

BOOK OF BEYOND: SPELLS OF BOON & BURDEN



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE
PSIONICS
COMPATIBLE**

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INTRODUCTION

Welcome to the Book of Beyond! This work-in-progress will be available in thematic single purchase chapters or as a subscription for all the major releases that will be eventually included in the full Book of Beyond final edition.

Spells of Boon and Burden was designed and written to expand both the flavor and mechanics of the psychic spellcaster classes introduced in the Pathfinder Roleplaying Game Occult Adventures expansion. In particular the aim of this supplement is to make the psychic classes stand out more clearly.

Arcane classes have long reigned over damage with spells of fiery destruction and divine casters present themselves as the game's premier healers. While loaded with flavor it became clear to Lost Spheres that the psychic classes weren't "the best" at anything in particular and as a whole were missing a signature class strength.

Allusions to the power of ki and life force manipulation exist in the initial spell lists but nothing that really stood out as "this is the identity of psychic magic." The concepts were there, including undercasting (allowing to expanded versatility). However the opportunity to awaken the full potential of the psychic magic universe seemed still looming.

The spells presented in this book expand the psychic role as life force manipulators, mentalists, and agents of cosmic balance.

SPELLS OF BOON

Boons are special spells available to psychic mages to grant rapid beneficial abilities to allies at a similar cost to themselves. Spell casters who are immune to the condition that a boon inflicts are not able to cast that boon.

SPELLS OF BURDEN

Psychic magic for the Pathfinder Roleplaying game

more directly than its arcane and divine cousins interacts with the balance of individual spiritual forces and their relation to the world around them. Spiritual concepts of personal balance have been a staple of philosophy of societies both real and imagined for years yet seldom find expression in game mechanics.

The spells of burden in this book then exist for two main reasons. Firstly to add this rich texture of magical balance to the already vivid potentials of the classes from the Pathfinder Roleplaying Game Occult Adventure rulebook. Second, to arm the game masters of games where players may not fully consider the mystical ramifications of draping themselves in dozens of layered supernatural energies.

UNDERCASTING SPELLS

Some psychic spells can be undercast. This means that the spellcaster can cast the spell at the level that he knows, or as any lower-level version of that spell, using the appropriate spell slot. When a spellcaster undercasts a spell, it is treated exactly like the lower-level version, including when determining its effect, saving throw, and other variables. For example, a psychic spellcaster who adds *burden of power's weight III* to his list of spells known can cast it as *burden of power's weight I, II, or III*. If he casts it as *burden of power's weight I*, it is treated in all ways as that spell; it uses the text and the saving throw DC for that spell, and requires him to expend a 2nd-level spell slot. Whenever a spontaneous spellcaster adds a spell to his list of spells known that can be undercast, he can immediately learn a spell in place of each lower-level version of that spell he knows. In essence, he loses each earlier version and can replace it with another spell of the same level that is on his spell list.

WHY WITCHES?

Some might question the inclusion of the witch so heavily in a majority psychic magic supplement. The prevalence of conditions and penalties are strongly tied to the themes of the witch class. Witch spells indicated in this supplement are still considered arcane when cast by witches.

SPELL LISTS BY CLASS

MESMERIST SPELLS

1ST-LEVEL MESMERIST SPELLS

Boon of Granted Valor I: Draw fear from an ally to give them courage.

Boon of Imparted Action I: Slow yourself to speed to an ally.

Boon of Lent Endurance: Sickness takes you to bolster an ally's health.

Boon of Quickened Vitality: Grant vim and speed in exchange for growing weary.

Boon of Sharpened Senses: Dazzle yourself to gift sharper perception to an ally.

Burden of the Barbed Blade I: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul I: Burn away imbalance between a creature's spirit and flesh.

Burden of the Ready Mind I: Overemphasize the patterns of prepared magic in a spellcaster's mind distracting them.

Burden of the Sanguine Strain I: Bloodline casters find their blood revolting against them.

Child of Suffering I: Harness your pain at an injury to create a damaging phantom image.

Deadly Distance: Create a deadly need to be near yourself.

Project Suffering I: Inflict non-lethal damage based on your suffering.

Seed Phantasm I: You implant a phantasm with damaging energy.

2ND-LEVEL MESMERIST SPELLS

Bloodrush: Violent and damaging gouts of blood clot a bleeding creature's wounds.

Boon of Crimson Vitality: Take bleed to grant fast healing to an ally.

Boon of Dancing Steps: Become entangled to grant quicker movement to an ally.

Boon of Gifted Echoes: Deafen yourself to grant an ally blindsense.

Boon of Granted Valor II: Draw greater fear from an ally to give them greater courage.

Boon of Hungry Blood: Enhance a weapon with the power of your own blood.

Boon of Imbued Vision: Blind yourself to give an ally superior vision.

Boon of Imparted Action II: Daze yourself to speed to an ally.

Boon of Wakened Senses: Drift from awareness to grant supernatural awareness to another creature.

Burden of the Barbed Blade II: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul III: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of the Power's Weight I: Excess magic slows the target of the spell.

Burden of the Ready Mind II: Overemphasize the patterns of prepared magic in a spellcaster's mind distracting them.

Burden of the Sanguine Strain II: Bloodline casters find their blood revolting against them.

Child of Suffering II: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Minor: Implant your suffering into a phantasm to transfer it to enemies.

Project Suffering II: Inflict non-lethal damage based on your suffering.

Seed Phantasm II: You implant a phantasm with damaging energy.

3RD-LEVEL MESMERIST SPELLS

Boon of Granted Valor III: Draw terror from an ally to give them fearlessness.

Boon of Imparted Action III: Drop unconscious to grant speed to an ally.

Boon of Shining Spirit: Drain life from yourself to enhance the life force of another creature.

Boon of Surging Vitality: Exhaust yourself to grant power to an ally.

Boon of Wondrous Aptitude: Become fascinated with a creature to enhance its skills.

Burden of the Barbed Blade III: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul IV: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia I: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight II: Excess magic slows

the target of the spell.

Burden of the Ready Mind III: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IV: Bloodline casters find their blood revolting against them.

Child of Suffering III: Harness your pain at an injury to create a damaging phantom image.

Diameter of Doom: Create a ring of safe distance, damaging those who come closer or move farther from you.

Empathy Trap, Moderate: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering IV: Inflict non-lethal damage based on your suffering.

4TH-LEVEL MESMERIST SPELLS

Boon of Liberated Stride: Free an ally by taking on all binding forces that could hinder them.

Boon of Limitless Valor: Draw panic from an ally to give them fearless valor.

Burden of the Barbed Blade IV: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VI: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight IV: Excess magic slows the target of the spell.

Burden of the Ready Mind IV: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VI: Bloodline casters find their blood revolting against them.

Child of Suffering IV: Harness your pain at an injury to create a damaging phantom image.

Draw of Devastation: Leash those who are near you to suffer the farther they move away.

Empathy Trap, Greater: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering V: Inflict non-lethal damage based on your suffering.

Seed Phantasm III: You implant a phantasm with damaging energy.

5TH-LEVEL MESMERIST SPELLS

Boon of Dual Minds: Displace your mind to defend

another protecting it while stunning your form.

Boon of Twin Souls: Pass all but the barest life you possess to empower an ally.

Burden of the Barbed Blade V: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VII: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight VI: Excess magic slows the target of the spell.

Burden of the Ready Mind V: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VIII: Bloodline casters find their blood revolting against them.

Project Suffering VIII: Inflict non-lethal damage based on your suffering.

Seed Phantasm IV: You implant a phantasm with damaging energy.

6TH-LEVEL MESMERIST SPELLS

Boon of Life Given: Sacrifice yourself to give an ally new life.

Burden of the Barbed Blade VI: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VIII: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight VIII: Excess magic slows the target of the spell.

Burden of the Ready Mind VI: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IX: Bloodline casters find their blood revolting against them.

Child of Suffering V: Harness your pain at an injury to create a damaging phantom image.

Project Suffering IX: Inflict non-lethal damage based on your suffering.

OCCULTIST SPELLS

1ST-LEVEL OCCULTIST SPELLS

Boon of Granted Valor I: Draw fear from an ally to give them courage.

Boon of Imparted Action I: Slow yourself to speed to

an ally.

Boon of Lent Endurance: Sickness takes you to bolster an ally's health.

Burden of the Barbed Blade I: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul I: Burn away imbalance between a creature's spirit and flesh.

Deadly Distance: Create a deadly need to be near yourself.

Project Suffering I: Inflict non-lethal damage based on your suffering.

Seed Phantasm I: You implant a phantasm with damaging energy.

2ND-LEVEL OCCULTIST SPELLS

Bloodrush: Violent and damaging gouts of blood clot a bleeding creature's wounds.

Boon of Crimson Vitality: Take bleed to grant fast healing to an ally.

Boon of Dancing Steps: Become entangled to grant quicker movement to an ally.

Boon of Floating Grace: Take on the weight of an ally to grant them flight.

Boon of Gifted Echoes: Deafen yourself to grant an ally blindsense.

Boon of Imbued Vision: Blind yourself to give an ally superior vision.

Boon of Imparted Action II: Daze yourself to speed to an ally.

Boon of the Clenched Fist: Seal your fist to grant greater martial skill to an ally.

Burden of the Barbed Blade III: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul II: Burn away imbalance between a creature's spirit and flesh.

Burden of Hungry Regalia I: Cause the items a creature carries to exceed the limits of their life force.

Child of Suffering I: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Minor: Implant your suffering into a phantasm to transfer it to enemies.

Project Suffering II: Inflict non-lethal damage based on your suffering.

Seed Phantasm II: You implant a phantasm with damaging energy.

3RD-LEVEL OCCULTIST SPELLS

Boon of Flowing Stone: By calling the power of stone you infuse an ally with protection and render yourself petrified.

Boon of Granted Valor II: Draw greater fear from an ally to give them greater courage.

Boon of Imparted Action III: Drop unconscious to grant speed to an ally.

Boon of Venomous Vitae: Envenom an ally's weapon by taking the same poison into yourself.

Burden of the Barbed Blade IV: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul III: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia II: Cause the items a creature carries to exceed the limits of their life force.

Child of Suffering II: Harness your pain at an injury to create a damaging phantom image.

Diameter of Doom: Create a ring of safe distance, damaging those who come closer or move farther from you.

Empathy Trap, Moderate: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering III: Inflict non-lethal damage based on your suffering.

4TH-LEVEL OCCULTIST SPELLS

Boon of Granted Valor III: Draw terror from an ally to give them fearlessness.

Boon of Liberated Stride: Free an ally by taking on all binding forces that could hinder them.

Boon of Shining Spirit: Drain life from yourself to enhance the lifeforce of another creature.

Burden of the Barbed Blade VI: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul IV: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia III: Cause the items a creature carries to exceed the limits of their life force.

Child of Suffering III: Harness your pain at an injury to create a damaging phantom image.

Draw of Devastation: Leash those who are near you to suffer the farther they move away.

Project Suffering IV: Inflict non-lethal damage based

on your suffering.

Seed Phantasm III: You implant a phantasm with damaging energy.

5TH-LEVEL OCCULTIST SPELLS

Boon of Dual Minds: Displace your mind to defend another protecting it while stunning your form.

Boon of Twin Souls: Pass all but the barest life you possess to empower an ally.

Burden of the Barbed Blade VII: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul V: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia IV: Cause the items a creature carries to exceed the limits of their life force.

Child of Suffering IV: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Greater: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering V: Inflict non-lethal damage based on your suffering.

Seed Phantasm IV: You implant a phantasm with damaging energy.

6TH-LEVEL OCCULTIST SPELLS

Boon of Drifting Form: Grant incorporeality to an ally by becoming paralyzed.

Boon of Life Given: Sacrifice yourself to give an ally new life.

Burden of the Barbed Blade IX: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VI: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of Hungry Regalia V: Cause the items a creature carries to exceed the limits of their life force.

Project Suffering VI: Inflict non-lethal damage based on your suffering.

PSYCHIC SPELLS

1ST-LEVEL PSYCHIC SPELLS

Boon of Granted Valor I: Draw fear from an ally to give them courage.

Boon of Imparted Action I: Slow yourself to speed to

an ally.

Boon of Lent Endurance: Sickness takes you to bolster an ally's health.

Boon of Quickened Vitality: Grant vim and speed in exchange for growing weary.

Boon of Sharpened Senses: Dazzle yourself to gift sharper perception to an ally.

Burden of the Barbed Blade I: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul I: Burn away imbalance between a creatures spirit and flesh.

Burden of the Ready Mind I: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain I: Bloodline casters find their blood revolting against them.

Deadly Distance: Create a deadly need to be near yourself.

Project Suffering I: Inflict non-lethal damage based on your suffering.

2ND-LEVEL PSYCHIC SPELLS

Boon of Crimson Vitality: Take bleed to grant fast healing to an ally.

Boon of Dancing Steps: Become entangled to grant quicker movement to an ally

Boon of Floating Grace: Take on the weight of an ally to grant them flight.

Boon of Gifted Echoes: Deafen yourself to grant an ally blindsense.

Boon of Granted Valor II: Draw greater fear from an ally to give them greater courage.

Boon of Hungry Blood: Enhance a weapon with the power of your own blood.

Boon of Imbued Vision: Blind yourself to give an ally superior vision.

Boon of Imparted Action II: Daze yourself to speed to an ally.

Boon of Wakened Senses: Drift from awareness to grant supernatural awareness to another creature.

Boon of the Clenched Fist: Seal your fist to grant greater martial skill to an ally.

Burden of the Barbed Blade II: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul II: Burn away imbalance between a creatures spirit and flesh.

Burden of the Power's Weight I: Excess magic slows the target of the spell.

Burden of the Sanguine Strain II: Bloodline casters find their blood revolting against them.

Child of Suffering I: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Minor: Implant your suffering into a phantasm to transfer it to enemies.

Project Suffering II: Inflict non-lethal damage based on your suffering.

Seed Phantasm I: You implant a phantasm with damaging energy.

3RD-LEVEL PSYCHIC SPELLS

Bloodrush: Violent and damaging gout of blood clot a bleeding creatures wounds.

Boon of Granted Valor III: Draw terror from an ally to give them fearlessness.

Boon of Imparted Action III: Drop unconscious to grant speed to an ally.

Boon of Surging Vitality: Exhaust yourself to grant power to an ally.

Boon of Venomous Vitae: Envenom an ally's weapon by taking the same poison into yourself.

Boon of Wondrous Aptitude: Become fascinated with a creature to enhance its skills.

Burden of the Barbed Blade III: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul III: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia I: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight II: Excess magic slows the target of the spell.

Burden of the Ready Mind II: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain III: Bloodline casters find their blood revolting against them.

Child of Suffering II: Harness your pain at an injury to create a damaging phantom image.

Diameter of Doom: Create a ring of safe distance, damaging those who come closer or move farther from you.

Project Suffering III: Inflict non-lethal damage based

on your suffering.

Seed Phantasm II: You implant a phantasm with damaging energy.

4TH-LEVEL PSYCHIC SPELLS

Boon of Dual Minds: Displace your mind to defend another protecting it while stunning your form.

Boon of Flowing Stone: By calling the power of stone you infuse an ally with protection and render yourself petrified.

Boon of Shining Spirit: Drain life from yourself to enhance the lifeforce of another creature.

Boon of Twin Souls: Pass all but the barest life you possess to empower an ally.

Burden of the Barbed Blade IV: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul IV: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia II: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight III: Excess magic slows the target of the spell.

Burden of the Ready Mind III: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IV: Bloodline casters find their blood revolting against them.

Child of Suffering III: Harness your pain at an injury to create a damaging phantom image.

Draw of Devastation: Leash those who are near you to suffer the farther they move away.

Empathy Trap, Moderate: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering IV: Inflict non-lethal damage based on your suffering.

Seed Phantasm III: You implant a phantasm with damaging energy.

5TH-LEVEL PSYCHIC SPELLS

Boon of Liberated Stride: Free an ally by taking on all binding forces that could hinder them.

Boon of Life Given: Sacrifice yourself to give an ally new life.

Boon of Limitless Valor: Draw panic from an ally to give them fearless valor.

Burden of the Barbed Blade V: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul V: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia III: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight IV: Excess magic slows the target of the spell.

Burden of the Ready Mind IV: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain V: Bloodline casters find their blood revolting against them.

Project Suffering V: Inflict non-lethal damage based on your suffering.

Seed Phantasm IV: You implant a phantasm with damaging energy.

6TH-LEVEL PSYCHIC SPELLS

Boon of Drifting Form: Grant incorporeality to an ally by becoming paralyzed.

Burden of the Barbed Blade VI: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VI: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of Hungry Regalia IV: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight V: Excess magic slows the target of the spell.

Burden of the Sanguine Strain VI: Bloodline casters find their blood revolting against them.

Child of Suffering IV: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Greater: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering VI: Inflict non-lethal damage based on your suffering.

7TH-LEVEL PSYCHIC SPELLS

Burden of the Barbed Blade VII: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VII: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of Hungry Regalia V: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight VI: Excess magic slows the target of the spell.

Burden of the Ready Mind V: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VII: Bloodline casters find their blood revolting against them.

Project Suffering VII: Inflict non-lethal damage based on your suffering.

8TH-LEVEL PSYCHIC SPELLS

Burden of the Barbed Blade VIII: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VIII: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight VII: Excess magic slows the target of the spell.

Burden of the Ready Mind VI: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VIII: Bloodline casters find their blood revolting against them.

Project Suffering VIII: Inflict non-lethal damage based on your suffering.

9TH-LEVEL PSYCHIC SPELLS

Burden of the Barbed Blade IX: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul IX: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid, nauseated and staggered.

Burden of the Power's Weight VIII: Excess magic slows the target of the spell.

Burden of the Sanguine Strain IX: Bloodline casters find their blood revolting against them.

Project Suffering IX: Inflict non-lethal damage based on your suffering.

SPIRITUALIST SPELLS

1ST-LEVEL SPIRITUALIST SPELLS

Boon of Quickened Vitality: Grant vim and speed in exchange for growing weary.

Boon of Sharpened Senses: Dazzle yourself to gift sharper perception to an ally.

Burden of the Ready Mind I: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain I: Bloodline casters find their blood revolting against them.

2ND-LEVEL SPIRITUALIST SPELLS

Boon of Wakened Senses: Drift from awareness to grant supernatural awareness to another creature.

Burden of the Power's Weight I: Excess magic slows the target of the spell.

Burden of the Sanguine Strain II: Bloodline casters find their blood revolting against them.

3RD-LEVEL SPIRITUALIST SPELLS

Boon of Surging Vitality: Exhaust yourself to grant power to an ally.

Boon of Venomous Vitae: Envenom an ally's weapon by taking the same poison into yourself.

Boon of Wondrous Aptitude: Become fascinated with a creature to enhance its skills.

Burden of the Power's Weight II: Excess magic slows the target of the spell.

Burden of the Ready Mind II: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IV: Bloodline casters find their blood revolting against them.

4TH-LEVEL SPIRITUALIST SPELLS

Boon of Dual Minds: Displace your mind to defend another protecting it while stunning your form.

Boon of Twin Souls: Pass all but the barest life you possess to empower an ally.

Burden of the Power's Weight IV: Excess magic slows the target of the spell.

Burden of the Ready Mind III: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VI: Bloodline casters find their blood revolting against them.

5TH-LEVEL SPIRITUALIST SPELLS

Boon of Drifting Form: Grant incorporeality to an ally be becoming paralyzed.

Boon of Life Given: Sacrifice yourself to give an ally new life.

Boon of Liberated Stride: Free an ally by taking on all binding forces that could hinder them.

Burden of the Power's Weight VI: Excess magic slows the target of the spell.

Burden of the Ready Mind IV: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VIII: Bloodline casters find their blood revolting against them.

6TH-LEVEL SPIRITUALIST SPELLS

Burden of the Power's Weight VIII: Excess magic slows the target of the spell.

Burden of the Ready Mind V: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IX: Bloodline casters find their blood revolting against them.

WITCH SPELLS

1ST-LEVEL WITCH SPELLS

Boon of Imparted Action I: Slow yourself to speed to an ally.

Boon of Lent Endurance: Sickness takes you to bolster an ally's health.

Boon of Sharpened Sense: Dazzle yourself to gift sharper perception in his perception.

Burden of the Barbed Blade I: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul I: Burn away imbalance between a creatures spirit and flesh.

Burden of the Ready Mind I: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain I: Bloodline casters find their blood revolting against them.

Deadly Distance: Create a deadly need to be near

yourself.

Project Suffering I: Inflict non-lethal damage based on your suffering.

2ND-LEVEL WITCH SPELLS

Boon of Crimson Vitality: Take bleed to grant fast healing to an ally.

Boon of Granted Valor I: Draw fear from an ally to give them courage.

Boon of Imbued Vision: Blind yourself to give an ally superior vision.

Boon of Imparted Action II: Daze yourself to speed to an ally.

Boon of Quickened Vitality: Grant vim and speed in exchange for growing weary.

Boon of the Clenched Fist: Seal your fist to grant greater martial skill to an ally.

Burden of the Barbed Blade II: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul II: Burn away imbalance between a creature's spirit and flesh.

Burden of the Power's Weight I: Excess magic slows the target of the spell.

Burden of the Sanguine Strain II: Bloodline casters find their blood revolting against them.

Child of Suffering I: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Minor: Implant your suffering into a phantasm to transfer it to enemies.

Project Suffering II: Inflict non-lethal damage based on your suffering.

Seed Phantasm I: You implant a phantasm with damaging energy.

3RD-LEVEL WITCH SPELLS

Bloodrush: Violent and damaging gouts of blood clot a bleeding creature's wounds.

Boon of Dancing Steps: Become entangled to grant quicker movement to an ally.

Boon of Floating Grace: Take on the weight of an ally to grant them flight.

Boon of Gifted Echoes: Deafen yourself to grant an ally blindsense.

Boon of Granted Valor II: Draw greater fear from an ally to give them greater courage.

Boon of Hungry Blood: Enhance a weapon with the

power of your own blood.

Boon of Surging Vitality: Exhaust yourself to grant power to an ally.

Boon of Venomous Vitae: Envenom an ally's weapon by taking the same poison into yourself.

Boon of Wakened Senses: Drift from awareness to grant supernatural awareness to another creature.

Burden of the Barbed Blade III: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of Hungry Regalia I: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight II: Excess magic slows the target of the spell.

Burden of the Ready Mind II: Overemphasize the patterns of prepared magic in a spellcaster's mind distracting them.

Burden of the Sanguine Strain III: Bloodline casters find their blood revolting against them.

Child of Suffering II: Harness your pain at an injury to create a damaging phantom image.

Diameter of Doom: Create a ring of safe distance, damaging those who come closer or move farther from you.

Project Suffering III: Inflict non-lethal damage based on your suffering.

Seed Phantasm II: You implant a phantasm with damaging energy.

4TH-LEVEL WITCH SPELLS

Boon of Flowing Stone: By calling the power of stone you infuse an ally with protection and render yourself petrified.

Boon of Granted Valor III: Draw terror from an ally to give them fearlessness.

Boon of Shining Spirit: Drain life from yourself to enhance the lifeforce of another creature.

Burden of the Barbed Blade IV: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul III: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia II: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight III: Excess magic slows the target of the spell.

Burden of the Ready Mind III: Overemphasize the

patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain IV: Bloodline casters find their blood revolting against them.

Empathy Trap, Moderate: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering IV: Inflict non-lethal damage based on your suffering.

Seed Phantasm III: You implant a phantasm with damaging energy.

5TH-LEVEL WITCH SPELLS

Boon of Dual Minds: Displace your mind to defend another protecting it while stunning your form.

Boon of Liberated Stride: Free an ally by taking on all binding forces that could hinder them.

Boon of Limitless Valor: Draw panic from an ally to give them fearless valor.

Boon of Twin Souls: Pass all but the barest life you possess to empower an ally.

Burden of the Barbed Blade V: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul IV: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid.

Burden of Hungry Regalia III: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight IV: Excess magic slows the target of the spell.

Burden of the Ready Mind IV: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain V: Bloodline casters find their blood revolting against them.

Child of Suffering III: Harness your pain at an injury to create a damaging phantom image.

Draw of Devastation: Leash those who are near you to suffer the farther they move away.

Project Suffering V: Inflict non-lethal damage based on your suffering.

6TH-LEVEL WITCH SPELLS

Boon of Life Given: Sacrifice yourself to give an ally new life.

Burden of the Barbed Blade VI: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of Hungry Regalia IV: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight V: Excess magic slows the target of the spell.

Burden of the Sanguine Strain VI: Bloodline casters find their blood revolting against them.

Child of Suffering IV: Harness your pain at an injury to create a damaging phantom image.

Empathy Trap, Greater: Implant your greater suffering into a phantasm to transfer it to enemies.

Project Suffering VI: Inflict non-lethal damage based on your suffering.

Seed Phantasm IV: You implant a phantasm with damaging energy.

7TH-LEVEL WITCH SPELLS

Boon of Drifting Form: Grant incorporeality to an ally by becoming paralyzed.

Burden of the Barbed Blade VII: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VI: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of Hungry Regalia V: Cause the items a creature carries to exceed the limits of their life force.

Burden of the Power's Weight VI: Excess magic slows the target of the spell.

Burden of the Ready Mind V: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VII: Bloodline casters find their blood revolting against them.

Project Suffering VII: Inflict non-lethal damage based on your suffering.

8TH-LEVEL WITCH SPELLS

Burden of the Barbed Blade VIII: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VII: Burn away imbalance between a creatures spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight VII: Excess magic slows the target of the spell.

Burden of the Ready Mind VI: Overemphasize the patterns of prepared magic in a spellcasters mind distracting them.

Burden of the Sanguine Strain VIII: Bloodline casters find their blood revolting against them.

Project Suffering VIII: Inflict non-lethal damage based on your suffering.

9TH-LEVEL WITCH SPELLS

Burden of the Barbed Blade IX: Inflict bleed on those inclined to violence if they resist a peaceful mind.

Burden of the Brilliant Soul VIII: Burn away imbalance between a creature's spirit and flesh, those who resist become afraid and staggered.

Burden of the Power's Weight VIII: Excess magic slows the target of the spell.

Burden of the Sanguine Strain IX: Bloodline casters find their blood revolting against them.

Project Suffering IX: Inflict non-lethal damage based on your suffering.



SPELLS OF BOON

BOON OF CRIMSON VITALITY

School necromancy [boon]; **Level** mesmerist 2, occultist 2, psychic 2, witch 2

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You unleash the healing powers of your own sanguine reservoir, granting them to another creature. You may gain 1 bleed per 3 caster levels. For each bleed you gain, your target gains a fast healing score. For every 2 blood you gain your target benefits from a +2 alchemical bonus to Constitution. Your bleed lasts for twice the duration of this spell or until otherwise removed.

BOON OF DANCING STEPS

School necromancy [boon]; **Level** mesmerist 2, occultist 2, psychic 2, witch 3

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You grant your lightness of foot to another creature giving it a +4 bonus to Dexterity, a +2 bonus to hit and a 15' bonus to movement speeds. The creature no longer provokes attacks of opportunity from casting spells. You gain the entangled condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF DRIFTING FORM

School necromancy [boon]; **Level** occultist 6, psychic 6, spiritualist 5, witch 7

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You take on the solidity of another creature giving it the incorporeal subtype. You gain the paralyzed condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF DUAL MINDS

School necromancy [boon]; **Level** mesmerist 5, occultist 5, psychic 4, spiritualist 4, witch 5

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

The strength of your will is joined to that of an ally leaving your own form disadvantaged. Each saving throw

they are required to make is made twice, once with their original modifiers and once with yours. You gain the stunned condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF FLOATING GRACE

School necromancy [boon]; **Level** occultist 2, psychic 2, witch 3

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You grant your motive force to another creature giving it a +2 dodge bonus to AC and a fly speed equal to its base speed. You gain the prone condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF FLOWING STONE

School necromancy [boon]; **Level** occultist 3, psychic 4, witch 4

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You infuse your ally with the protection of stone in exchange for surrendering your form to the earth. The target gains a +2 primal bonus to attacks, damage, and AC. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged. You gain the petrified condition which lasts for twice the duration of this spell, until it is discharged or until otherwise removed.

BOON OF GIFTED ECHOES

School necromancy [boon]; **Level** mesmerist 2, occultist 2, psychic 2, witch 3

Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

You shift your hearing into another creature at the cost of becoming deaf. The target gains a +2 bonus to Perception checks and blindsense out to 25' + 5' per caster level. You gain the deaf condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF GRANTED VALOR I

School necromancy [boon]; **Level** mesmerist 1, occultist 1, psychic 1, witch 2
Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

You move your valor and courage into another creature. That target gains a +2 morale bonus to attacks, damage, and saves. This bonus doubles versus fear effects. You gain the shaken condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF GRANTED VALOR II

School necromancy [boon]; **Level** mesmerist 2, occultist 3, psychic 2, witch 3
Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

This functions as *boon of granted valor I* but instead target gains a +3 morale bonus to attacks, damage, and saves. This bonus doubles versus fear effects. You gain the frightened condition. This spell may be undercast.

BOON OF GRANTED VALOR III

School necromancy [boon]; **Level** mesmerist 3, occultist 4, psychic 3, witch 4
Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

This functions as *boon of granted valor I* but instead target gains a +4 morale bonus to attacks, damage, and saves. The target is immune fear effects. You gain the cowering condition. This spell may be undercast.

BOON OF HUNGRY BLOOD

School necromancy [boon]; **Level** occultist 2, psychic 2, witch 3
Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

You shed your blood to empower your ally's weapon with an angry power. Your ally's weapon deals +2d6 bonus damage for the duration of the spell. You gain bleed 5 for twice the duration of this spell or until otherwise removed.

BOON OF IMBUED VISION

School necromancy [boon]; **Level** mesmerist 2, occultist 2, psychic 2, witch 2
Casting Time 1 swift action
Components S, V
Range close (25' + 5'/level)
Target One creature other than yourself.
Duration 1 round/level
Saving Throw Will (harmless); **SR** yes

You grant the target the totality of your vision. The target gains a +2 insight bonus to AC, gains a +4 bonus to Strength and Dexterity based skill-checks. The target gains the benefits of the uncanny dodge class feature and the blind-fight feat if not already possessing them.

You gain the blinded condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF IMPARTED ACTION I

School necromancy [boon]; **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass some of your vitality to a target, increasing its speed to and vigor. The target take an additional move action each round. You gain the staggered condition which lasts for twice the duration of this spell or until otherwise removed.

BOON OF IMPARTED ACTION II

School necromancy [boon]; **Level** mesmerist 2, occultist 2, psychic 2, witch 2

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass some of your vitality to a target, increasing its speed to and vigor. The target gains a 30' enhancement bonus to movement speeds and may take an additional attack at their highest base attack bonus as part of a full attack action. You gain the dazed condition which lasts for twice the duration of this spell or until otherwise removed. This spell may be undercast.

BOON OF IMPARTED ACTION III

School necromancy [boon]; **Level** mesmerist 4, occultist 4, psychic 4, witch 4

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass some of your vitality to a target, increasing its speed to and vigor. The target gains a 30' enhancement bonus to all speeds and may take an additional standard action each round. You gain the unconscious condition which lasts for twice the duration of this spell or until otherwise removed. This spell may be undercast.

BOON OF LENT ENDURANCE

School necromancy [boon]; **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You engender new health in an ally at the cost of your own. The ally gains a +2 to Fortitude saves and Constitution checks. Additionally, they receive immediate saving throws versus on going poisons or diseases. You gain the sickened condition for twice as long as the duration of this spell or until otherwise removed.

BOON OF LIBERATED STRIDE

School necromancy [boon]; **Level** mesmerist 4, occultist 4, psychic 4, spiritualist 4, witch 5

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One dead creature.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You gift an ally your freedom. This spell enables the target to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers,

and maces, provided that the weapon is wielded in the hand rather than hurled. The *boon of liberated stride* spell does not, however, grant water breathing. You gain the helpless condition for twice the duration of this spell.

BOON OF LIFE GIVEN

School necromancy [boon]; **Level** mesmerist 6, occultist 6, psychic 5, spiritualist 5, witch 6

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One dead creature.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You balance the scales of life and death, offering yourself in the stead of an ally. They are restored to life with a HP total remaining hit points. You can grant their BAB a bonus equal to your caster level to a maximum combined level of 1 and 1/2 times your caster level. The same is true of caster level for the target, if applicable. Each saving throw they are required to make is made twice, once with their original modifiers and once with yours. You die. You may be raised as normal. If you are restored to life before the duration ends, this spell ends and your dead ally dies again.

BOON OF LIMITLESS VALOR

School necromancy [boon]; **Level** mesmerist 4, psychic 5, witch 5

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

This functions as *boon of granted valor III* but instead target gains a +5 morale bonus to attacks, damage, and saves. The target is immune to bull rush attempts, fear effects other effects that move them while this spell is in effect (such as the telekinesis spell). You gain the panicked condition for twice the duration of this spell.

BOON OF QUICKENED VITALITY

School necromancy [boon]; **Level** mesmerist 1, psychic 1, spiritualist 1, witch 1

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass your wakefulness and energy to an ally. Your ally gains a +10' bonus to movement speeds and +2 to Strength and Dexterity. You gain the fatigued condition for twice the duration of this spell.

BOON OF SHARPENED SENSES

School necromancy [boon]; **Level** mesmerist 1, psychic 1, spiritualist 1, witch 1

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You lend some of your awareness to a companion, sharpening your senses with the strength of your own. Your ally gains a +1 insight to attack and Perception skill-checks. You gain the dazzled condition for twice the duration of this spell.

BOON OF SHIFTED LUCIDITY

School necromancy [boon]; **Level** mesmerist 3, occultist 4, psychic 4, witch 4

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass your consciousness to another creature to aid its efforts. When rolling 20-sided dice for attacks, saving throws, skill checks and other rolls the target creature rolls twice and takes the better result. You gain the confused condition for twice the duration of this spell or until otherwise removed.

BOON OF SHINING SPIRIT

School necromancy [boon]; **Level** mesmerist 3, occultist 4, psychic 4, witch 4

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass your life-force to another creature to amplify its being. The target gains a +1 bonus on all ability checks, attack rolls, caster level checks, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. They gain 5 temporary hit points. You gain the energy drained condition and one negative level for twice the duration of this spell or until otherwise removed. For every four caster levels you can take an additional negative level to increase the above bonuses and temporary hit points if you so desire.

BOON OF SURGING VITALITY

School necromancy [boon]; **Level** mesmerist 3, psychic 3, spiritualist 3, witch 3

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass your wakefulness and energy to an ally. Your ally gains a +30' bonus to movement speeds and +4 to Strength and Dexterity. You gain the exhausted condition for twice the duration of this spell.

BOON OF THE CLENCHED FIST

School necromancy [boon]; **Level** occultist 2, psychic 2, witch 2

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You clench your fist and seal it magically passing your ability to wield and use a weapon to an ally allowing them greater use of an item within their own grasp. The ally gains proficiency with any held item and the weapon focus feat as appropriate. Your hand remains clenched and unusable for a duration equal to the spell after the spell ends.

BOON OF TWIN SOULS

School necromancy [boon]; **Level** mesmerist 5, occultist 5, psychic 4, spiritualist 4, witch 5

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

The vast majority of the energy soul leaves your body to join with an ally. They gain any remaining hit points you have as temporary hit points. You can grant their BAB a bonus equal to your caster level to a maximum combined level of 1 and 1/2 times your caster level. The same is true of caster level for the target, if applicable. Each saving throw they are required to make is made twice, once with their original modifiers and once with yours. You gain the dying condition and begin to lose -1 HP per round for twice the duration of this spell or until otherwise removed. You may be stabilized as normal. If you are healed above 0 hit points, this spell ends.

BOON OF VENOMOUS VITAE

School necromancy [boon]; **Level** occultist 3, psychic 3, spiritualist 3, witch 3

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One weapon carried by an ally.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You flick a droplet of your now poisonous sweat at an ally's weapon. You and the weapon are now poisoned. This poison deals 1d3 Constitution damage to creatures struck with it and to you. You and poisoned creatures can make a Fortitude save each round to negate

the damage. You must continue saving for twice the duration of this spell or take damage as above.

BOON OF WAKENED SENSES

School necromancy [boon]; **Level** mesmerist 2, psychic 2, spiritualist 2, witch 2

Casting Time 1 swift action

Components S, V

Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You grant your ally preternatural senses by surrendering a portion of your own awareness. Your ally gains +2 to perception and uncanny dodge as though a rogue of your caster level. If you are at least 8th caster level, they gain improved uncanny dodge. You gain the flat-footed condition for twice the duration of this spell.

BOON OF WONDROUS APTITUDE

School necromancy [boon]; **Level** mesmerist 3, psychic 3, spiritualist 3, witch 3

Casting Time 1 swift action

Components S, V

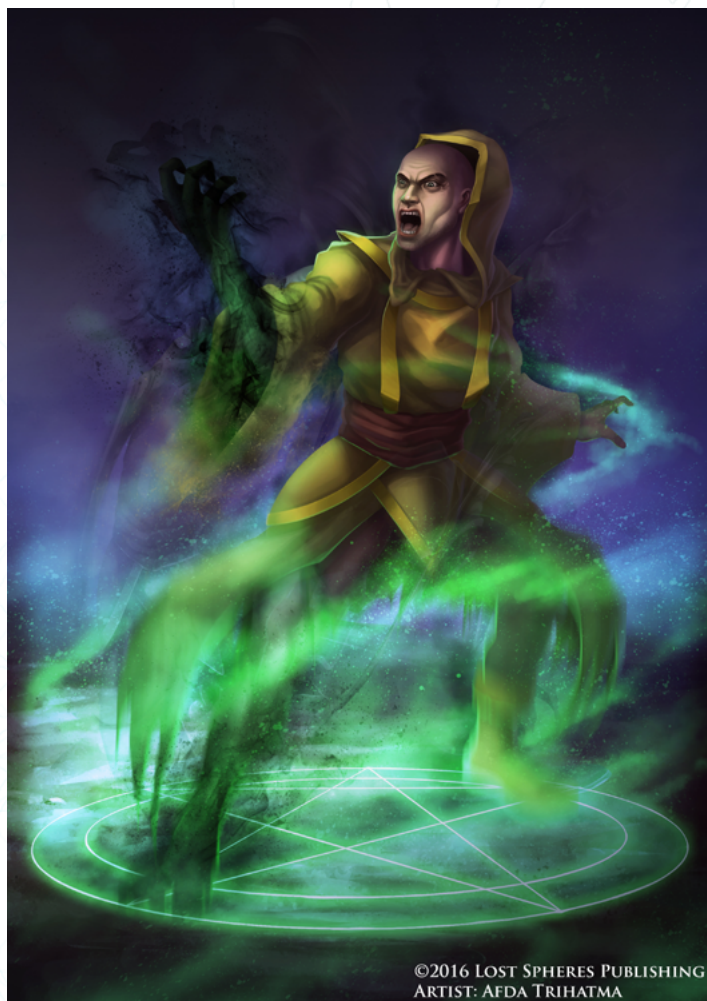
Range close (25' + 5'/level)

Target One creature other than yourself.

Duration 1 round/level

Saving Throw Will (harmless); **SR** yes

You pass your confidence and focus to another creature. Your ally gains +4 insight bonus to skill checks and a +1 insight bonus to all other d20 rolls. You gain the fascinated condition for twice the duration of this spell.



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SPELLS OF BURDEN

BURDEN OF THE BARBED BLADE I

School abjuration (curse); **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

You call a creature's tendencies toward violence to hold its flesh in contempt. Make a caster level check (DC of 11 + the BAB of the target creature). If successful, for the duration of the spell, the target takes a bleed equal to its BAB - 1/2 its hit dice rounded up every time they attack a creature with a weapon. The creature may take

a -1 penalty to attacks to ignore 1 point of this bleed. This spell may inflict up to 2 bleed or a -2 penalty to attacks.

BURDEN OF THE BARBED BLADE II

School abjuration (curse); **Level** mesmerist 2, psychic 2, witch 2

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade I* but instead may inflict up to -4 to the penalty or 4 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. This spell can be undercast.

BURDEN OF THE BARBED BLADE III

School abjuration (curse); **Level** mesmerist 3, occultist 2, psychic 3, witch 3

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade I* but instead may inflict up to -6 to the penalty or 6 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes 6 bleed, they also become fatigued for the duration of the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE IV

School abjuration (curse); **Level** mesmerist 4, occultist 3, psychic 4, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -8 to the penalty or 8 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE V

School abjuration (curse); **Level** mesmerist 5, psychic 5, witch 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -10 to the penalty or 10 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE VI

School abjuration (curse); **Level** mesmerist 6, occultist 4, psychic 6, witch 6

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -12 to the penalty or 12 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. If the creature takes at least 12 bleed, they also become exhausted for the duration of

the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE VII

School abjuration (curse); **Level** occultist 5, psychic 7, witch 7

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -14 to the penalty or 14 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. If the creature takes at least 12 bleed, they also become exhausted for the duration of the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE VIII

School abjuration (curse); **Level** psychic 8, witch 8

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -16 to the penalty or 16 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. If the creature takes at least 12 bleed, they also become exhausted for the duration of the spell. This spell can be undercast.

BURDEN OF THE BARBED BLADE IX

School abjuration (curse); **Level** occultist 6, psychic 9, witch 9

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who BAB is greater than half their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of barbed blade III* but instead may inflict up to -18 to the penalty or 18 bleed on the target. The creature may take a -1 penalty to attacks to ignore 1 point of this bleed. If the creature takes at least 6 bleed, they also become fatigued for the duration of the spell. If the creature takes at least 12 bleed, they also become exhausted for the duration of the spell. If the creature takes at least 18 bleed, they also become staggered for the duration of the spell. This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL I

School abjuration (curse); **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

You call into balance the power of a creature's spirit with the amount of energy it is currently capable of wielding. Make a caster level check (DC of 11 + the caster level of the highest caster level of the target creature). You get a +1 to your caster level check for every level the creature's caster level exceeds its hit dice. If you succeed the caster experiences a painful disruption to its imbalanced energies and can choose to accept a penalty to its caster level or experience psychic damage as its form overloads with the magic it is currently channeling. You may inflict up to -2 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 4d6). This penalty cannot reduce a creature's caster level below half its highest caster level.

BURDEN OF THE BRILLIANT SOUL II

School abjuration (curse); **Level** occultist 2, psychic 2, witch 2

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul I* but instead may inflict up to -4 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 8d6). This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL III

School abjuration (curse); **Level** mesmerist 2, occultist 3, psychic 3, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul II* but instead may inflict up to -6 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 12d6). A creature taking at least 6d6 of damage from this spell is also shaken. This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL IV

School abjuration (curse); **Level** mesmerist 3, occultist 4, psychic 4, witch 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul III* but instead may inflict up to -8 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 16d6). This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL V

School abjuration (curse); **Level** occultist 5, psychic 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul III* but instead may inflict up to -10 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 20d6). This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL VI

School abjuration (curse); **Level** mesmerist 4, occultist 6, psychic 6, witch 7

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul III* but instead may inflict up to -12 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 24d6). If the creature targeted takes 12d6 or more damage from this spell it is staggered in addition to being shaken. This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL VII

School abjuration (curse); **Level** mesmerist 5, psychic 7, witch 8

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul VI* but instead may inflict up to -14 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 28d6). This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL VIII

School abjuration (curse); **Level** mesmerist 6, psychic 8, witch 9

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul VI* but instead may inflict up to -16 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 32d6). This spell can be undercast.

BURDEN OF THE BRILLIANT SOUL IX

School abjuration (curse); **Level** psychic 9

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One creature who can resolve any one effect at a caster level greater than their hit die.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of brilliant soul VI* but instead may inflict up to -18 to the caster level of the target. For each -1 of penalty the creature chooses to resist it takes 2d6 of psychic damage (maximum 36d6). If the creature targeted takes 18d6 or more damage from this spell it is nauseated in addition to being shaken. This spell can be undercast.

BURDEN OF HUNGRY REGALIA I

School necromancy (curse, negative-energy); **Level** mesmerist 3, occultist 2, psychic 3, witch 3

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial magic items worn by a single creature.

Duration 1 round/level

Saving Throw none; **SR** yes

You awaken the dark hunger slumbering within the worn magic items your target creature to reclaim energy from those who draw on their power. Make a caster level check (DC of 11 + the caster level of the highest caster level of an item a creature is wearing). You get a +1 to your caster level check for every worn by the creature beyond the first. If you succeed the item now bestows a negative level on the wearer in addition to its regular effects. The creature may instead choose to suppress the item's effects as a free action for the duration of the spell, if the target has more than two magical items, it may choose which are suppressed. Taking off the item does not end the spell effect or allow a new item use that body slot.

BURDEN OF HUNGRY REGALIA II

School necromancy (curse, negative-energy); **Level** occultist 3, psychic 4, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial magic items worn by a single creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of hungry regalia I* but instead may now target up to two magic items on the creature, and cause them to gain up to two negative levels if no worn items are suppressed. This spell can be undercast.

BURDEN OF HUNGRY REGALIA III

School necromancy (curse, negative-energy); **Level** occultist 4, psychic 5, witch 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial magic items worn by a single creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of hungry regalia I* but instead may now target up to three magic items on the creature, and cause them to gain up to three negative levels if no worn items are suppressed. This spell can be undercast.

BURDEN OF HUNGRY REGALIA IV

School necromancy (curse, negative-energy); **Level** occultist 5, psychic 6, witch 6

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial magic items worn by a single creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of hungry regalia I* but instead may now target up to four magic items on the creature, and cause them to gain up to four negative levels if no worn items are suppressed. This spell can be undercast.

BURDEN OF HUNGRY REGALIA V

School necromancy (curse, negative-energy); **Level** occultist 6, psychic 7, witch 7

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial magic items worn by a single creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of hungry regalia I* but instead may now target up to five magic items on the creature, and cause them to gain up to five negative levels if no worn items are suppressed. This spell can be undercast.

BURDEN OF POWER'S WEIGHT I

School transmutation (curse, force); **Level** mesmerist 2, psychic 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

You call down the unnatural weight of the beneficial magic effecting a creature and force it to shoulder the burden or release their power. Make a caster level check (DC of 11 + the caster level of the highest spell effect on the creature baring the target magical effects). You get a +1 to your caster level check for every spell or power effecting the creature beyond the first. If you succeed two of the targeted magical effects of the creature gain the curse descriptor and each of those effects reduces all movement speeds of the creature by -5' of movement (for a total of 10' movement reduction). The creature may instead dispel these effects as a free action, if the target has more than two magical effects, it may choose which are dispelled or gain the curse descriptor.

BURDEN OF POWER'S WEIGHT II

School transmutation (curse, force); **Level** mesmerist 3, psychic 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to three spell effects on the creature, and the movement penalty total becomes 15' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that is not dispelled upon being effected by the spell. This spell can be undercast.

BURDEN OF POWER'S WEIGHT III

School transmutation (curse, force); **Level** psychic 4, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to four spell effects on the creature, and the movement penalty total becomes 20' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. This spell can be undercast.

BURDEN OF POWER'S WEIGHT IV

School transmutation (curse, force); **Level** mesmerist 4, psychic 5, spiritualist 4, witch 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to five spell effects on the creature, and the movement penalty total becomes 25' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. If the creature is under the effects of five movement penalties it becomes flat-footed if its movement speed is less than half its original score. This spell can be undercast.

BURDEN OF POWER'S WEIGHT V

School transmutation (curse, force); **Level** psychic 6, witch 6

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to five six effects on the creature, and the movement penalty total becomes 30' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. If the creature is under the effects of five or more movement penalties it becomes flat-footed if its movement speed is less than half its original score. This spell can be undercast.

BURDEN OF POWER'S WEIGHT VI

School transmutation (curse, force); **Level** mesmerist 5, psychic 7, spiritualist 5, witch 7

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to seven spell effects on the creature, and the movement penalty total becomes 35' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. If the creature is under the effects of one or more movement penalties it becomes fatigued. If the creature is under the effects of five or more movement penalties it becomes flat-footed if its movement speed is less than half its original score. This spell can be undercast.

BURDEN OF POWER'S WEIGHT VII

School transmutation (curse, force); **Level** psychic 8, witch 8

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to eight spell effects on the creature, and the movement penalty total becomes 40' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. If the creature is under the effects of one or more movement penalties it becomes fatigued. If the creature is under the effects of four or more movement penalties it instead becomes exhausted. If the creature is under the effects of five or more movement penalties it becomes flat-footed if its movement speed is less than half its original score. This spell can be undercast.

BURDEN OF POWER'S WEIGHT VIII

School transmutation (curse, force); **Level** mesmerist 6, psychic 8, spiritualist 6, witch 8

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more beneficial spells or powers effecting a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of power's weight I* but instead may now target up to eight spell effects on the creature, and the movement penalty total becomes 40' if they choose not to dispel any of their effects. Additionally, the target takes 1d6 of force damage per effect that in not dispelled upon being effected by the spell. If the creature is under the effects of one or more movement penalties it becomes fatigued. If the creature is under the effects of four or more movement penalties it instead becomes exhausted. If the creature is under the effects of five or more movement penalties it becomes flat-footed if its movement speed is less than half its original score. This spell can be undercast.

BURDEN OF THE READY MIND I

School transmutation (curse); **Level** mesmerist 1, psychic 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more prepared spells memorized by a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

You cause the complexities of readied magic to swim to the surface of the mind of target spellcaster distracting them. Make a caster level check (DC of 11 + the caster level of the highest spell the creature has prepared). You get a +1 to your caster level check for every spell prepared by the creature beyond 1st-level. If you succeed the caster gains a -1 circumstance penalty to all attack rolls, saves, and skill checks. The caster may instead lose a prepared spell or at least 1st level to negate this effect.

BURDEN OF THE READY MIND II

School transmutation (curse); **Level** mesmerist 2, psychic 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more prepared spells memorized by a creature.

Duration 1 round/level

Saving Throw none; **SR** yes

This functions as *burden of the ready mind I* but instead may now target up to 2nd-level prepared spells for a -2 circumstance penalty. A prepared caster may sacrifice a spell of both 2nd and 1st level to ignore the penalties. This spell can be undercast.

BURDEN OF THE READY MIND III

School transmutation (curse); **Level** mesmerist 3, psychic 4, spiritualist 4, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One or more prepared spells memorized by a creature.

Duration 1 round/level
Saving Throw none; **SR** yes

This functions as *burden of the ready mind I* but instead may now target up to 3rd-level prepared spells for a -3 circumstance penalty. A prepared caster may sacrifice a spell of both 3rd and 2nd level to ignore the penalties. This spell can be undercast.

BURDEN OF THE READY MIND IV

School transmutation (curse); **Level** mesmerist 4, psychic 5, spiritualist 5, witch 5
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One or more prepared spells memorized by a creature.
Duration 1 round/level
Saving Throw none; **SR** yes

This functions as *burden of the ready mind I* but instead may now target up to 4th-level prepared spells for a -4 circumstance penalty. A prepared caster may sacrifice a spell of both 4th and 3rd level to ignore the penalties. This spell can be undercast.

BURDEN OF THE READY MIND V

School transmutation (curse); **Level** mesmerist 5, psychic 7, spiritualist 6, witch 7
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One or more prepared spells memorized by a creature.
Duration 1 round/level
Saving Throw none; **SR** yes

This functions as *burden of the ready mind I* but instead may now target up to 5th-level prepared spells for a -5 circumstance penalty. A prepared caster may sacrifice a spell of both 5th and 4th level to ignore the penalties. This spell can be undercast.

BURDEN OF THE READY MIND VI

School transmutation (curse); **Level** mesmerist 6, psychic 8, witch 8

Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One or more prepared spells memorized by a creature.
Duration 1 round/level
Saving Throw none; **SR** yes

This functions as *burden of the ready mind I* but instead may now target up to 6th-level prepared spells for a -6 circumstance penalty. A prepared caster may sacrifice a spell of both 6th and 5th level to ignore the penalties. This spell can be undercast.

BURDEN OF SANGUINE STRAIN I

School necromancy (curse); **Level** mesmerist 1, psychic 1, spiritualist 1, witch 1
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One spontaneous caster.
Duration 1 round/level
Saving Throw Fortitude (half); **SR** yes

You cause the ancestral memories embedded in the blood and spirit of the spontaneous caster causing it to rebel against the body that contains it. Make a caster level check (DC of 11 + the caster level of the highest spell slot the creature has available). You get a +1 to your caster level check for every spell slot by the creature beyond 1st-level. If you succeed the caster gains 2 point of bleed damage. The caster takes half this bleed on a successful Fort save. The caster may instead lose a prepared spell or at least 1st level to negate this effect.

BURDEN OF SANGUINE STRAIN II

School necromancy (curse); **Level** mesmerist 2, psychic 2, spiritualist 3, witch 3
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One spontaneous caster.
Duration 1 round/level
Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 2nd-level spell slots and inflicts 2 times the highest spell available for a maximum of 4 bleed. A spontaneous caster may sacrifice a spell slot of both 2nd and 1st level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN III

School necromancy (curse); **Level** psychic 3, witch 3

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One spontaneous caster.

Duration 1 round/level

Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 3rd-level spell slots and inflicts 2 times the highest spell available for a maximum of 6 bleed. A spontaneous caster may sacrifice a spell slot of both 3rd and 2nd level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN IV

School necromancy (curse); **Level** mesmerist 3, psychic 4, spiritualist 3, witch 4

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One spontaneous caster.

Duration 1 round/level

Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 4th-level spell slots and inflicts 2 times the highest spell available for a maximum of 8 bleed. A spontaneous caster may sacrifice a spell slot of both 4th and 3rd level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN V

School necromancy (curse); **Level** psychic 5, witch 5

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One spontaneous caster.

Duration 1 round/level

Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 5th-level spell slots and inflicts 2 times the highest spell available for a maximum of 10 bleed. A spontaneous caster may sacrifice a spell slot of both 5th and 4th level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN VI

School necromancy (curse); **Level** mesmerist 4, psychic 6, spiritualist 4, witch 6

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One spontaneous caster.

Duration 1 round/level

Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 6th-level spell slots and inflicts 2 times the highest spell available for a maximum of 12 bleed. A spontaneous caster may sacrifice a spell slot of both 6th and 5th level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN VII

School necromancy (curse); **Level** psychic 7, witch 7

Casting Time 1 standard action

Components S, V

Range close (25' + 5'/level)

Target One spontaneous caster.

Duration 1 round/level

Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 7th-level spell slots and inflicts 2 times the highest spell available for a maximum of 14 bleed. A spontaneous caster may sacrifice a spell slot of both 7th and 6th level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN VIII

School necromancy (curse); **Level** mesmerist 5, psychic 8, spiritualist 5, witch 8

Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One spontaneous caster.
Duration 1 round/level
Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 8th-level spell slots and inflicts 2 times the highest spell available for a maximum of 16 bleed. A spontaneous caster may sacrifice a spell slot of both 8th and 7th level to ignore this effect. This spell can be undercast.

BURDEN OF SANGUINE STRAIN IX

School necromancy (curse); **Level** mesmerist 6, psychic 9, spiritualist 6, witch 9
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One spontaneous caster.
Duration 1 round/level
Saving Throw Fortitude (half); **SR** yes

This functions as *burden of sanguine strain I* but instead may now target up to 9th-level spell slots and inflicts 2 times the highest spell available for a maximum of 18 bleed. A spontaneous caster may sacrifice a spell slot of both 9th and 8th level to ignore this effect. This spell can be undercast.

SPELLS OF EQUIVALENCE

ARMOR OF INFLUENCE

School necromancy; **Level** medium 2
Casting Time 1 swift action
Components S, V, conditions
Range touch
Target One set of armor or a shield.
Duration 1/minute a level (see below)
Saving Throw no; **SR** none

As a swift action, the medium grants one suit of armor or a shield that she is holding a +1 enhancement bonus for 1 round a level. She can select a natural weapon or her unarmed strikes with this ability. For every point of influence beyond 1, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 4 influence. This bonus is added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

At 3rd level and every 3 levels thereafter, one point of these bonuses can be used to add any of the following weapon properties: bashing, blinding, bolstering, brawling, clangorous, deathless, defiant, fortification (light), impervious, grinding, mirrored, ramming or snatching.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

If the medium breaks a taboo he has accepted this spell ends immediately.

BLOODRUSH

School necromancy; **Level** mesmerist 2, occultist 2, psychic 3, witch 3
Casting Time 1 standard action
Components S, V
Range close (25' + 5'/level)
Target One creature under the effect of a bleed.
Duration Instantaneous
Saving Throw Fortitude (half); **SR** yes

You force a violent expulsion of blood from existing wounds a creature has. For each point of bleed the creature is currently suffering they take 2d6 of damage. The sudden rush of blood is followed by intense clotting which ends the bleed effect. The creature may make a Fortitude save to half the damage and retain the bleed damage.

CHILD OF SUFFERING I

School illusion [mind-affecting, phantasm]; **Level** mesmerist 1, occultist 2, psychic 2, witch 2

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target Personal.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer the pain of a recent injury into a illusory duplicate like those from *mirror image*. Upon taking 5 or more points of damage, you may cast this spell as an immediate action. When you cast this spell you gain 5 temporary hit points. The illusory duplicate attacks on your turn and makes touch attacks using your BAB + your spellcasting attribute and deals 1d6+your spellcasting attribute. If successful in dealing damage the duplicate vanishes.

CHILD OF SUFFERING II

School illusion [mind-affecting, phantasm]; **Level** mesmerist 2, occultist 3, psychic 3, witch 3

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target Personal.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer the pain of a recent injury into a illusory duplicate like those from *mirror image*. Upon taking 5 or more points of damage, you may cast this spell as an immediate action. When you cast this spell you gain 15 temporary hit points. The illusory duplicate attacks on your turn and makes touch attacks using your BAB+your spellcasting attribute and deals 2d6 + your spellcasting attribute. If successful in dealing

damage twice the duplicate vanishes. This spell may be undercast.

CHILD OF SUFFERING III

School illusion [mind-affecting, phantasm]; **Level** mesmerist 3, occultist 4, psychic 5, witch 5

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target Personal.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer the pain of a recent injury into a illusory duplicate like those from *mirror image*. Upon taking 5 or more points of damage, you may cast this spell as an immediate action. When you cast this spell you gain 25 temporary hit points. The illusory duplicate attacks on your turn and makes touch attacks using your BAB + your spellcasting attribute and deals 3d6 + your spellcasting attribute. If successful in dealing damage three times the duplicate vanishes. This spell may be undercast.

CHILD OF SUFFERING IV

School illusion [mind-affecting, phantasm]; **Level** mesmerist 4, occultist 5, psychic 6, witch 6

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target Personal.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer the pain of a recent injury into a illusory duplicate like those from *mirror image*. Upon taking 5 or more points of damage, you may cast this spell as an immediate action. When you cast this spell you gain 35 temporary hit points. The illusory duplicate attacks on your turn and makes touch attacks using your BAB + your spellcasting attribute and deals 4d6 + your spellcasting attribute. If successful in dealing damage four times the duplicate vanishes. This spell may be undercast.

CHILD OF SUFFERING V

School illusion [mind-affecting, phantasm]; **Level** mesmerist 6

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target Personal.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer the pain of a recent injury into a illusory duplicate like those from *mirror image*. Upon taking 5 or more points of damage, you may cast this spell as an immediate action. When you cast this spell you gain 50 temporary hit points. The illusory duplicate attacks on your turn and makes touch attacks using your BAB + your spellcasting attribute and deals 5d6 + your spellcasting attribute. If successful in dealing damage five times the duplicate vanishes. This spell may be undercast.

DEADLY DISTANCE

School enchantment [mind-affecting]; **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature.

Duration Concentration up to 1 round/level

Saving Throw Will (half); **SR** yes

With a shimmering tether of etheric energy, you link your mind to your target's in a manner that disrupts and damages their nervous system the further you are from one another. Deal 1d4+1/per 5' you are away from the target, a successful Will save halves this damage. Once each round after the initial casting you may trigger this damage as a free action. You may maintain this spell as you concentrate and have line of effect to the target for up to a round per level. If your concentration or line of effect is broken the spell ends.

DIAMETER OF DOOM

School enchantment [mind-affecting]; **Level** mesmerist 3, occultist 3, psychic 3, witch 3

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Concentration up to 1 round/level

Saving Throw Will (half); **SR** yes

With a pulse of etheric energy, you link your mind to each target's in a manner that disrupts and damages their nervous system the further they move away from being a certain distance in regard to your position. You deal 2d4 + (2/per 5') to each target is closer or farther than the designated distance, a successful Will save halves this damage. Once each round after the initial casting you may trigger this damage as a free action. You may maintain this spell as you concentrate and have line of effect to each target for up to a round per level. A target is free of the spell if you lose line of effect. If your concentration is broken the spell ends.

DRAW OF DEVASTATION

School enchantment [mind-affecting]; **Level** mesmerist 4, occultist 4, psychic 4, witch 5

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Concentration up to 1 round/level

Saving Throw Will (half); **SR** yes

With a pulse of etheric energy, you link your mind to each target's in a manner that disrupts and damages their nervous system the further they move away from you. You deal 3d6 + (3/per 5') to each target farther than 5' from you. Once each round after the initial casting you may trigger this damage as a free action. You may maintain this spell as you concentrate and have line of effect to each target for up to a round per level. A target is free of the spell if you lose line of effect. If your concentration is broken the spell ends.

EMPATHY TRAP, GREATER

School enchantment [mind-affecting]; **Level** mesmerist 4, occultist 5, psychic 6, witch 6

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target One image/level.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer your suffering into a illusory duplicates like those from mirror image. You may transfer the cowering, nauseated, panicked, and stunned conditions. Your condition is suppressed while this spell is active. Creatures destroying an image must make a Will save or gain the condition you suffer. If another creature takes on your condition, the condition ends on you.

EMPATHY TRAP, MINOR

School enchantment [mind-affecting]; **Level** mesmerist 2, occultist 2, psychic 2, witch 2

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target One image/level.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer your suffering into a illusory duplicates like those from mirror image. You may transfer the dazzled, shaken, or fatigued. Your condition is suppressed while this spell is active. Creatures destroying an image must make a Will save or gain the condition you suffer. If another creature takes on your condition, the condition ends on you.

EMPATHY TRAP, MODERATE

School enchantment [mind-affecting]; **Level** mesmerist 3, occultist 3, psychic 4, witch 4

Casting Time 1 immediate action

Components S, V, condition

Range close (25' + 5'/level)

Target One image/level.

Duration 1/round level and Instantaneous

Saving Throw Will (half); **SR** yes

You transfer your suffering into a illusory duplicates like those from mirror image. You may transfer the confused, dazed, frightened, and sickened conditions. Your condition is suppressed while this spell is active. Creatures destroying an image must make a Will save or gain the condition you suffer. If another creature takes on your condition, the condition ends on you.

PROJECT SUFFERING I

School enchantment [mind-affecting]; **Level** mesmerist 1, occultist 1, psychic 1, witch 1

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous

Saving Throw Will (half); **SR** yes

You amplify and project a psychic shockwave of the negative feelings of a condition you are suffering. You must be under the effects of a negative condition to cast this spell. Each creature targeted by this spell takes 2d6 non-lethal damage. The targets of the spell may make a will save for half damage.

PROJECT SUFFERING II

School enchantment [mind-affecting]; **Level** mesmerist 2, occultist 2, psychic 2, witch 2

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous

Saving Throw Will (half); **SR** yes

This functions as *project suffering I* but instead may project waves of amplified feelings from a second condition. You must be under the effects of two negative conditions to cast this spell. Each creature targeted by this spell takes 4d6 non-lethal damage. The targets of the spell may make a will save for half damage. This spell can be undercast.

PROJECT SUFFERING III

School enchantment [mind-affecting]; **Level** occultist 3, psychic 3, witch 3

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous

Saving Throw Will (half); **SR** yes

This functions as *project suffering I* but instead may project waves of amplified feelings from up to three conditions. You must be under the effects of three negative conditions to cast this spell. Each creature targeted by this spell takes 6d6 non-lethal damage. The targets of the spell may make a will save for half damage. Targets failing their Will save also may be inflicted with a condition the caster is currently suffering from the mesmerist's minor condition list (see Touch Treatment class feature) for up to one round a level. This spell can be undercast.

PROJECT SUFFERING IV

School enchantment [mind-affecting]; **Level** mesmerist 3, occultist 4, psychic 4, witch 4

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering III* but instead may project waves of amplified feelings from up to four conditions. You must be under the effects of four negative conditions to cast this spell. Each creature targeted by this spell takes 8d6 non-lethal damage. The targets of the spell may make a will save for half damage. This spell can be undercast.

PROJECT SUFFERING V

School enchantment [mind-affecting]; **Level** occultist 5, psychic 5, witch 5

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering III* but instead may project waves of amplified feelings from up to five conditions. You must be under the effects of five negative conditions to cast this spell. Each creature targeted by this spell takes 10d6 non-lethal damage. The targets of the spell may make a will save for half damage. This spell can be undercast.

PROJECT SUFFERING VI

School enchantment [mind-affecting]; **Level** mesmerist 4, occultist 6, psychic 6, witch 6

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering III* but instead may project waves of amplified feelings from up to six conditions. You must be under the effects of six negative conditions to cast this spell. Each creature targeted by this spell takes 12d6 non-lethal damage. The targets of the spell may make a will save for half damage. Targets failing their Will save also may be inflicted with two conditions the caster is currently suffering from, one from each of the mesmerist's minor and moderate condition lists (see Touch Treatment class feature) for up to one round a level. This spell can be undercast.

PROJECT SUFFERING VII

School enchantment [mind-affecting]; **Level** psychic 7, witch 7

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering VI* but instead may project waves of amplified feelings from up to seven conditions. You must be under the effects of seven negative conditions to cast this spell. Each creature targeted by this spell takes 14d6 non-lethal damage. The targets of the spell may make a will save for half damage. This spell can be undercast.

PROJECT SUFFERING VIII

School enchantment [mind-affecting]; **Level** mesmerist 5, psychic 8, witch 8

Casting Time 1 standard action

Components S, V, condition

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering VI* but instead may project waves of amplified feelings from up to eight conditions. You must be under the effects of eight negative conditions to cast this spell. Each creature targeted by this spell takes 16d6 non-lethal damage. The targets of the spell may make a will save for half damage. This spell can be undercast.

PROJECT SUFFERING IX

School enchantment [mind-affecting]; **Level** mesmerist 6, psychic 9, witch 9

Casting Time 1 standard action

Components S, V, conditions

Range close (25' + 5'/level)

Target One creature/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *project suffering VI* but instead may project waves of amplified feelings from up to nine conditions. You must be under the effects of nine negative conditions to cast this spell. Each creature targeted by this spell takes 18d6 non-lethal damage. The targets of the spell may make a will save for half

damage. Targets failing their Will save also may be inflicted with 3 conditions the caster is currently suffering from each of the mesmerist's minor, moderate and greater condition lists (see Touch Treatment class feature) for up to one round a level. This spell can be undercast.

SEED PHANTASM I

School necromancy; **Level** mesmerist 1, occultist 1, psychic 2, witch 2

Casting Time 1 swift action

Components S, V, conditions

Range close (25' + 5'/level)

Target One image/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This spell seeds negative energy into the images created by a *mirror image* spell or similar effects. Each image when destroyed unleashes 3d6 psychic damage against the creature that destroyed it (Will save for half).

SEED PHANTASM II

School necromancy; **Level** mesmerist 2, occultist 2, psychic 3, witch 3

Casting Time 1 swift action

Components S, V, conditions

Range close (25' + 5'/level)

Target One image/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *seed phantasm I* but instead each image when destroyed unleashes 5d6 psychic damage against the creature that destroyed it (Will save for half). The energy can now also be implanted into illusions such as *major image*. This spell can be undercast.

SEED PHANTASM III

School necromancy; **Level** mesmerist 4, occultist 4, psychic 4, witch 4

Casting Time 1 swift action

Components S, V, conditions

Range close (25' + 5'/level)

Target One image/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *seed phantasm II* but instead each image when destroyed unleashes 7d6 psychic damage against the creature that destroyed it (Will save for half). The energy can now also be implanted into illusions such as *major image*. This spell can be undercast.

SEED PHANTASM IV

School necromancy; **Level** mesmerist 5, occultist 5, psychic 5, witch 6

Casting Time 1 swift action

Components S, V, conditions

Range close (25' + 5'/level)

Target One image/level.

Duration Instantaneous and 1/round a level (see below)

Saving Throw Will (half); **SR** yes

This functions as *seed phantasm III* but instead each image when destroyed unleashes 9d6 psychic damage against the creature that destroyed it (Will save for half). The energy can now also be implanted into illusions such as *major image*. This spell can be undercast.

WEAPON OF INFLUENCE

School necromancy; **Level** medium 1

Casting Time 1 swift action

Components S, V, conditions

Range touch

Target One weapon.

Duration 1/round a level (see below)

Saving Throw no; **SR** none

As a swift action, the medium grants one weapon that she is holding a +1 enhancement bonus for 1 round a level. She can select a natural weapon or her unarmed strikes with this ability. For every point of influence beyond 1, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 4 influence. This bonus is added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

these bonuses can be used to add any of the following weapon properties: conductive, corrosive, corrosive burst, dancing, flaming, flaming burst, frost, icy burst, keen, returning, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

If the medium breaks a taboo he has accepted this spell ends immediately.

At 3rd level and every 3 levels thereafter, one point of

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