

Witch Spells

0th Level Spells

Arcane Mark
Bleed
Dancing Lights
Daze
Detect magic
Detect Poison
Guidance
Light
Mending
Message
Putrefy Food and Drink (Adv. Player's)
Read Magic
Resistance
Spark (Adv. Player's)
Stabilize
Touch of Fatigue

1st Level Spells

Adhesive Spittle (Adv. Class Guide)
Adoration (Ul. Magic)
Air Bubble (Ul. Combat)
Alchemical Tinkering (Race-Ratfolk)
Alter Musical Instrum. (Adv. Class Guide)
Animal Purpose Train. (Adv. Class Guide)
Beguiling Gift (Adv. Player's)
Blend (Race--Elf)
Blood Money (Rise of the Runelords)
Bouncing Body (Monster Codex)
Bungle (Ul. Magic)
Burning Hands
Carrion Conpas (Undead Slayer's Hand.)
Cause Fear
Charm Person
Chill Touch
Command
Commune with Birds (Race—Tengu)
Compel Hostility (Ul. Combat)
Comprehend Languages
Cure Light Wounds
Damp Powder (Ul. Combat)
Dancing Lantern (Adv. Player's)
Decompose Corpse (Ul. Magic)
Deep Slumber
Delay Disease (Race--Ratfolk)
Delusional Pride (Ul. Magic)
Detect Secret Doors
Diagnose Disease (Ul. Magic)
Discern Next of Kin (Adv. Class Guide)
Disguise Weapon (Adv. Class Guide)
Ear-Piercing Scream (Ul. Magic)
Endothermis Touch (Monster Codex)

Enlarge Person
Forced Quiet (Ul. Magic)
Frostbite (Ul. Magic)
Fumbletongue (Ul. Magic)
Gentle Breeze (Adv. Class Guide)
Haze of Dreams (Inner Sea Gods)
Hex Vulnerability (Adv. Class Guide)
Hex Ward (Ul. Magic)
Hypnotism
Icicle Dagger (Ul. Magic)
Identify
Ill Omen (Adv. Player's)
Inflict Moderate Wounds
Infernal Healing (Inner Sea World Guide)
Interrogation
Jury-Rig (Ul. Combat)
Karmic Blessing (Race-Samsarans)
Ki Arrow
Levitate
Lock Gaze
Long Arm (Adv. Class Guide)
Mage Armor
Marid's Mastery (Race-Undine)
Mask Dweomer (Adv. Player's)
Memorize Page (Adv. Class Guide)
Mirror Polish (Adv. Class Guide)
Mount
Mudball (Race-Goblin)
Nauseating Dart (Adv. Class Guide)
Negative Reaction (Ul. Combat)
Nereid's Grace (Race-Undine)
Obscuring Mist
Peacebond (Ul. Combat)
Poisoned Egg (Inner Sea Gods)
Ray of Enfeeblement
Ray of Sickening (Ul. Magic)
Recharge Innate Magic (Race-Gnome)
Reduce Person
Reinforce Armanments (Ul. Combat)
Remove Sickness
Reprobation (Ul. Magic)
Restore Corpse (Ul. Magic)
Sanctify Corpse
Shadow Weapon (Ul. Magic)
Shield Companion (Animal Archive)
Sleep
Snowball (People of the North)
Sow Thought (Race-Changeling)
Strong Wings (Race-Strix)
Summon Minor Monster (Ul. Magic)
Summon Monster I
Sundering Shards (Adv. Class Guide)

Theft Ward (Race-Tengu)
Touch of Combustion (Race-Ifrit)
Transfer Tattoo (Inner Sea Magic)
Unbreakable Heart (Inner Sea World Guide)
Undinie's Curse (Race-Undine)
Unerring Weapon (Ul. Combat)
Unprepared Combatant (Ul. Magic)
Unseen Servant
Urban Grace (Race-Half-Elf)
Vocal Alteration
Weaken Powder (Ul. Combat)
Web Bolt (Race-Drow)
Whispering Lore (Race-Elf)
Youthful Appearance (Ul. Magic)

2nd Level Spells

Aboleth's Lung (Race-Gillmen)
Adoration (Ul. Combat)
Adhesive Blood (Adv. Class Guide)
Aggressive Thunder. (Adv. Class Guide)
Air Step (Adv. Class Guide)
Alter Self
Ancestral Regression (Race-Drow)
Anonymous Interaction (Adv. Class Guide)
Arcane Disruption (Adv. Class Guide)
Augury
Beastpeak (Adv. Class Guide)
Bestow Insight (Race-Human)
Bestow Weapon Proficiency (Ul. Combat)
Binding Earth (Race-Oread)
Blindness/Deafness
Blood Armor (Adv. Class Guide)
Blood Blaze (Race-Orc)
Blood Transcription (Ul. Magic)
Boiling Blood (Ul. Magic)
Bullet Shield (Ul. Combat)
Bullet Ward (Adv. Class Guide)
Buoyancy (Pirates of the Inner Sea)
Burning Gaze (Adv. Player's)
Callback (Familiar Folio)
Carry Companion (Knights of the Inner Sea)
Climbing Beanstalk (Adv. Class Guide)
Commune with Birds (Race-Tengu)
Companion Life Link (Adv. Class Guide)
Control Vermin (Monster Codex)
Crimson Confession (Adv. Class Guide)
Cure Moderate Wounds
Daze Monster
Death Candle (Race-Ifrit)
Death Knell
Deathwine (Rise of the Runelords)
Defending Bone (Inner Sea Gods)
Delay Disease (Race—Ratfolk)
Delay Pain (Ul. Magic)

Delay Poison
Destabilize Powder (Ul. Combat)
Detect Thoughts
Disfiguring Touch (Ul. Magic)
Disrupt Link (Familiar Folio)
Eldritch Conduit (Inner Sea Magic)
Embrace Destiny (Lost Kingdoms)
Enemy's Heart (Race-Orc)
Enshroud Thoughts (Blood of the Elements)
Enthrall
False Life
Feast of Ashes (Adv. Player's)
Fester (Adv. Player's)
Find Traps
Fog Cloud
Frost Fall (Ul. Combat)
Frost Fall (Ul. Combat)
Fury of the Sun (Race-Ifrit)
Gentle Repose
Ghostly Disguise (Ul. Magic)
Glide (Adv. Player's)
Glitterdust
Haunting Mists (Ul. Magic)
Hidden Speech (Adv. Player's)
Hold Person
Inflict Moderate Wounds
Investigative Mind (Adv. Class Guide)
Ironskin (Monster Codex)
Levitate
Life Pact (Adv. Class Guide)
Limp Lash (Goblins of Golarion)
Lipstitch (Pathfinder Society Field Guide)
Mad Hallucination (Ul. Magic)
Mask Dweomer, Communal (Ul. Combat)
Masterwork Transformation (Ul. Magic)
Merge with Familiar (Familiar Folio)
Minor Dream (Race-Gnome)
Mirror Hideaway (Adv. Class Guide)
Miserable Pity (Ul. Magic)
Mount, Communal (Ul. Combat)
Mud Buddy (Monster Codex)
Perceive Cues (Adv. Player's)
Pernicious Poison (Ul. Magic)
Pox Pustules (Adv. Player's)
Protective Penumbra
Qualm (Ul. Combat)
Recoil Fire (Ul. Combat)
Reinforce Armaments, Comm. (Ul. Combat)
Returning Weapon (Ul. Combat)
Scale Spikes (Web)
Scare
See Invisible
Sentry Skull (Race-Orc)
Shadow Anchor (Race-Wayangs)

Share Memory (Ul. Magic)
Shared Sacrifice (Inner Sea Gods)
Sickening Strikes (Race-Ratfolk)
Silent Table (Adv. Class Guide)
Silk to Steel (Ul. Magic)
Skinsend (Ul. Magic)
Soothing Word (Condition Cards)
Spectral Hand
Squeeze (Race-Vishkanyas)
Stabilize Powder (Ul. Combat)
Staggering Fall (Rival Guide)
Status
Steal Breath (Race-Catfolk)
Steal Voice (Ul. Magic)
Stricken Heart (Adv. Class Guide)
Summon Monster II
Summon Swarm
Symbol of Mirroring (Ul. Magic)
Tattoo Potion (Inner Sea Magic)
Thunder Fire (Ul. Combat)
Touch of Bloodletting (Inner Sea Gods)
Touch of Idiocy
Tremor Blast (Inner Sea Gods)
Twilight Haze (Adv. Class Guide)
Unnatural Lust (Ul. Magic)
Unshakable Chill (Ul. Magic)
Vomit Swarm (Adv. Player's)
Web
Web Shelter (Ul. Magic)
Whip of Spiders (Adv. Class Guide)
Zone of Truth

3rd Level Spells

Accept Affliction (Champs. of Purity)
Adjustable Disguise (Adv. Class Guide)
Agonizing Rebuke (Race-Hobgoblin)
Aggravate Affliction (Secrets of the Sphinx)
Anchored Step (Adv. Class Guide)
Anthropomorphic Animal
Arcane Sight
Armor Lock (Knights of the Inner Sea)
Ash Storm
Aura of Cannibalism (Monster Codex)
Aura of Sight (Adv. Class Guide)
Bestow Curse
Blood Scent (Race-Orc)
Bloody Arrows (Ranged Tactics Toolkit)
Clairaudience/Clairvoyance
Cackling Skull (Ul. Magic)
Countless Eyes (Ul. Magic)
Cup of Dust (Adv. Player's)
Deep Slumber
Delay Poison, Communal (Ul. Combat)
Disable Construct (Adv. Class Guide)

Dispel Magic
Eldritch Fever (Ul. Magic)
Eruptive Pustules (Ul. Magic)
Euphoric Cloud (Adv. Class Guide)
Excruciating Deformation (Ul. Magic)
Extreme Flexibility (Adv. Class Guide)
Fearsome Duplicate (Race-Hafling)
Fins to Feet (Race-Merfolk)
Flash Fire (Ul. Combat)
Fly
Gloomblind Bolts (Race-Fetchling)
Glyph of Warding
Guiding Star (Adv. Player's)
Healing Thief (Ul. Combat)
Heart of Metal (Adv. Class Guide)
Heroism
Hostile Levitation (Ul. Combat)
Howling Agony (Ul. Magic)
Ice Slick (Monster Codex)
Imbue with Addiction (Magical Marketpl.)
Imbue with Elemental Might (Race—Sulis)
Improve Trap (Race-Kobold)
Isolate (Monster Codex)
Ki Leech (Ul. Magic)
Lightning Bolt
Loathsome Veil (Ul. Magic)
Locate Object
Locate Weakness (Ul. Combat)
Marionette Possession (Ul. Magic)
Minor Dream (Race—Gnome)
Molten Orb (Race-Oread)
Nature's Exile (Adv. Player's)
Nauseating Trail (Adv. Class Guide)
Nixie's Lure (Race-Undine)
Pain Strike (Adv. Player's)
Paragon Surge (Race-Half-Elf)
Phantom Steed
Polymorph Familiar (Adv. Class Guide)
Pup Shape (Ul. Combat)
Rage
Raging Rubble (Race-Oread)
Rain of Frogs (Ul. Magic)
Ray of Exhaustion
Reckless Infatuation (Ul. Magic)
Remove Blindness/Deafness
Remove Curse
Remove Disease
Returning Weapon (Ul. Combat)
River Whip (Adv. Class Guide)
Sands of Time (Ul. Magic)
Scale Spikes, Greater (Web)
Screech (Adv. Player's)
Seek Thoughts (Adv. Player's)
Sepia Snake Sigil

Share Senses (Adv. Player's)
Silver Darts (Adv. Class Guide)
Sleet Storm
Speak with Dead
Spit Venom (Ul. Magic)
Stinking Cloud
Stone Discus (Adv. Class Guide)
Storm Step (Blood of the Elements)
Strangling Hair (Ul. Magic)
Suggestion
Summon Monster III
Sundered Serpent Coils (Monster Codex)
Thorny Entanglement (Adv. Class Guide)
Tongues
Trial of Fire and Acid (Monster Codex)
Twilight Knife (Adv. Player's)
Unadulterated Loathing (Ul. Magic)
Vampiric Touch
Vermin Shape I (Ul. Magic)
Vision of Hell (Ul. Magic)
Ward of the Season (Race-Elf)
Water of Maddening (Inner Sea World)
Witness (Ul. Magic)

4th Level Spells

Absorb Toxicity (Ul. Combat)
Abyssal Vermin
Age Resistance, Lesser (Ul. Magic)
Aggress. Thundercloud (Adv. Class Guide)
Air Geyser (Adv. Class Guide)
Arcane Eye
Battle Trance (Race-Half-Orc)
Black Spot (Pirates of the Inner Sea)
Black Tentacles
Blast Barrier (Inner Sea Magic)
Cape of Wasps (Ul. Magic)
Charm Monster
Cloud Shape (Race—Sylph)
Confusion
Crushing Despair
Cure Serious Wounds
Curse of Burning Sleep (Adv. Class Guide)
Curse of Magic Negation (Ul. Magic)
Daze Mass (Ul. Magic)
Death Ward
Debilitating Portent (Ul. Combat)
Detect Scrying
Dimension Door
Discern Lies
Divination
Enchantment Foil (Adv. Class Guide)
Enervation
False Life, Greater (Ul. Magic)
Familiar Melding (Ul. Magic)

Fear
Fleshworm Infestation (Ul. Magic)
Forgetful Slumber (Race-Half-Elf)
Geas, Lesser
Hellmouth Lash (Race-Tiefling)
Ice Storm
Infernal Healing (Inner Sea World Guide)
Inflict Serious Wounds
Locate Creature
Minor Creation
Mirror Transport (Adv. Class Guide)
Moonstruck (Adv. Player's)
Named Bullet (Ul. Combat)
Neutralize Poison
Persistent Vigor (Adv. Class Guide)
Phantasmal Killer
Poison
Resilient Reservoir (Race-Half-Elf)
Ride the Waves (Ul. Magic)
Sadomasochism (Inner Sea Gods)
Scrying
Secure Shelter
Shadow Step
Skeleton Crew (Pirates of the Inner Sea)
Sleepwalk (Adv. Player's)
Solid Fog
Spite (Adv. Player's)
Summon Monster IV
Symbol of Healing (Ul. Magic)
Symbol of Revelation (Ul. Magic)
Symbol of Slowing (Ul. Magic)
Threefold Aspect (Adv. Player's)
Tongues, Communal (Ul. Combat)
Touch of Slime (Ul. Magic)
Vermin Shape II (Ul. Magic)
Volcanic Storm (Ul. Magic)
Wall of Blindn./Deafn. (Adv. Class Guide)
Wandering Star Motes (Adv. Player's)

5th Level Spells

Baleful Polymorph
Banish Seeming (Adv. Player's)
Bladed Dash, Greater (Inner Sea Magic)
Blight
Break Enchantment
Cloudkill
Contact Other Plane
Contagion, Greater (Ul. Magic)
Cure Critical Wounds
Curse, Major (Ul. Magic)
Curse of Disgust (Ul. Magic)
Duplicate Familiar (Familiar Folio)
Empathy Conduit (Familiar Folio)
Feast on Fear (Adv. Class Guide)

Feeblemind
Ghouls Army (Inner Sea Magic)
Half-Blood Extraction (Race-Half-Orc)
Hostile Juxtaposition (Ul. Combat)
Hungry Earth (Monster Codex)
Imbue Hex (Adv. Class Origins)
Magic Jar
Major Creation
Mark of Justice
Mind Fog
Old Salt's Curse (Race-Human)
Overland Flight
Pain Strike, Mass (Adv. Player's)
Plague Carrier (Ul. Magic)
Possess Object (Ul. Magic)
Prying Eyes
Reincarnate
Rest Eternal (Adv. Player's)
Secret Chest
Siphon Magic (Inner Sea Magic)
Smug Narcissism (Ul. Magic)
Soulswitch (Familiar Folio)
Spellsteal (Monster Codex)
Suffocation (Adv. Player's)
Summon Monster V
Summoner Conduit (Ul. Combat)
Symbol of Pain
Symbol of Scrying (Ul. Magic)
Symbol of Sealing (Ul. Magic)
Symbol of Sleep
Symbol of Striking (Ul. Combat)
Telepathic Bond
Transplant Visage (Inner Sea Gods)
Truespeak (Race-Aasimar)
Vengeful Outrage (Ul. Magic)
Village Veil (Race-Hafling)
Waves of Fatigue
Whip of Centipedes (Adv. Class Guide)
Wind Blades (Race-Sylph)
Wreath of Blades (Ul. Combat)

6th Level Spells

Age Resistance, Greater (Ul. Magic)
Baleful Polymorph
Banish Seeming (Adv. Player's)
Banshee Blast (Adv. Class Guide)
Binding Earth, Mass (Race—Oread)
Blight
Break Enchantment
Cloudkill
Contact Other Plane
Cure Critical Wounds
Dust Form (Ul. Combat)
Dust Ward (Monster Codex)

Epidemic (Ul. Magic)
Fester, Mass (Adv. Player's)
Ice Body (Ul. Magic)
Ice Crystal Teleport (Ul. Magic)
Magic Jar
Major Creation
Mark of Justice
Mind Fog
Named Bullet, Greater (Ul. Combat)
Plague Storm (Ul. Magic)
Prying Eyes
Runic Overload (Giant Hunter's Handbook)
Sabotage Construct (People of the River)
Spellcrash (Adv. Class Guide)
Summon Monster VI
Summon Vanth (Empty Graves)
Transfer Familiar (Familiar Folio)
Undeath Ward (Dungeons of Golorion)

7th Level Spells

Age Resistance, Greater (Ul. Magic)
Arcane Sight, Greater
Black Mark (Race-Human)
Chain Lightning
Control Weather
Create Demiplane, Lesser (Ul. Magic)
Cure Moderate Wounds, Mass
Dimensional Bounce (Adv. Class Guide)
Hostile Juxtaposition, Great. (Ul. Combat)
Ice Body (Ul. Magic)
Insanity
Instant Summons
Lunar Veil (Ul. Magic)
Magnetic Field (People of the River)
Phase Door
Plane Shift
Power Word Blind
Regenerate
Scouring Winds (Ul. Magic)
Scrying, Greater
Summon Monster VII
Symbol of Stunning
Symbol of Weakness
Teleport, Greater
Teleport Object
Temporary Resurrection (Ul. Magic)
Vision
Walk through Space (Ul. Combat)
Waves of Ecstasy (Ul. Magic)
Waves of Exhaustion

8th Level Spells

Antipathy
Charm Monster, Mass

Clone
Create Demiplane (Ul. Magic)
Cure Serious Wounds, Mass
Demand
Destruction
Discern Location
Frightful Aspect (Ul. Combat)
Horrid Wilting
Inflict Serious Wounds, Mass
Irresistible Dance
Maze
Mind Blank
Moment of Prescience
Nine Lives (Race-Catfolk)
Power Word Stun
Prediction of Failure (Ul. Magic)
Prying Eyes, Greater
Resurrection
Stormbolts (Adv. Player's)
Summon Monster VIII
Symbol of Death
Symbol of Dispelling (Inner Sea Gods)
Symbol of Insanity
Sympathy
Trap the Soul

Wall of Greater Dispel Magic (S. Comp.)

9th Level Spells

Astral Projection
Create Demiplane, Greater
Cure Critical Wounds, Mass
Cursed Earth (Ul. Magic)
Dominate Monster
Elemental Swarm
Foresight
Heroic Invocation (Ul. Combat)
Hold Monster, Mass
Inflict Critical Wounds, Mass
Mind Blank, Communal (Ul. Combat)
Polar Midnight (Ul. Magic)
Power Word Kill
Refuge
Soul Bind
Storm of Vengeance
Suffocation, Mass (Adv. Player's)
Summon Monster IX
Symbol of Strife (Ul. Magic)
Symbol of Vulnerability (Ul. Magic)
Teleportation Circle
Wail of the Banshee

Notes:

(Adv. Class Guide) = Advance Class Guide
(Adv. Player's) = Advanced Player's Guide
(Race—Xxx) = Advanced Race Guide—Race Name
(Animal Archive) = Animal Archive
(Blood of the Elements) = Blood of the Elements
(Champs. of Purity) = Champions of Purity
(Dungeons of Golorion) = Dungeons of Golorion
(Familiar Folio) = Familiar Folio
(Giant Hunter's Handbook) = Giant Hunter's Handbook
(Goblins of Golarion) = Goblins of Golarion
(Inner Sea Gods) = Inner Sea Gods
(Inner Sea Magic) = Inner Sea Magic
(Inner Sea World Guide) = Inner Sea World Guide
(Knights of the Inner Sea) = Knights of the Inner Sea
(Lost Kingdoms) = Lost Kingdoms
(Magical Marketpl.) = Magical Marketplace
(Monster Codex) = Monster Codex
(Pathfinder Society Field Guide) = Pathfinder Society Field Guide
(People of the North) = People of the North
(People of the River) = People of the River
(Pirates of the Inner Sea) = Pirates of the Inner Sea
(Rival Guide) = Rival Guide
(Secrets of the Sphinx) = Secrets of the Sphinx
(Rise of the Runelords) = Rise of the Runelords
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic
(Undead Slayer's Hand.) = Undead Slayer's Handbook

