

## Dan's Pathfinder Magus Spells

### Cantrips

Acid Splash<sup>2</sup>  
Arcane Mark<sup>2</sup>  
Caltrops (S. Comp.)<sup>2</sup>  
Dancing Lights<sup>2</sup>  
Daze<sup>2</sup>  
Detect Magic<sup>2</sup>  
Disrupt Undead<sup>2</sup>  
Flare<sup>2</sup>  
Ghost sound<sup>2</sup>  
Light<sup>2</sup>  
Mage Hand<sup>2</sup>  
Open/Close<sup>2</sup>  
Prestidigitation<sup>2</sup>  
Ray of Frost<sup>2</sup>  
Read magic<sup>2</sup>  
Spark (Adv. Player's)<sup>1</sup>

### 1st Level Spells

Adjuring Step (Ul. Combat)<sup>1</sup>  
Bed of Iron (Knights of the Inner Sea)<sup>1</sup>  
Blade Lash (Adv. Class Guide)<sup>2</sup>  
Blade Thirst (S. Comp.)<sup>2</sup>  
Blade Tutor's Spirit (Melee Toolkit)<sup>1</sup>  
Blades of Fire (S. Comp.)<sup>2</sup>  
Blend (Race-Elf)<sup>2</sup>  
Blood Money (Rise of the Runelords)<sup>1</sup>  
Blurred Movement (Adv. Class Guide)<sup>2</sup>  
Burning Hands<sup>1</sup>  
Call Weapon (Inner Sea Magic)<sup>2</sup>  
Chill Touch<sup>2</sup>  
Clarion Call<sup>2</sup>  
Color Spray<sup>2</sup>  
Corrosive Touch (Ul. Magic)<sup>2</sup>  
Critical Strike (C. Adv. & S. Comp.)<sup>2</sup>  
Darting Duplicate (Melee Toolkit)<sup>1</sup>  
Disguise Weapon (Adv. Class Guide)<sup>2</sup>  
Distract Assailant (Ench.) (S. Comp.)<sup>2</sup>  
Emblazon Crest (Knights of the Inner Sea)<sup>1</sup>  
Enlarge Person<sup>2</sup>  
Expeditious Retreat<sup>2</sup>  
Frostbite (Ul. Magic)<sup>2</sup>  
Glue Seal (Adv. Class Guide)<sup>2</sup>  
Grease<sup>2</sup>  
Half-Blood Extraction (Race-Half-Orc)<sup>2</sup>  
Hydraulic Push (Adv. Player's)<sup>1</sup>  
Illusion of Calm (Ul. Combat)<sup>1</sup>  
Infernal Healing (Inner Sea World Guide)<sup>2</sup>  
Ironbeard (Race-Dwarf)<sup>2</sup>  
Jump<sup>2</sup>  
Jury-Rig (Ul. Combat)<sup>1</sup>  
Keep Watch (Knights of the Inner Sea)<sup>1</sup>

Linebreaker (Race-Half-Orc)<sup>2</sup>  
Line in the Sand (Adv. Class Guide)<sup>2</sup>  
Lionheart (S. Comp.)<sup>2</sup>  
Lock Gaze (Ul. Combat)<sup>1</sup>  
Long Arm (Adv. Class Guide)<sup>2</sup>  
Longshot (Ul. Combat)<sup>1</sup>  
Magic Missile<sup>2</sup>  
Magic Weapon<sup>2</sup>  
Mirror Strike (Ul. Combat)<sup>1</sup>  
Monkey Fish (Adv. Class Guide)<sup>2</sup>  
Mount<sup>2</sup>  
Mudball (Race-Goblin)<sup>2</sup>  
Negative Reaction (Ul. Combat)<sup>1</sup>  
Obscuring Mist<sup>2</sup>  
Phantom Blood (Adv. Class Guide)<sup>2</sup>  
Poisoned Egg (Inner Sea Guide)<sup>2</sup>  
Ray of Enfeeblement<sup>2</sup>  
Raging Flame (S. Comp.)<sup>2</sup>  
Recharge Innate Magic (Race-Gnome)<sup>2</sup>  
Reduce Person<sup>2</sup>  
Reinforce Armaments (Ul. Combat)<sup>1</sup>  
Returning Weapon (Ul. Combat)<sup>1</sup>  
Second Wind (S. Comp.)<sup>2</sup>  
Shield<sup>2</sup>  
Shock Shield (Ul. Combat)<sup>1</sup>  
Silent Image<sup>2</sup>  
Snowball<sup>2</sup>  
Spell Flower (S. Comp.)<sup>2</sup>  
Stone Fist (Adv. Player's)<sup>1</sup>  
Sunder Breaker (Adv. Class Guide)<sup>2</sup>  
Sundering Shards (Adv. Class Guide)<sup>2</sup>  
Swift Girding (Knights of the Inner Sea)<sup>1</sup>  
Thunderstomp (Adv. Class Guide)<sup>2</sup>  
Touch of Combustion (Race-Ifrit)<sup>2</sup>  
True Strike<sup>2</sup>  
Unerring Weapon (Ul. Combat)<sup>1</sup>  
Unseen Servant<sup>2</sup>  
Vanish (Adv. Player's)<sup>2</sup>  
Warding Weapon (Ul. Combat)<sup>1</sup>  
Wave Shield (Adv. Class Guide)<sup>2</sup>  
Weapon Shift (S. Comp.)<sup>2</sup>  
Weaponwand (Inner Sea Magic)<sup>2</sup>  
Web Bolt (Race-Drow)<sup>2</sup>  
Windy Escape (Race-Sylph)<sup>2</sup>

### 2nd Level Spells

Ablative Barrier (Ul. Combat)<sup>1</sup>  
Acid Arrows<sup>2</sup>  
Aggress. Thund. Cloud (Adv. Class Guide)<sup>2</sup>  
Alter Self<sup>2</sup>  
Animal Aspect (Ul. Combat)<sup>1</sup>  
Arcane Disruption (Adv. Class Origins)<sup>2</sup>

Armor Lock (Knights of the Inner Sea)<sup>1</sup>  
Bear's Endurance<sup>2</sup>  
Bestow Weapon Proficiency (Ul. Combat)<sup>1</sup>  
Bladed Dash (Inner Sea Magic)<sup>2</sup>  
Bladeweave (C. Adv. & S. Comp.)<sup>2</sup>  
Blood Blaze (Race-Orc)<sup>2</sup>  
Blood Transcription (Ul. Magic)<sup>2</sup>  
Blur<sup>2</sup>  
Bristle (Trans.) (S. Comp.)<sup>2</sup>  
Brow Gasher (Ul. Combat)<sup>1</sup>  
Bull's Strength<sup>2</sup>  
Burning Gaze (Adv. Player's)<sup>2</sup>  
Burning Sword (S. Comp.)<sup>2</sup>  
Cat's Grace<sup>2</sup>  
Curse of Impending Blades (S. C.)<sup>2</sup>  
Darkness<sup>2</sup>  
Defending Bone (Inner Sea Gods)<sup>2</sup>  
Defensive Shock (Ul. Magic)<sup>2</sup>  
Effortless Armor (Ul. Combat)<sup>1</sup>  
Elemental Touch (Adv. Player's)<sup>2</sup>  
Escaping Ward (Race-Hafling)<sup>2</sup>  
Euphoric Cloud (Adv. Class Guide)<sup>2</sup>  
Extreme Flexibility (Adv. Class Guide)<sup>2</sup>  
Fiery Runes (Melee Toolkit)<sup>1</sup>  
Fire Breath (Adv. Player's)<sup>1</sup>  
Flaming Sphere<sup>2</sup>  
Fog Cloud<sup>2</sup>  
Force Anchor (Undead Slayer Handbook)<sup>1</sup>  
Frigid Touch (Ul. Magic)<sup>2</sup>  
Glitterdust<sup>2</sup>  
Groundswell (Race-Dwarf)<sup>2</sup>  
Gust of Wind<sup>2</sup>  
Gusting Sphere (Race-Sylph)<sup>2</sup>  
Haste, Swift (C. Adv. & S. Comp.)<sup>2</sup>  
Heroics (S. Comp.)<sup>2</sup>  
Ice Slick (Monster Codex)<sup>1</sup>  
Imbue with Elemental Might (Race-Sulis)<sup>2</sup>  
Instant Weapon (Melee Toolkit)<sup>1</sup>  
Invisibility<sup>2</sup>  
Levitate<sup>2</sup>  
Lion's Charge (S. Comp.)<sup>2</sup>  
Minor Dream (Race-Gnome)<sup>2</sup>  
Mirror Image<sup>2</sup>  
Molten Orb (Adv. Class Guide)<sup>2</sup>  
Mount, Communal (Ul. Combat)<sup>1</sup>  
Pilfering Hand (Ul. Combat)<sup>1</sup>  
Pyrotechnic<sup>2</sup>  
Reloading Hands (Ul. Combat)<sup>1</sup>  
Reinforce Armaments, Comm.(Ul. Combat)<sup>1</sup>  
Resurgence (C. Divine & S. Comp.)<sup>2</sup>  
Returning Weapon, Comm. (Ul. Combat)<sup>1</sup>  
River Whip (Adv. Class Guide)<sup>2</sup>  
Savage Maw (Race-Half-Orc)<sup>2</sup>  
Scorching Ray<sup>2</sup>

Shatter<sup>2</sup>  
Sonic Scream (Adv. Class Guide)<sup>2</sup>  
Stone Call (Adv. Player's)<sup>2</sup>  
Stone Discus (Adv. Class Guide)<sup>2</sup>  
Stone Shield (Race-Oread)<sup>2</sup>  
Swim (C. Arcane & S. Comp.)<sup>2</sup>  
Tactical Acumen (Ul. Combat)<sup>1</sup>  
Telekinetic Assembly (Ul. Combat)<sup>1</sup>  
Telekinetic Volley (Ranged Tactics Tool.)<sup>1</sup>  
Time Shudder (Adv. Class Guide)<sup>2</sup>  
Twisted Space (Ul. Combat)<sup>1</sup>  
Umbral Weapon (Melee Toolkit)<sup>1</sup>  
Web<sup>2</sup>  
Whirling Blade (C. A. & S. C.)<sup>2</sup>

### 3rd Level Spells

Air Breathing (Monster Codex)<sup>1</sup>  
Air Geyser (Adv. Class Guide)<sup>2</sup>  
Animal Aspect, Greater (Ul. Combat)<sup>1</sup>  
Aqueous Orb (Adv. Player's)<sup>1</sup>  
Arcane Sight<sup>2</sup>  
Beast Shape 1<sup>2</sup>  
Blade Snare (Inner Sea Gods)<sup>2</sup>  
Blade Storm (C. Adv. & S. Comp.)<sup>2</sup>  
Blade Thirst (S. Comp.)<sup>2</sup>  
Blink<sup>2</sup>  
Bloody Arrows (Ranged Tactics Toolkit)<sup>1</sup>  
Burst of Speed (Ul. Combat)<sup>1</sup>  
Cloak of Winds (Adv. Player's)<sup>1</sup>  
Curse of Imp. Blades, Mass (S. Comp.)<sup>2</sup>  
Daylight<sup>2</sup>  
Diamondsteel (S. Comp.)<sup>2</sup>  
Dispel Magic<sup>2</sup>  
Displacement<sup>2</sup>  
Dolorus Blow (S. Comp.)<sup>2</sup>  
Dragonskin (S. Comp.)<sup>2</sup>  
Elemental Aura (Adv. Player's)<sup>1</sup>  
Fire Trail (Race-Goblin)<sup>2</sup>  
Fireball<sup>2</sup>  
Firestream (Race-Ifrit)<sup>2</sup>  
Flame Arrow<sup>2</sup>  
Fly<sup>2</sup>  
Force Hook Charge (Ul. Magic)<sup>2</sup>  
Force Punch (Ul. Magic)<sup>2</sup>  
Hamatula Barbs (Planar & S. Comp.)<sup>2</sup>  
Glomblind Bolts (Race-Fetchling)<sup>2</sup>  
Haste<sup>2</sup>  
Heart of Metal (Adv. Class Guide)<sup>2</sup>  
Hydraulic Torrent (Adv. Player's)<sup>1</sup>  
Keen Edge<sup>2</sup>  
Knight's Move (S. Comp.)<sup>2</sup>  
Lion's Charge (S. Species)<sup>1</sup>  
Lightning Bolt<sup>2</sup>  
Locate Weakness (Ul. Combat)<sup>1</sup>

Magic Weapon, Greater<sup>2</sup>  
Major Image<sup>2</sup>  
Monstrous Physique I (Ul. Magic)<sup>2</sup>  
Nauseating Trail (Adv. Class Guide)<sup>2</sup>  
Prehensile Pilfer (Race-Varana)<sup>2</sup>  
Ray of Exhaustion<sup>2</sup>  
Resilient Reservoir (Race-Half-Elf)<sup>2</sup>  
Resistance, Greater (S. Comp.)<sup>2</sup>  
Shining Cord (Inner Sea Magic)<sup>2</sup>  
Sickening Strikes (Race—Ratfolk)<sup>2</sup>  
Silver Darts (Adv. Class Guide)<sup>2</sup>  
Sleet Storm<sup>2</sup>  
Slow<sup>2</sup>  
Spectral Weapon (S. Comp.)<sup>2</sup>  
Spell Vulnerability (S. Comp.)<sup>2</sup>  
Stinking Cloud<sup>2</sup>  
Storm Step (Blood of the Elements)<sup>1</sup>  
Sundered Serpent Coils (Monster Codex)<sup>1</sup>  
Suspended Silence (S. Comp.)<sup>2</sup>  
Thunderstomp, Greater (Adv. Class Guide)<sup>2</sup>  
Trial of Fire and Acid (Monster Codex)<sup>1</sup>  
Tremorsense (S. Comp.)<sup>2</sup>  
Undead Anatomy I (Ul. Magic)<sup>2</sup>  
Undead Bane Weapon (S. Comp.)<sup>2</sup>  
Vampiric Touch<sup>2</sup>  
Versatile Weapon (Adv. Player's)<sup>1</sup>  
Vomit Twin (Race-Goblin)<sup>2</sup>  
Water Breathing<sup>2</sup>  
Weapon of the Deity (S. Comp.)<sup>2</sup>  
Wind Wall<sup>2</sup>

#### 4th Level Spells

Adjustable Polymorph (Adv. Class Guide)<sup>2</sup>  
Aggress. Thundercloud (Adv. Class Guide)<sup>2</sup>  
Arcana Theft (Ul. Magic)<sup>2</sup>  
Ball Lightning (Adv. Player's)<sup>1</sup>  
Beast Shape II<sup>2</sup>  
Blade Storm (C. Adv. & S. Comp.)<sup>2</sup>  
Black Tentacles<sup>2</sup>  
Caustic Blood (Inner Sea Gods)<sup>2</sup>  
Detonate (Adv. Player's)<sup>1</sup>  
Dimension Door<sup>2</sup>  
Dragon's Breath (Adv. Players)<sup>1</sup>  
Elemental Body<sup>2</sup>  
Enlarge Person, Mass<sup>2</sup>  
Fire Shield<sup>2</sup>  
Firefall (Adv. Player's)<sup>2</sup>  
Flaming Sphere, Great. (Adv. Class Guide)<sup>2</sup>  
Foreceful Strike (Inner Sea Gods)<sup>2</sup>  
Ice Storm<sup>2</sup>  
Infernal Heal.Greater (Inner Sea World)<sup>2</sup>  
Invisibility, Greater<sup>2</sup>  
Monstrous Physique II (Ul. Magic)<sup>2</sup>  
Paragon Surge (Race-Half-Elf)<sup>2</sup>

Pellet Blast (Ul. Combat)<sup>1</sup>  
Phantasmal Killer<sup>2</sup>  
Reduce Person, Mass<sup>2</sup>  
Repair Critical Damage (C. A. & S. C.)<sup>2</sup>  
Resistance, Greater (S. Comp.)<sup>2</sup>  
River of Wind (Adv. Player's)<sup>2</sup>  
Rubbberskin (Melee Toolkit)<sup>1</sup>  
Ruin Delver's Fortune (S. Comp.)<sup>2</sup>  
Runic Overload (Giant Hunter's Hand.)<sup>1</sup>  
Sadomasochism (Inner Sea Gods)<sup>2</sup>  
Shield of Dawnflower (Inner Sea Guide)<sup>2</sup>  
Shout<sup>2</sup>  
Solid Fog<sup>2</sup>  
Spell Enhancer (S. Comp.)<sup>2</sup>  
Spell Flower (S. Comp.)<sup>2</sup>  
Undead Bane Weapon (S. Comp.)<sup>2</sup>  
Vermin Shape I (Ul. Magic)<sup>2</sup>  
Wall of Fire<sup>2</sup>  
Wall of Ice<sup>2</sup>  
Wall of Sound (Ul. Magic)<sup>2</sup>  
Ward Shield (Knights of the Inner Sea)<sup>1</sup>  
Wreath of Blades (Ul. Combat)<sup>1</sup>

#### 5th Level Spells

Acid Sheath (S. Comp.)<sup>2</sup>  
Acidic Spray (Ul. Magic)<sup>2</sup>  
Augmenting Wall (Ranged Tactics Toolkit)<sup>1</sup>  
Baleful Polymorph<sup>2</sup>  
Beast Shape III<sup>2</sup>  
Bladed Dash, Greater (Inner Sea Magic)<sup>2</sup>  
Blood Boil (Magical Marketplace)<sup>2</sup>  
Cloudkill<sup>2</sup>  
Cone of Cold<sup>2</sup>  
Corrosive Consumption (Ul. Magic)<sup>2</sup>  
Dimensional Blade (Melee Toolkit)<sup>1</sup>  
Elemental Body II<sup>2</sup>  
Fire Snake (Adv. Player's)<sup>1</sup>  
Impart Mind<sup>2</sup>  
Interposing Hand<sup>2</sup>  
Ironguard, Lesser (S. Comp.)<sup>2</sup>  
Monstrous Physique II (Ul. Magic)<sup>2</sup>  
Overland Flight<sup>2</sup>  
Soulswitch (Familiar Folio)<sup>2</sup>  
Symbol of Striking (Ul. Combat)<sup>1</sup>  
Telekinesis<sup>2</sup>  
Teleport<sup>2</sup>  
Transplant Visage (Inner Sea Gods)<sup>2</sup>  
Undead Anatomy II<sup>2</sup>  
Vampiric Shadow (Adv. Class Guide)<sup>2</sup>  
Vermin Shape II (Ul. Magic)<sup>2</sup>  
Wall of Force<sup>2</sup>  
Wall of Stone<sup>2</sup>  
Wind Blades (Race-Sylph)<sup>2</sup>

## 6th Level Spells

Acid Fog<sup>2</sup>

Bear's Endurance<sup>2</sup>

Beast Shape IV<sup>2</sup>

Brilliant Blade (C. Arcane & S. C.)<sup>2</sup>

Cat's Grace, Mass<sup>2</sup>

Chain Lightning<sup>2</sup>

Chains of Fire (Race-Ifrit)<sup>2</sup>

Disintegrate<sup>2</sup>

Dispel Magic, Greater<sup>2</sup>

Elemental Body III<sup>2</sup>

Flesh to Stone<sup>2</sup>

Forceful Hand<sup>2</sup>

Form of the Dragon<sup>2</sup>

Freezing Sphere<sup>2</sup>

Hardening (S. Comp.)<sup>2</sup>

Magnetic Field (People of the River)<sup>1</sup>

Make Manifest (S. Comp.)<sup>2</sup>

Mislead<sup>2</sup>

Monstrous Physique IV (Ul. Magic)<sup>2</sup>

Resistance, Superior (S. Comp.)<sup>2</sup>

Sirocco (Adv. Player's)<sup>1</sup>

Stone to Flesh<sup>2</sup>

Transformation<sup>2</sup>

True Seeing<sup>2</sup>

Undead Anatomy III (Ul. Magic)<sup>2</sup>

Walk through Space (Ul. Combat)<sup>1</sup>

Wall of Iron<sup>2</sup>

## Notes:

(Adv. Class Guide) = Advanced Class Guide

(Adv. Player's) = Advanced Player's Guide

(Race--Xxx) = Advanced Race Guide—Race Name

(C. Adv.) = Complete Adventurer

(C. A.) or (C. Arcane) = Complete Arcane

(Melee Toolkit) = Melee Tactics Toolkit

(Planar) = Planar Handbook

(S. C.) or (S. Comp.) = Spell Compendium

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic

3.0 or 3.5 Edition Spells

<sup>1</sup> = Only can be learned by those of the Mage's Guild

<sup>2</sup> = Can be learned by any Magus