

Ranger Spells

1st Level

Accelerated Movement (C. Adv. S. Comp.)
Alarm
Animal Messenger
Animal Trick (M. Wild)
Arrow Mind (C. Adv. & S. Comp.)
Aspect of the Wolf (S. Comp.)
Blades of Fire (S. Comp.)
Blockade (C. Scoundrel)
Bloodhound (C. Adv. & S. Comp.)
Branch to Branch (C. Adv. & S. Comp.)
Calm Animals
Camouflage (C. Divine & S. Comp.)
Charm Animal
Claws of the Bear (S. Comp.)
Climb Walls (S. Comp.)
Climbing Tree (C. Mage)
Conjure Ice Beast I (Frost)
Crabwalk (S. Comp.)
Crunchy Snow (Frost)
Dawn (M. Wild & S. Comp.)
Deep Breath (S. Comp.)
Delay Poison
Detect Animals or Plants
Detect Favored Enemy (S. Comp.)
Detect Poison
Detect Snares and Pits
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.)
Guided Shot (C. Adv. & S. Comp.)
Hawkeye (C. Divine, C. Adv. & S. Comp.)
Healing Lorecall (C. Adv. & S. Comp.)
Hide from Animals
Hold Animal
Horrible Taste (S. Comp.)
Hunter's Mercy (S. Comp.)
Ice Skate (Frost)
Ivory Flesh (Frost)
Jump
Impending Stones (City)
Instant Search (C. Adv. & S. Comp.)
Lay of the Land (Planar & S. Comp.)
Lightfoot (S. Comp.)
Linked Perception (PHB2)

Living Prints (S. Comp.)
Longstrider
Low-Light Vision (C. Arcana & S. Comp.)
Magic Fang
Marked Object (S. Comp.)
Naturewatch (C. Divine & S. Comp.)
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.)
Resist Energy
Resist Planar Alignment (Plan. & S. Comp.)
Rhino's Rush (S. Comp.)
Scent (S. Comp.)
Smell of Fear (S. Comp.)
Sniper's Shot (C. Adv. & S. Comp.)
Snowshoes (S. Comp.)
Snowsight (Frost)
Speak with Animals
Stalking Brand (S. Comp.)
Summon Nature's Ally I
Surefoot (S. Comp.)
Surefooted Stride (S. Comp.)
Towering Oak (S. Comp.)
Traveler's Mount (C. Divine & S. Comp.)
Vine Strike (C. Adv. & S. Comp.)
Wings of the Sea (S. Comp.)

2nd Level

Align Fang (S. Comp.)
Animalistic Power (PHB2)
Balancing Lorecall (C. Adv. & S. Comp.)
Barkskin
Bear's Endurance
Bottle of Smoke (M. Wild)
Briar Web (C. Divine & S. Comp.)
Burrow (S. Comp.)
Camouflage, Mass (S. Comp.)
Cat's Grace
Conjure Ice Beast II (Frost)
Crown of Clarity (PHB2)
Cure Light Wounds
Curse of Arrow Attraction (PHB2)
Curse of Impending Blades (S. Comp.)
Easy Climb (C. Adv. & S. Comp.)
Exacting Shot (S. Comp.)

Fell the Greatest Foe (S. Comp.)
 Haste, Swift (C. Adv. & S. Comp.)
 Hunter's Eye (PHB2)
 Jagged Tooth (S. Comp.)
 Lion's Charge (S. Comp.)
 Listening Lorecall (C. Adv. & S. Comp.)
 Metal Fang (C. Champ.)
 Nature's Favor (C. Divine & S. Comp.)
 Near Horizon (C. Mage)
 One with the Land (S. Comp.)
 Owl's Wisdom
 Protection from Energy
 Rapid Burrowing (S. Species)
 Scent (C. Divine)
 Share Talents (PHB2)
 Silvered Weapon (Ex. D.)
 Snow Walk (Frost)
 Speak with Plants
 Spike Growth
 Summon Nature's Ally II
 Train Animal (C. Adv. & S. Comp.)
 Tremorsense (S. Comp.)
 Woodland Veil (Races of Wild)
 Zone of Glacial Cold (Frost)

3rd Level

Align Fang, Mass (S. Comp.)
 Animal Reduction (M. Wild)
 Arrow Storm (S. Comp.)
 Blade Storm (C. Adv. & S. Comp.)
 Blade Thirst (S. Comp.)
 Blinding Snow (Frost)
 Bottle of Smoke (C. Divine & S. Comp.)
 Burrow, Mass (S. Comp.)
 Charge of the Triceratops (S. Comp.)
 Command Plants
 Conjure Ice Beast III (Frost)
 Cure Moderate Wounds
 Curse of Impending Blades, Mass (S. C.)
 Darkvision
 Decoy Image (S. Comp.)
 Diminish Plants
 Embrace the Wild (C. Divine & M. Wild)
 Find the Gap (S. Comp.)
 Forestfold (C. Divine, C. Adv. & S. Comp.)
 Heal Animal Companion (S. Comp.)
 Inspired Aim (Ex. D.)
 Jagged Tooth (S. Species)
 Magic Fang, Greater
 Mark of the Hunter (C. Divine & S. Comp.)

Nature's Rampart (S. Comp.)
 Neutralize Poison
 Phantasmal Decoy (C. Divine & S. Comp.)
 Plant Growth
 Reduce Animal
 Remove Disease
 Repel Vermin
 Resist Taint (H. Horror)
 Safe Clearing (S. Comp.)
 Snowshoes, Mass (S. Comp.)
 Summon Nature's Ally III
 Tree Shape
 Water Walk

4th Level

Animal Growth
 Aspect of the Earth Hunter (S. Comp.)
 Aura of Cold, Lesser (Frost)
 Commune with Nature
 Conjure Ice Beast III (Frost)
 Cure Serious Wounds
 Blinding Beauty (Ex. D.)
 Deeper Darkvision (S. Comp.)
 Foebane (C. Adv. & S. Comp.)
 Freedom of Movement
 Frostfell Slide (Frost)
 Implacable Pursuer (S. Comp.)
 Land Womb (S. Comp.)
 Longstrider, Mass (PHB2)
 Magic Fang, Superior (S. Comp.)
 Nondetection
 Planar Tolerance (Planar & S. Comp.)
 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.)
 Tree Stride
 Wild Runner (S. Comp.)

Notes:

(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

