

Pathfinder Ranger Spells

1st Level

Abundant Ammunition (Ul. Combat)
Air Bubble (Ul. Combat)
Alarm
Animal Messenger
Animal Purpose Train. (Adv. Class Guide)
Ant Haul (Adv. Player's)
Anticipate Peril (Ul. Magic)
Aspect of the Falcon (Adv. Player's)
Blend (Race-Elf)
Bloodhound (Adv. Player's)
Bowstaff (Ul. Combat)
Call Animal (Adv. Player's)
Call Weapon (Inner Sea Magic)
Calm Animals
Carrion Compass (Undead Slayer's Hand.)
Charm Animal
Cloak of Shade (Adv. Player's)
Commune with Birds (Race-Tengu)
Compel Hostility (Ul. Combat)
Dancing Lantern (Adv. Player's)
Deadeye's Lore (Ul. Combat)
Delay Poison
Detect Aberration (Adv. Player's)
Detect Animals or Plants
Detect Poison
Detect Snares and Pits
Diagnose Disease (Ul. Magic)
Endure Elements
Entangle
Eyes of the Avoral (Ex. D.)
Feather Step (Adv. Player's)
Glide (Adv. Player's)
Gravity Bow (Adv. Player's)
Heightened Awareness (Adv. Class Guide)
Hide from Animals
Hold Animal
Horn of Pursuit (Ul. Magic)
Hunter's Howl (Adv. Player's)
Hunter's Lore (Ul. Combat)
Invisibility Alarm (Adv. Class Guide)
Ironbeard (Race-Dwarf)
Jump
Keen Senses (Adv. Player's)
Keep Watch (Knights of the Inner Sea)
Know the Enemy (Ul. Magic)
Lead Blades (Adv. Player's)
Liberating Command (Ul. Combat)
Linebreaker (Race-Half-Orc)
Longshot (Ul. Combat)

Longstrider
Magic Fang
Marid's Mastery (Race-Undine)
Negate Aroma (Adv. Player's)
Pass without Trace
Read Magic
Residual Tracking (Adv. Player's)
Resist Energy
Returning Weapon (Ul. Combat)
Savage Maw (Race-Half-Orc)
Shield Companion (Animal Archive)
Slipstream (Adv. Player's)
Snare
Speak with Animals
Strong Wings (Race-Strix)
Summon Minor Ally (Ul. Magic)
Summon Nature's Ally I
Sun Metal (Ul. Combat)
Theft Ward (Race--Tengu)
Thunderstomp (Adv. Class Guide)
Tireless Pursuit (Adv. Player's)
Unbreakable Heart (Inner Sea World Guide)
Urban Grace (Race-Half-Elf)
Wartrain Mount (Ul. Magic)
Web Shelter (Ul. Magic)
Whispering Lore (Race-Elf)
Winter Feathers (Race-Tengu)

2nd Level

Accelerate Poison (Adv. Player's)
Acute Senses (Ul. Magic)
Air Step (Ul. Magic)
Allfood (Adv. Player's)
Animal Aspect (Ul. Combat)
Ant Haul, Communal (Ul. Combat)
Arrow Eruption (Adv. Player's)
Aspect of the Bear (Adv. Player's)
Badger's Ferocity (Ul. Magic)
Barkskin
Bear's Endurance
Bestow Weapon Proficiency (Ul. Combat)
Blood Scent (Race-Orc)
Bloodhound (Adv. Player's)
Bowstaff (Ul. Combat)
Brow Gasher (Ul. Combat)
Bullet Ward (Adv. Class Guide)
Call Weapon (Inner Sea Magic)
Campfire Wall (Adv. Player's)

Carry Companion (Knights of the Inner Sea)
 Cat's Grace
 Chameleon Stride (Adv. Player's)
 Create Treasure Map (Adv. Player's)
 Cure Light Wounds
 Defoliate (Sargava, the Lost Colony)
 Delay Disease (Race-Ratfolk)
 Eagle Eye (Adv. Player's)
 Effortless Armor (Ul. Combat)
 Endure Elements, Communal (Ul. Combat)
 Escaping Ward (Race-Hafling)
 Forest Friend (Ul. Combat)
 Groundswell (Race-Dwarf)
 Guiding Star (Adv. Player's)
 Hide Campsite (Adv. Player's)
 Hold Animal
 Hunter's Eye (Adv. Player's)
 Hunter's Lore (Inner Sea Magic)
 Ice Slick (Monster Codex)
 Improve Trap (Race-Kobold)
 Ironskin (Monster Codex)
 Locate Weakness (Ul. Combat)
 Lockjaw (Adv. Player's)
 Owl's Wisdom
 Perceive Cues (Adv. Player's)
 Protection from Energy
 Protective Spirit (Adv. Player's)
 Reloading Hands (Ul. Combat)
 Returning Weapon, Comm. (Ul. Combat)
 Ricochet Shot (Ul. Combat)
 Scale Spikes (Web)
 Shield Companion (Adv. Class Guide)
 Slipstream (Adv. Player's)
 Snare
 Speak with Plants
 Spike Growth
 Stone Call (Adv. Player's)
 Summon Nature's Ally II
 Versatile Weapon (Adv. Player's)
 Web Shelter (Ul. Magic)
 Wilderness Soldiers (Ul. Combat)
 Wind Wall

3rd Level

Animal Aspect, Greater (Ul. Combat)
 Aspect of the Stag (Adv. Player's)
 Battle Trance (Race-Half-Orc)
 Blast Barrier (Inner Sea Magic)
 Blade Snare (Inner Sea Gods)
 Blessing of the Mole (Ul. Magic)
 Bloody Claws (Adv. Player's)
 Bullet Ward (Adv. Class Guide)

Burrow (Ul. Magic)
 Burst of Speed (Ul. Combat)
 Chamele. Stride, Great. (Adv. Class Guide)
 Cloak of Winds (Adv. Player's)
 Command Plants
 Companion Mind Link (Ul. Combat)
 Create Holds (Dungeoneer's Handbook)
 Cure Moderate Wounds
 Darkvision
 Delay Poison, Communal (Ul. Combat)
 Diminish Plants
 Enshroud Thoughts (Blood of the Elements)
 Feather Step, Mass (Adv. Player's)
 Fickle Winds (Ul. Magic)
 Instant Enemy (Adv. Player's)
 Life Bubble (Adv. Player's)
 Magic Fang, Greater
 Named Bullet (Ul. Combat)
 Neutralize Poison
 Plant Growth
 Protect. from Energy Comm. (Ul. Combat)
 Reduce Animal
 Remove Disease
 Repel Vermin
 Resist Energy, Communal (Ul. Combat)
 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 Stag (Adv. Player's)
 Aspect of the Wolf (Adv. Player's)
 Blessing of the Salamander (Adv. Player's)
 Bow Spirit (Adv. Player's)
 Cloud Shape (Race-Sylph)

Commune with Nature
Control Vermin (Monster Codex)
Cure Serious Wounds
Darkvision, Communal (Ul. Combat)
Darkvision, Greater (Ul. Magic)
Find Quarry (Ul. Combat)
Freedom of Movement
Grove of Respite (Adv. Player's)
Instant Enemy (Adv. Player's)
Named Bullet, Greater (Ul. Combat)
Nondetection
Raise Animal Companion (Ul. Magic)
Shield of Dawnflower (Inner Sea Guide)
Sickening Strikes (Race-Ratfolk)
Summon Nature's Ally IV
Terrain Bond (Ul. Combat)
Tree Stride
Water Walk, Communal (Ul. Combat)

Notes:

(Adv Class Guide) = Advanced Class Guide
(Adv. Player's) = Advanced Player's Guide
(Race-Xxx) = Advanced Race Guide—Race Name
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic

