the movement of the goal is unaffected by the difficult terrain, and spells and other magical effects can neither reduce the speed of the target nor paralyze or control the target. Targets can also spend 5 feet of movement to automatically avoid nonmagical restraints, such as manacles or a creature that has grappled it. Finally, being underwater imposes no penalty on the movement or attacks of the target. Ranger 4 level discard casting time1 bonus action range30 feet componentV, S periodallocation, until 1 minute you spell a vine that sprouts from the ground in an empty space of your choice that you can see within range. When you cast this magic, you can direct bell to lash it on a creature within 30 feet that you can see. That creature must succeed on an dexterity-saving throw or be drawn 20 feet straight to the vine. By the time the magic ends, you can direct the vine to lash out at the same creature or another as the bonus action at each of your turns. Ranger 4-tier conjuring casting time1 action rangeseff, S, M periodation, a little fur or name from bloodhoundscrib for 1 hour is a creature that is familiar to you. You understand the direction of the place of the creature, unless that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. Magic is a specific creature you've known for, or can detect the closest creature of a specific type (such as a human or a unicorn), until you've seen such a creature close — within 30 feet — at least once. If the creature you describe or named is in a different form, such as being under the influence of polymorphic magic, it the creature is not known. This magic can't detect a creature if the water run at least 10 feet wide blocks a direct path between you and the creature. Ranger 4 level divination casting time1 action rangeTouch componentsV, S, M period incentive, diamond dust of 1 hour up to 100 GP value, which magic consumes it turns the flesh of a ready creature you touch as hard as stone. Until the magic ends, the goal is resistance to non-mazzian, piercing and loss reduction. Ranger 4 Level Abjuration Casting time1 minute rangeSelf componentsV, with S period you briefly become one with nature and gain knowledge of the surrounding area. In the outdoors, magic gives you knowledge of the land within 3 miles. In caves and other natural underground settings, the radius is limited to 300 feet. Magic does not work where nature has been replaced by construction, such as in dungeons and towns. You immediately gain knowledge of the three facts of your choice about any of the following topics as they relate to the area: • Terrain and water bodies • Prevalent plants, minerals, animals, or people • Powerful celestial, fey, fiends, fundamental, or undead • Impact from other planes of existence • Buildings. For example, you can determine the location of the powerful dead in the area, the location of major sources of safe drinking water, and the location of any nearby towns. Ranger 5th-level divination casting time1 action range150 feet components, a piece of ammunition with S, M span or a thrown weapon you fire a piece of nonmagical ammunition from a weapon or throw a nonmagical weapon into the air and select a point within range. Hundreds of duplicates of ammunition or weapons fall into a volley from above and then disappear. Each creature within a radius of 40 feet. The 20-foot-high cylinder centered at that point should throw an dexterity saving. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is similar to ammunition or weapon. Ranger 5th Level Conjuring Casting Time1 Bonus Action RangeTouch ComponentsV, S, M Duration Focused, Containing at least one piece of a quivering ammunition up to 1 minute you transmute your quiver so it produces an endless supply of nonmagical ammunition, which seems to leap into your hand when you reach for it. At each of your turns until the magic ends, you can use a bonus action to attack two with a weapon that uses ammunition from quiver. Every time you attack such a carry, replace your quiver piece of magical ammunition you used with a similar piece of nonmagical ammunition. Any pieces of ammunition created by this magic disintegrate when the magic ends. If the quiver leaves your possession, the magic ends. Ranger 5th Level Conversion Casting Action Rangesev ComponentV, S Periodation, for 1 minute you gain the ability to enter a tree and go inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use a speed of 5 feet to enter a tree. You immediately know the location of all other trees of the same kind within 500 feet and, as part of the steps used to enter the tree, can either pass into one of those trees or step out of the tree you're in, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree that you entered. You can use this transport capability once per round for the duration. You should finish each twist outside a tree. Ranger 5th Level Conjuring Casting time1 feedback, which you take when you damage acid, cold, fire, lightning, or thunder rangeSelf components capture some of the incoming energy spell round 1 round, reduce your impact on you and store it for your next melee attack. You have resistance to the damage type triggering until the beginning of your next turn. Also, the first time you hit with the attack of the melee on your next turn, the goal takes an extra 1d6 loss of trigger type, and the magic ends. At a higher level: When you cast this magic using magic slots of 2 levels or more, the additional damage for each slot level above 1 increases to 1d6. Ranger (XGE) 1 level discard casting time1 action rangetouch componentV, S, M periods, a bit of fur wrapped in a cloth up to 10 minutes you install a telepathic link with an animal you touch that is suited to you or suited for you. Magic fails if the animal's IQ is 4 or more. Until the magic ends, the link is active while you and the animal are within each other's line of sight. Through the link, the animal can understand your telepathic messages, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the animal can see that you gain on the attack roll against any creature within 5 feet of you. Ranger (XGE) 1 Level Divination Casting time1 Bonus Action Rangeseff Componentv Period incentive, 1 minute until you walk like air. Until the magic ends, your movement doesn't provoke opportunity attacks. Once the magic is finished, you can give yourself advantage over a weapon attack roll on your turn. This attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet by the end of that turn. Ranger (XGE) 1 level conversion casting time1 action rangetouch componentV, S periodron, up to 1 hour you touch the quiver containing arrows or bolts. When a carrying weapon using a piece of ammunition drawn from a target is hit by the attack Quiver, the goal takes an extra 1d6 fire loss. Magic's magic ends on pieces of ammunition when it hits or misses, and the magic ends when twelve pieces of ammunition have been quivered. At the high level: When you cast this magic using the magic slot of the fourth level or more, you can impress with this magic the number of pieces of ammunition increases by two for each slot level above 3. Ranger (XGE) 3 level conversion casting time1 action rangeSelf componentsV, S Duration1 hours you create yourself, including your clothes, armor, weapons, and other stuff on your person, look different until the magic ends or use your action until you dismiss it. You may look 1 foot short or long and appear thin, fat, or in the middle. You can't change your body type, so you should adopt a form that has the same basic system of organs. Otherwise, the extent of confusion is up to you. The changes wrought by this magic fail to hold to physical inspection. For example, if you add a hat to your outfit to use this magic, pass through objects hats, and anyone who touches it will feel nothing or feel your head and hair. If you use this magic to appear thinner than you are, someone who will reach out to bump into you while it was seemingly still in midair. To understand that you are disguised, a creature can use its action to observe your presence and must succeed on an intelligence (investigation) investigation against DC to save your magic. Ranger (Disappointment Hunter) 1 Level Illusion Casting Time 1 Action Rangetouch ComponentV, S, M Duration1 Hours Powder Corn Extract and a twisted loop of parchment you touch the length of the rope that is up to 60 feet. One end of the rope rises in the air until the whole rope hangs vertically on the ground. At the upper end of the rope, an invisible entrance opens to an extra-dimensional space that lasts until the magic ends. The extra dimensional space mounted at the top of the rope can be reached. Space can hold as many as eight medium or small creatures. The rope can be pulled into space, causing the rope to disappear from view outside the space. Attacks and spells can't cross in or through the entrance outside of extra-dimensional space, but those inside can look out of it as if through a window centered on the 3-foot to 5-foot rope. When the magic ends, anything comes out inside the extra dimensional space. Ranger (Despair Hunter) second-level conversion casting time1 action rangeSelf (30 foot cone) components, S, M duration, a white wing up to 1 minute or the heart of a henYou project a pha sql image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a knowledge-saving throw or drop whatever is catching and be fearful for the duration. Horrified by this magic As a happen, a creature should take a dash And don't have to move anywhere until you move away from you by the safest available route at each turn. If the creature ends its turn in a place where it is not the line of sight for you, the creature can throw a knowledge-saving. Upon a successful save, the magic ends for that creature. Ranger (Despair Hunter) Third Level Illusion Casting Time1 Action Rangetouch ComponentV, S Periodron, 1 minute until the magic ends until you or a creature becomes invisible to touch you. Wearing anything target or carrying is invisible as long as it is on the person of the target. Ranger (Frustrating Hunter) 4 Level Illusion Casting Time1 Action range30 Feet ComponentsV, S Duration 8 Hours This magic allows you to change the appearance of any number of creatures you can see within range. You give each goal you choose a new, confusing presence. A reluctant goal can throw a charisma saving, and if it succeeds, it's unaffected by this spell. Magic hides physical appearances as well as clothes, armor, weapons and equipment. You can make each creature look 1 foot short or tall and appear thin, fat or in the middle. You can not change the body type of the target, so you need to choose a form that has the same basic arrangement of organs. Otherwise, the extent of confusion is up to you. The magic lasts for the period, unless you use your action to dismiss it quickly. The changes wrought by this magic fail to hold to physical inspection. For example, if you use this magic to pass through the hat to add a hat to a creature's outfit objects, and anyone who touches it will not feel anything or feel the head and hair of the creature. If you use this magic to appear thinner than you are, the hand of someone who will reach out to bump into you while it was seemingly still in midair. A creature can use its action to observe a target and investigate against an intelligence ranger (frustrating hunter) DC casting 5-level illusion time1 action range30 feet componentsV, S duration 8 hours (probe) to save its magic. If it succeeds, it turns out that the target is disguised. Ranger (Despair Hunter) 5th Level Illusion Casting Time1 Bonus Action RangeSelf componentsV period is briefly surrounded by silver mist, so you teleport up to 30 feet to an empty space that you can see. Ranger (Horizon Walker) second-level conjuring casting time1 action range30 feet componentV, S, M periodconstimatement, licorice rootchoose up to 1 minute shaving one of a ready creature that you can see within range. By the time the magic ends, the goal speed is doubled. It gains a +2 bonus for AC, it's advantage over dexterity savings throws, and it gains an extra action on each of its turns. That action was used only to use attack (only one weapon attack), dash, disengage, Hyde or object action could. When the magic ends, can't aim Or take action until after your next turn, as a wave of lethargy sweeps over it. Ranger (Horizon Walker) third-level conversion casting time1 minute range10 feet componentV, M period 1 round rare chalk and ink infused with precious gems with 50 GP, which consumes magic cast you magic, you draw a 10 foot diameter circle on the ground goded with Sigil that connects your location to the permanent teleportation circle of your choice whose sigil sequence you know and which is the same of your similar existence. is on the plane. A shimmering portal opens within the circle you've attracted and stays open until the end of your next turn. Any creature that enters the portal immediately appears within 5 feet of the destination circle or in the nearest empty space if that location is occupied. Many of the major temples, guilds and other important places have permanent teleportation circles that are inscribed somewhere in their scope. Each such circle includes a unique sigil sequence - a string of magical runs arranged in a particular pattern. When you first gain the ability to cast this magic, you learn the Sigil scenery to two destinations on the content plane set by the DM. You can learn additional Sigil scenes during your adventures. You can commit a new sigil sequence to memory after studying for 1 ranger (horizon walker) 5th level magic casting time 10 feet components, M period 1 round rare chalk and ink infused with precious gems with 50 GP, which consumes magic. You can create a permanent teleportation circle by casting this magic in one place every day for a year. You don't need to use circles to teleport when you spell this way. Ranger (Horizon Walker) 5th Level Magic Casting Time1 Action Rangetouch Componentv, S, M Periodconstrance, 10 minutes until holy water or powder consumes silver and iron, which ends magic, a ready creature you touch is protected against certain types of creatures — aberrations, celestial, element, fey, fiends, and undead. Conservation offers many benefits. Those types of creatures are damaged on the attack roll against the target. Goals can't be too mesmerized, fearful, or possessed by them. If the goal is already mesmerized, frightened, or possessed by such a creature, the goal gains on any new savings throw against the relevant effect. Ranger (Horizon Walker) (Monster Slayer) 1 level discard casting time1 action range60 feet componentsV, S, M periodal, target an item up to 1 minute to attempt to send obnoxious you a creature that you can see within range at any other place of existence. The goal must be to succeed on a charisma-saving throw or be deported. If the goal you're on is the native of the plane of existence, then banish you aim for a harmless demiplane. While there, the goal incompetent. The goal remains there until the magic ends, at which point the target reappears in space if it is left or in the closest empty space if that space is occupied. If the target is the native of a different plane of existence that's the one you're on, the target is banished with a faint-popping noise, returning to your home plane. If the magic ends before 1 minute has passed, the target reappears in that place or in the nearest empty space if that place is occupied. Otherwise, the target does not return. At a higher level: When you cast this magic using magic slots of 5th level or more, you can target an extra creature for each slot level above 4. Ranger (Horizon Walker) (Monster Slayer) 4 Level Discard Casting Time1 Action Range60 Feet ComponentsV, S, M Duration 10 minutes make you guard against deception in a magical area that's a 15-foot area centered at a point of your choice within radius range. By the time the magic ends, a creature that enters the field of magic for the first time at a turn or begins its turn should throw a charisma saving there. On a failed save, a creature living in radius cannot lie a deliberate one. You know that each creature succeeds or fails on throwing its savings. An affected creature is aware of magic and can thus avoid answering questions to which it will usually answer with a lie. Such organisms can be evasive in its answers as long as it remains within the limits of truth. Ranger 2 level magic casting time1 minute range10 feet componentsV, S, M Duration1 hours Holy Water or powder silver and iron price at least 100 GP, which consumes magic make you a 10-foot radius, 20 feet tall cylinder of magical energy centered on the ground that you can see within range. Wherever the cylinder tampers with the floor or other surface, bright runs appear. Choose one or more of the following types of creatures - celestial, original, fay, find, or dead. The circle affects the chosen type of creature in the following ways. • The creature cannot voluntarily enter the cylinder by non-magnetic means. If the creature tries to use teleportation or interplanner travel to do so, it must first succeed on the charisma saving throw. • The creature has damage on the attack roll against the targets within the cylinder. • The target within the cylinder cannot be mesmerized, frightened, or possessed by the creature. When you cast this magic, you can choose to conduct your magic in reverse direction, preventing the specified type of creature from dropping cylinders and protecting targets outside of it. On high levels: When you consume this Magic Ranger (Monster Slayer) 3 level Abjuration casting time1 minute range10 feet componentsV, S, M duration 1 hour holy water or powder silver and iron worth at least 100 GP, which spell a spell Of the fourth level or more, the duration increases by 1 hour for each slot level above 3 ranger (Monster Slayer) 3 level discard casting time1 action range90 feet componentsV, S, M period incentive, a small, straight piece of iron for 1 minute a creature that you can see within range. The goal should be to succeed on an IQ-saving throw or paralyzed for the duration. This magic has no effect on Murray. At the end of each of his turns, the goal can throw another IQ saving. On a breakthrough, the Magic ends up on goal. At a higher level: When you cast this magic using magic slots of 6th level or more, you can target at additional creature for each slot level above 5th. When you target them the organism must be within 30 feet of each other. Ranger (Monster Slayer) 5 Level Magic Magic

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