

Pathfinder Magus Spells

0th Level Spells

Acid Splash²
Arcane Mark²
Dancing Lights²
Daze²
Detect Magic²
Disrupt Undead²
Flare²
Ghost sound²
Light²
Mage Hand²
Open/Close²
Prestidigitation²
Ray of Frost²
Read magic²
Spark (Adv. Player's)¹

1st Level Spells

Adjuring Step (Ul. Combat)¹
Bed of Iron (Knights of the Inner Sea)¹
Blade Lash (Adv. Class Guide)²
Blend (Race-Elf)²
Blood Money (Rise of the Runelords)¹
Blurred Movement (Adv. Class Guide)²
Burning Hands¹
Call Weapon (Inner Sea Magic)²
Chill Touch²
Clarion Call²
Color Spray²
Corrosive Touch (Ul. Magic)²
Disguise Weapon (Adv. Class Guide)²
Emblazon Crest (Knights of the Inner Sea)¹
Enlarge Person²
Expeditious Retreat²
Frostbite (Ul. Magic)²
Glue Seal (Adv. Class Guide)²
Grease²
Half-Blood Extraction (Race-Half-Orc)²
Hydraulic Push (Adv. Player's)¹
Illusion of Calm (Ul. Combat)¹
Infernal Healing (Inner Sea World Guide)²
Ironbeard (Race-Dwarf)²
Jump²
Jury-Rig (Ul. Combat)¹
Keep Watch (Knights of the Inner Sea)¹
Linebreaker (Race-Half-Orc)²
Line in the Sand (Adv. Class Guide)²
Lock Gaze (Ul. Combat)¹
Long Arm (Adv. Class Guide)²
Longshot (Ul. Combat)¹
Magic Missile²
Magic Weapon²

Mirror Strike (Ul. Combat)¹
Monkey Fish (Adv. Class Guide)²
Mount²
Mudball (Race- Goblin)²
Negative Reaction (Ul. Combat)¹
Obscuring Mist²
Phantom Blood (Adv. Class Guide)²
Poisoned Egg (Inner Sea Guide)²
Ray of Enfeeblement²
Recharge Innate Magic (Race-Gnome)²
Reduce Person²
Reinforce Armaments (Ul. Combat)¹
Returning Weapon (Ul. Combat)¹
Shield²
Shock Shield (Ul. Combat)¹
Silent Image²
Snowball²
Spell Flower (S. Comp.)²
Stone Fist (Adv. Player's)¹
Sunder Breaker (Adv. Class Guide)²
Sundering Shards (Adv. Class Guide)²
Swift Girding (Knights of the Inner Sea)¹
Thunderstomp (Adv. Class Guide)²
Touch of Combustion (Race-Ifrit)²
True Strike²
Unerring Weapon (Ul. Combat)¹
Unseen Servant²
Vanish (Adv. Player's)²
Warding Weapon (Ul. Combat)¹
Wave Shield (Adv. Class Guide)²
Weaponwand (Inner Sea Magic)²
Web Bolt (Race-Drow)²
Windy Escape (Race-Sylph)²

2nd Level Spells

Ablative Barrier (Ul. Combat)¹
Acid Arrows²
Aggress. Thund. Cloud (Adv. Class Guide)²
Alter Self²
Animal Aspect (Ul. Combat)¹
Arcane Disruption (Adv. Class Origins)²
Armor Lock (Knights of the Inner Sea)¹
Bear's Endurance²
Bestow Weapon Proficiency (Ul. Combat)¹
Bladed Dash (Inner Sea Magic)²
Blood Blaze (Race-Orc)²
Blood Transcription (Ul. Magic)²
Blur²
Brow Gasher (Ul. Combat)¹
Bull's Strength²
Burning Gaze (Adv. Player's)²

Cat's Grace²
Darkness²
Defending Bone (Inner Sea Gods)²
Defensive Shock (Ul. Magic)²
Effortless Armor (Ul. Combat)¹
Elemental Touch (Adv. Player's)²
Escaping Ward (Race-Hafling)²
Euphoric Cloud (Adv. Class Guide)²
Extreme Flexibility (Adv. Class Guide)²
Fire Breath (Adv. Player's)¹
Flaming Sphere²
Fog Cloud²
Force Anchor (Undead Slayer Handbook)¹
Frigid Touch (Ul. Magic)²
Glitterdust²
Groundswell (Race-Dwarf)²
Gust of Wind²
Gusting Sphere (Race-Sylph)²
Ice Slick (Monster Codex)¹
Imbue with Elemental Might (Race-Sulis)²
Invisibility²
Levitate²
Minor Dream (Race-Gnome)²
Mirror Image²
Molten Orb (Adv. Class Guide)²
Mount, Communal (Ul. Combat)¹
Pilfering Hand (Ul. Combat)¹
Pyrotechnic²
Reloading Hands (Ul. Combat)¹
Reinforce Armaments, Comm.(Ul. Combat)¹
Returning Weapon, Comm. (Ul. Combat)¹
River Whip (Adv. Class Guide)²
Savage Maw (Race-Half-Orc)²
Scorching Ray²
Shatter²
Sonic Scream (Adv. Class Guide)²
Stone Call (Adv. Player's)²
Stone Discus (Adv. Class Guide)²
Stone Shield (Race-Oread)²
Tactical Acumen (Ul. Combat)¹
Telekinetic Assembly (Ul. Combat)¹
Telekinetic Volley (Ranged Tactics Tool.)¹
Time Shudder (Adv. Class Guide)²
Twisted Space (Ul. Combat)¹
Web²

3rd Level Spells

Air Breathing (Monster Codex)¹
Air Geyser (Adv. Class Guide)²
Animal Aspect, Greater (Ul. Combat)¹
Aqueous Orb (Adv. Player's)¹
Arcane Sight²
Beast Shape I²
Blade Snare (Inner Sea Gods)²

Blink²
Bloody Arrows (Ranged Tactics Toolkit)¹
Burst of Speed (Ul. Combat)¹
Cloak of Winds (Adv. Player's)¹
Daylight²
Dispel Magic²
Displacement²
Elemental Aura (Adv. Player's)¹
Fire Trail (Race-Goblin)²
Fireball²
Firestream (Race-Ifrit)²
Flame Arrow²
Fly²
Force Hook Charge (Ul. Magic)²
Force Punch (Ul. Magic)²
Glomblind Bolts (Race-Fetchling)²
Haste²
Heart of Metal (Adv. Class Guide)²
Hydraulic Torrent (Adv. Player's)¹
Keen Edge²
Lightning Bolt²
Locate Weakness (Ul. Combat)¹
Magic Weapon, Greater²
Major Image²
Monstrous Physique I (Ul. Magic)²
Nauseating Trail (Adv. Class Guide)²
Prehensile Pilfer (Race-Varana)²
Ray of Exhaustion²
Resilient Reservoir (Race-Half-Elf)²
Resistance, Greater (S. Comp.)²
Shining Cord (Inner Sea Magic)²
Sickening Strikes (Race—Ratfolk)²
Silver Darts (Adv. Class Guide)²
Sleet Storm²
Slow²
Stinking Cloud²
Storm Step (Blood of the Elements)¹
Sundered Serpent Coils (Monster Codex)¹
Thunderstomp, Greater (Adv. Class Guide)²
Trial of Fire and Acid (Monster Codex)¹
Undead Anatomy I (Ul. Magic)²
Vampiric Touch²
Versatile Weapon (Adv. Player's)¹
Vomit Twin (Race-Goblin)²
Water Breathing²
Wind Wall²

4th Level Spells

Adjustable Polymorph (Adv. Class Guide)²
Aggress. Thundercloud (Adv. Class Guide)²
Arcana Theft (Ul. Magic)²
Ball Lightning (Adv. Player's)¹
Beast Shape II²
Black Tentacles²

Caustic Blood (Inner Sea Gods)²
Detonate (Adv. Player's)¹
Dimension Door²
Dragon's Breath (Adv. Players)¹
Elemental Body²
Enlarge Person, Mass²
Fire Shield²
Firefall (Adv. Player's)²
Flaming Sphere, Great. (Adv. Class Guide)²
Foreceful Strike (Inner Sea Gods)²
Ice Storm²
Infernal Heal.Greater (Inner Sea World)²
Invisibility, Greater²
Monstrous Physique II (Ul. Magic)²
Paragon Surge (Race-Half-Elf)²
Pellet Blast (Ul. Combat)¹
Phantasmal Killer²
Reduce Person, Mass²
River of Wind (Adv. Player's)²
Runic Overload (Giant Hunter's Hand.)¹
Sadomasochism (Inner Sea Gods)²
Shield of Dawnflower (Inner Sea Guide)²
Shout²
Solid Fog²
Spell Flower (S. Comp.)²
Vermin Shape I (Ul. Magic)²
Wall of Fire²
Wall of Ice²
Wall of Sound (Ul. Magic)²
Ward Shield (Knights of the Inner Sea)¹
Wreath of Blades (Ul. Combat)¹

5th Level Spells

Acidic Spray (Ul. Magic)²
Augmenting Wall (Ranged Tactics Toolkit)¹
Baleful Polymorph²
Beast Shape III²
Bladed Dash, Greater (Inner Sea Magic)²
Blood Boil (Magical Marketplace)²
Cloudkill²
Cone of Cold²
Corrosive Consumption (Ul. Magic)²

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

¹ = Only can be learned by those of the Mage's Guild

² = Can be learned by any Magus

Elemental Body II²
Fire Snake (Adv. Player's)¹
Impart Mind²
Interposing Hand²
Monstrous Physique II (Ul. Magic)²
Overland Flight²
Soulswitch (Familiar Folio)²
Symbol of Striking (Ul. Combat)¹
Telekinesis²
Teleport²
Transplant Visage (Inner Sea Gods)²
Undead Anatomy II²
Vampiric Shadow (Adv. Class Guide)²
Vermin Shape II (Ul. Magic)²
Wall of Force²
Wall of Stone²
Wind Blades (Race-Sylph)²

6th Level Spells

Acid Fog²
Bear's Endurance²
Beast Shape IV²
Cat's Grace, Mass²
Chain Lightning²
Chains of Fire (Race-Ifrit)²
Disintegrate²
Dispel Magic, Greater²
Elemental Body III²
Flesh to Stone²
Forceful Hand²
Form of the Dragon²
Freezing Sphere²
Magnetic Field (People of the River)¹
Mislead²
Monstrous Physique IV (Ul. Magic)²
Sirocco (Adv. Player's)¹
Stone to Flesh²
Transformation²
True Seeing²
Undead Anatomy III (Ul. Magic)²
Walk through Space (Ul. Combat)¹
Wall of Iron²