

Pathfinder Ranger Spells

1st Level

Abundant Ammunition (Ul. Combat)
Accelerated Movement (C. Adv. S. Comp.)
Air Bubble (Ul. Combat)
Alarm
Animal Messenger
Animal Purpose Train. (Adv. Class Guide)
Animal Trick (M. Wild)
Ant Haul (Adv. Player's)
Anticipate Peril (Ul. Magic)
Arrow Mind (C. Adv. & S. Comp.)
Aspect of the Falcon (Adv. Player's)
Aspect of the Wolf (S. Comp.)
Blades of Fire (S. Comp.)
Blend (Race-Elf)
Blockade (C. Scoundrel)
Bloodhound (Adv. Player's)
Bloodhound (C. Adv. & S. Comp.)
Bowstaff (Ul. Combat)
Branch to Branch (C. Adv. & S. Comp.)
Call Animal (Adv. Player's)
Call Weapon (Inner Sea Magic)
Calm Animals
Camouflage (C. Divine & S. Comp.)
Carrion Compass (Undead Slayer's Hand.)
Charm Animal
Claws of the Bear (S. Comp.)
Climb Walls (S. Comp.)
Climbing Tree (C. Mage)
Cloak of Shade (Adv. Player's)
Commune with Birds (Race-Tengu)
Compel Hostility (Ul. Combat)
Conjure Ice Beast I (Frost)
Crabwalk (S. Comp.)
Crunchy Snow (Frost)
Dancing Lantern (Adv. Player's)
Dawn (M. Wild & S. Comp.)
Deadeye's Lore (Ul. Combat)
Deep Breath (S. Comp.)
Delay Poison
Detect Aberration (Adv. Player's)
Detect Animals or Plants
Detect Favored Enemy (S. Comp.)
Detect Poison
Detect Snares and Pits
Diagnose Disease (Ul. Magic)
Ease of Breath (Frost)
Easy Trail (C. Adv. & S. Comp.)
Embrace the Wild (C. Adv. & S. Comp.)
Endure Elements
Enrage Animal (S. Comp.)
Entangle
Eyes of the Avoral (Ex. D.)
Feather Step (Adv. Player's)
Glide (Adv. Player's)
Gravity Bow (Adv. Player's)
Guided Shot (C. Adv. & S. Comp.)
Hawkeye (C. Divine, C. Adv. & S. Comp.)
Healing Lorecall (C. Adv. & S. Comp.)
Heightened Awareness (Adv. Class Guide)
Hide from Animals
Hold Animal
Horn of Pursuit (Ul. Magic)
Horrible Taste (S. Comp.)
Hunter's Howl (Adv. Player's)
Hunter's Lore (Ul. Combat)
Hunter's Mercy (S. Comp.)
Ice Skate (Frost)
Invisibility Alarm (Adv. Class Guide)
Ironbeard (Race-Dwarf)
Ivory Flesh (Frost)
Jump
Impending Stones (City)
Instant Search (C. Adv. & S. Comp.)
Keen Senses (Adv. Player's)
Keep Watch (Knights of the Inner Sea)
Know the Enemy (Ul. Magic)
Lay of the Land (Planar & S. Comp.)
Lead Blades (Adv. Player's)
Liberating Command (Ul. Combat)
Lightfoot (S. Comp.)
Linebreaker (Race-Half-Orc)
Linked Perception (PHB2)
Living Prints (S. Comp.)
Longshot (Ul. Combat)
Longstrider
Low-Light Vision (C. Arcana & S. Comp.)
Magic Fang
Marked Object (S. Comp.)
Marid's Mastery (Race-Undine)
Marked Object (S. Comp.)
Naturewatch (C. Divine & S. Comp.)
Negate Aroma (Adv. Player's)
Omen of Peril (S. Comp.)
Pass without Trace
Ram's Might (S. Comp.)
Rapid Burrowing (S. Comp.)
Raptor's Sight (Races of Wild)
Read Magic
Remove Scent (S. Comp.)

Residual Tracking (Adv. Player's)
Resist Energy
Resist Planar Alignment (Plan. & S. Comp.)
Returning Weapon (Ul. Combat)
Rhino's Rush (S. Comp.)
Savage Maw (Race-Half-Orc)
Scent (S. Comp.)
Shield Companion (Animal Archive)
Slipstream (Adv. Player's)
Smell of Fear (S. Comp.)
Snare
Sniper's Shot (C. Adv. & S. Comp.)
Snowshoes (S. Comp.)
Snowsight (Frost)
Speak with Animals
Stalking Brand (S. Comp.)
Strong Wings (Race-Strix)
Summon Minor Ally (Ul. Magic)
Summon Nature's Ally I
Sun Metal (Ul. Combat)
Surefoot (S. Comp.)
Surefooted Stride (S. Comp.)
Theft Ward (Race--Tengu)
Thunderstomp (Adv. Class Guide)
Tireless Pursuit (Adv. Player's)
Towering Oak (S. Comp.)
Traveler's Mount (C. Divine & S. Comp.)
Unbreakable Heart (Inner Sea World Guide)
Urban Grace (Race-Half-Elf)
Vine Strike (C. Adv. & S. Comp.)
Wartrain Mount (Ul. Magic)
Web Shelter (Ul. Magic)
Whispering Lore (Race-Elf)
Wings of the Sea (S. Comp.)
Winter Feathers (Race-Tengu)

2nd Level

Accelerate Poison (Adv. Player's)
Acute Senses (Ul. Magic)
Air Step (Ul. Magic)
Align Fang (S. Comp.)
Allfood (Adv. Player's)
Animal Aspect (Ul. Combat)
Animalistic Power (PHB2)
Ant Haul, Communal (Ul. Combat)
Arrow Eruption (Adv. Player's)
Aspect of the Bear (Adv. Player's)
Badger's Ferocity (Ul. Magic)
Balancing Lorecall (C. Adv. & S. Comp.)
Barkskin
Bear's Endurance
Bestow Weapon Proficiency (Ul. Combat)

Blood Scent (Race-Orc)
Bloodhound (Adv. Player's)
Bottle of Smoke (M. Wild)
Bowstaff (Ul. Combat)
Briar Web (C. Divine & S. Comp.)
Brow Gasher (Ul. Combat)
Bullet Ward (Adv. Class Guide)
Burrow (S. Comp.)
Call Weapon (Inner Sea Magic)
Camouflage, Mass (S. Comp.)
Campfire Wall (Adv. Player's)
Carry Companion (Knights of the Inner Sea)
Cat's Grace
Chameleon Stride (Adv. Player's)
Conjure Ice Beast II (Frost)
Create Treasure Map (Adv. Player's)
Crown of Clarity (PHB2)
Cure Light Wounds
Curse of Arrow Attraction (PHB2)
Curse of Impending Blades (S. Comp.)
Defoliate (Sargava, the Lost Colony)
Delay Disease (Race-Ratfolk)
Eagle Eye (Adv. Player's)
Easy Climb (C. Adv. & S. Comp.)
Effortless Armor (Ul. Combat)
Endure Elements, Communal (Ul. Combat)
Escaping Ward (Race-Hafling)
Exacting Shot (S. Comp.)
Fell the Greatest Foe (S. Comp.)
Forest Friend (Ul. Combat)
Groundswell (Race-Dwarf)
Guiding Star (Adv. Player's)
Haste, Swift (C. Adv. & S. Comp.)
Hide Campsite (Adv. Player's)
Hold Animal
Hunter's Eye (Adv. Player's)
Hunter's Eye (PHB2)
Hunter's Lore (Inner Sea Magic)
Ice Slick (Monster Codex)
Improve Trap (Race-Kobold)
Ironskin (Monster Codex)
Jagged Tooth (S. Comp.)
Lion's Charge (S. Comp.)
Listening Lorecall (C. Adv. & S. Comp.)
Locate Weakness (Ul. Combat)
Lockjaw (Adv. Player's)
Metal Fang (C. Champ.)
Nature's Favor (C. Divine & S. Comp.)
Near Horizon (C. Mage)
One with the Land (S. Comp.)
Owl's Wisdom
Perceive Cues (Adv. Player's)

Protection from Energy
Protective Spirit (Adv. Player's)
Rapid Burrowing (S. Species)
Reloading Hands (Ul. Combat)
Returning Weapon, Comm. (Ul. Combat)
Ricochet Shot (Ul. Combat)
Scale Spikes (Web)
Scent (C. Divine)
Share Talents (PHB2)
Silvered Weapon (Ex. D.)
Shield Companion (Adv. Class Guide)
Slipstream (Adv. Player's)
Snare
Snow Walk (Frost)
Speak with Plants
Spike Growth
Spore Field (C. Scoundrel)
Stone Call (Adv. Player's)
Summon Nature's Ally II
Train Animal (C. Adv. & S. Comp.)
Tremorsense (S. Comp.)
Versatile Weapon (Adv. Player's)
Web Shelter (Ul. Magic)
Wilderness Soldiers (Ul. Combat)
Wind Wall
Woodland Veil (Races of Wild)
Zone of Glacial Cold (Frost)

3rd Level

Align Fang, Mass (S. Comp.)
Animal Aspect, Greater (Ul. Combat)
Animal Reduction (M. Wild)
Arrow Storm (S. Comp.)
Aspect of the Stag (Adv. Player's)
Battle Trance (Race-Half-Orc)
Blade Storm (C. Adv. & S. Comp.)
Blade Thirst (S. Comp.)
Blast Barrier (Inner Sea Magic)
Blade Snare (Inner Sea Gods)
Blessing of the Mole (Ul. Magic)
Blinding Snow (Frost)
Bloody Claws (Adv. Player's)
Bottle of Smoke (C. Divine & S. Comp.)
Bullet Ward (Adv. Class Guide)
Burrow (Ul. Magic)
Burrow, Mass (S. Comp.)
Burst of Speed (Ul. Combat)
Chamele. Stride, Great. (Adv. Class Guide)
Charge of the Triceratops (S. Comp.)
Cloak of Winds (Adv. Player's)
Command Plants
Companion Mind Link (Ul. Combat)

Conjure Ice Beast III (Frost)
Create Holds (Dungeoneer's Handbook)
Cure Moderate Wounds
Curse of Impending Blades, Mass (S. C.)
Darkvision
Decoy Image (S. Comp.)
Delay Poison, Communal (Ul. Combat)
Diminish Plants
Embrace the Wild (C. Divine & M. Wild)
Enshroud Thoughts (Blood of the Elements)
Feather Step, Mass (Adv. Player's)
Fickle Winds (Ul. Magic)
Find the Gap (S. Comp.)
Forestfold (C. Divine, C. Adv. & S. Comp.)
Heal Animal Companion (S. Comp.)
Inspired Aim (Ex. D.)
Instant Enemy (Adv. Player's)
Jagged Tooth (S. Species)
Life Bubble (Adv. Player's)
Magic Fang, Greater
Mark of the Hunter (C. Divine & S. Comp.)
Named Bullet (Ul. Combat)
Nature's Rampart (S. Comp.)
Neutralize Poison
Phantasmal Decoy (C. Divine & S. Comp.)
Plant Growth
Protect. from Energy Comm. (Ul. Combat)
Reduce Animal
Remove Disease
Repel Vermin
Resist Energy, Communal (Ul. Combat)
Resist Taint (H. Horror)
Safe Clearing (S. Comp.)
Snowshoes, Mass (S. Comp.)
Scale Spikes, Greater (Web)
Soothing Word (Condition Cards)
Strong Jaw (Adv. Player's)
Summon Nature's Ally III
Thorny Entanglement (Adv. Class Guide)
Thunderstomp, Greater (Adv. Class Guide)
Tireless Pursuers (Adv. Player's)
Tree Shape
Venomous Bolt (Adv. Player's)
Vex Giant (Inner Sea Magic)
Ward of the Season (Race-Elf)
Water Walk

4th Level

Animal Growth
Aspect of the Earth Hunter (S. Comp.)
Aspect of the Stag (Adv. Player's)
Aspect of the Wolf (Adv. Player's)

Aura of Cold, Lesser (Frost)
 Blessing of the Salamander (Adv. Player's)
 Blinding Beauty (Ex. D.)
 Bow Spirit (Adv. Player's)
 Cloud Shape (Race-Sylph)
 Commune with Nature
 Conjure Ice Beast III (Frost)
 Control Vermin (Monster Codex)
 Cure Serious Wounds
 Darkvision, Communal (Ul. Combat)
 Darkvision, Greater (Ul. Magic)
 Deeper Darkvision (S. Comp.)
 Find Quarry (Ul. Combat)
 Foebane (C. Adv. & S. Comp.)
 Freedom of Movement
 Frostfell Slide (Frost)
 Grove of Respite (Adv. Player's)
 Implacable Pursuer (S. Comp.)
 Instant Enemy (Adv. Player's)
 Land Womb (S. Comp.)
 Longstrider, Mass (PHB2)
 Magic Fang, Superior (S. Comp.)
 Named Bullet, Greater (Ul. Combat)
 Nondetection
 Planar Tolerance (Planar & S. Comp.)
 Raise Animal Companion (Ul. Magic)
 Shield of Dawnflower (Inner Sea Guide)
 Sickening Strikes (Race-Ratfolk)
 Snakebite (S. Comp.)
 Spear of Valarian (Ex. D.)
 Stars of Arvandor (Ex. D.)
 Summon Nature's Ally IV
 Surefooted Stride, Mass (S. Comp.)
 Swamp Stride (S. Comp.)
 Terrain Bond (Ul. Combat)
 Tree Stride
 Water Walk, Communal (Ul. Combat)
 Wild Runner (S. Comp.)

Notes:

(Adv Class Guide) = Advanced Class Guide
 (Adv. Player's) = Advanced Player's Guide
 (Race-Xxx) = Advanced Race Guide—Race Name
 (C. A.) or (C. Arcane) = Complete Arcane
 (C. Champ.) = Complete Champion
 (C. D.) or (C. Divine) = Complete Divine
 (Ex. of E.) = Exemplars of Evil
 (Ex. D.) = The Book of Exalted Deeds
 (Frost) = Frostburn
 (H. Horror) = Heroes of Horror
 (M. Wild) = Masters of the Wild
 (Plan.) or (Planar) = Planar Handbook

(Races of Wild) = Races of the Wild
 (S. C.) or (S. Comp.) = Spell Compendium
 (S. Species) = Savage Species
 (Ul. Combat) = Ultimate Combat
 (Ul. Magic) = Ultimate Magic

