

D&D 3.5 – RANGER SPELL LIST

This is a list of the spells available to rangers, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in [blue](#) text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the ranger spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *animal messenger* was moved from level 2 to level 1). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either moved to a different level or removed from the ranger spell list entirely.

General Notes

- Summoning spells*: when you use a summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
- (D) *Detection spells*: each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing spells*: these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.
- (T) *Magical traps*: a Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.
- (☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 1

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,DF	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
		<i>Animal Friendship</i>									
2	ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place <ul style="list-style-type: none"> After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities. 	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
+	ench. (compulsion)	Calm Animals [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile <ul style="list-style-type: none"> All subjects must be of the same kind. Only dire animals and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
+	ench. (charm)	Charm Animal [mind-affecting] (charm person or animal)	Animal regards caster as trusted friend and ally <ul style="list-style-type: none"> Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies. 	V,S	1 action	Close	1 animal	1 hr/lvl	Will negs	Yes	208
	conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
	divination	Detect Animals or Plants (D)	Detect presence of a particular kind of animal or plant <ul style="list-style-type: none"> Can change the kind or animal or plant being detected each round. 	V,S	1 action	Long	Cone emanation	Conc., up to 10 min/lvl (D)			218
+	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area <ul style="list-style-type: none"> Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison. 	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
	divination	Detect Snares and Pits (D)	Reveals presence of natural or primitive traps <ul style="list-style-type: none"> Does not detect magic or mechanically complex traps. 	V,S	1 action	60 ft.	Cone emanation	Conc., up to 10 min/lvl (D)			220
+	abjur.	Endure Elements	Subject avoids harm from hot or cold environments <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
–	trans.	Entangle	Plants entangle all creatures in affected area <ul style="list-style-type: none"> Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (☞)		227
+	abjur.	Hide from Animals (invisibility to animals)	Animals cannot perceive warded creatures <ul style="list-style-type: none"> If a warded creature touches an animal or attacks any creature, the spell ends for all recipients. 	S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
+	trans.	Jump	Subject gains +10 enhancement bonus to Jump checks <ul style="list-style-type: none"> Bonus increases to +20 at caster level 5, +30 at caster level 9. 	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246
*	trans.	Longstrider	Caster gains +10 enhancement bonus to base speed <ul style="list-style-type: none"> Other modes of movement (climb, fly, swim, etc.) are not affected. 	V,S,M	1 action	Personal	You	1 hr/lvl (D)			249

	trans.	Magic Fang	1 natural weapon gains +1 enhancement bonus to attacks and damage	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	250
-	trans.	Pass without Trace	Subjects leave no tracks or scent in any type of terrain	V,S,DF	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs (h)	Yes (h)	259
-	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
-	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
-	conj. (summoning)	Summon Nature's Ally I	Summons natural creature to fight or act as directed • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them.	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			288

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
Animal Messenger ▶ 1										
+ trans.	Barkskin	Subject gains +2 enhancement bonus to natural armor • Bonus increases by +1 for every 3 levels above 3rd (max. +5).	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
+ trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
+ trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
Detect Chaos/Evil/Good/Law										
- ench. (compulsion)	Hold Animal [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
* trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
- abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over resist energy.	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
Sleep										
trans.	Snare (T)	Create magical trap which entangles a creature • Escape Artist or Strength check (DC 23) to escape (full round action). Snare has AC 7 and 5 hp.	V,S,DF	1 action	Touch	Circle of vine/rope/thong (diameter 2 ft + 2 ft./lvl)	Until triggered			280
divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl			282
+ trans.	Spike Growth (T) (can't be disabled using the Disable Device skill)	Vegetation gains hidden spikes; deals 1d4 piercing damage for each 5 ft. of movement through the area • A creature sustaining damage must also make a Reflex save or have its land speed slowed by one-half. Penalty lasts 24 hours or until the creature receives a cure spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC.	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
conj. (summoning)	Summon Nature's Ally II	Summon natural creature(s) to fight or act as directed • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
4 evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 3

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	trans.	Command Plants (control plants)	Target(s) will not attack; may be given spoken orders • You must win an opposed Charisma check to convince an affected creature to do anything it wouldn't normally do.	V	1 action	Close	Plant creature(s) (up to 2 HD/lvl) (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	211
	conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+	trans.	Darkvision	Subject can see 60 ft. in total darkness	V,S,M	1 action	Touch	1 creature	1 hr/lvl	Will negs (h)	Yes (h)	216
	trans.	Diminish Plants • counters <i>plant growth</i>	<u>Prune growth</u> : Vegetation is pruned and trimmed to approximately one-third normal size <u>Stunt growth</u> : Reduce productivity of normal plants over the next year to one-third below normal	V,S,DF	1 action	Long ½ mile	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.) All normal plants in range	Instant			221
-	trans.	Greater Magic Fang	As <i>magic fang</i> , but +1 per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 living creature	1 hr/lvl	Will negs (h)	Yes (h)	250
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
	trans.	Plant Growth • counters <i>diminish plants</i>	<u>Overgrowth</u> : Vegetation becomes thicket or jungle • Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures). • You may designate places within the area that are not affected. <u>Enrichment</u> : Raise productivity of normal plants over the next year to one-third above normal	V,S,DF	1 action	Long ½ mile	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.) All normal plants in range	Instant			262
*	trans.	Reduce Animal	Target's size decreases to next smaller size category • Height ÷ 2, weight ÷ 8; +2 size bonus to DEX, -2 size penalty to STR (min. 1), +1 size bonus to attacks and AC.	V,S	1 action	Touch	1 willing animal	1 hr/lvl (D)			269
	conj. (healing)	Remove Disease	Cure all diseases afflicting subject • Also kills parasites such as green slime.	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271
+	abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
	conj. (summoning)	Summon Nature's Ally III	Summon natural creature(s) to fight or act as directed • Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
-	trans.	Tree Shape	Caster is disguised as a Large living or dead tree • Caster gains +10 natural armor bonus to AC and immunity to critical hits, but has an effective DEX score of 0 (and speed 0 ft).	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (dismissing is a free action)			296
-	trans.	Water Walk [water]	Subjects can tread on any liquid as if solid • If submerged, subjects are borne toward the surface at 60 ft./rnd.	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes (h)	300

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, -2 DEX, +2 natural armor, increased base damage (⚔). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min/lvl	Fort negs	Yes	198
+	divination	Commune with Nature	Gain knowledge of surrounding territory <ul style="list-style-type: none"> In outdoor settings, the spell operates to a radius of 1 mile/lvl. In natural underground settings, the range is 100 ft/lvl. 	V,S	10 min	Personal	You	Instant			211
	conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	abjur.	Freedom of Movement	Subject ignores magical impediments to movement <ul style="list-style-type: none"> Can move and attack normally while underwater. Automatically succeeds at resisting grapples and escaping pins. 	V,S,M,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
	abjur.	Nondetection	Hides subject from divination and scrying <ul style="list-style-type: none"> To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession). 	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
Polymorph Self											
	conj. (summoning)	Summon Nature's Ally IV	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
-	conj. (teleport.)	Tree Stride	Gain ability to enter trees and move instantly from inside one tree to inside another of the same type <ul style="list-style-type: none"> Can transport as many times as caster has levels. Each transport is a full round action. Range depends on type of tree used (⚔). 	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (or until expended)			296
Wind Wall ► 2											

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which ranger spells lack verbal and/or somatic components.

V components only (no S/M/F)	S+M/F components only (no V)
3 Command Plants	+ 1 Hide from Animals