

Adventures Dark and Deep™



The Mystic

By Joseph Bloch

The mystic is an initiate of an inner mystery tradition that seeks direct communion with the multiverse in order to achieve enlightenment. Insight, awareness, and a deep connection with ultimate reality are the hallmarks and ultimate goals of the mystic. . The spells available to the mystic are centered on knowledge and defense, but his special connection with the multiverse gives him special insights into the workings of the planes as well.

Note that this is an extract of the **ADVENTURES DARK AND DEEP™** Players Manual. It is not needed to play the game. It is provided as a convenience for players at the table, providing the essential rules and spell descriptions needed to play the class. It is also perfectly suited for those who wish to introduce mountebanks into other old-school games without needing to purchase the entire **ADVENTURES DARK AND DEEP™** Players Manual.

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The Mystic

Being an extract of the core rules to allow for convenient lookup of necessary information for players playing a mystic PC.

Authored by Joseph Bloch

Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.

Edited by Mollie Carson-Vollath

With the kindest assistance of...

...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.

Artists

Christian N. St. Pierre (cover), Mollie Carson-Vollath, Luigi Castellani, Chantal Fournier, Mark Hyzer, Chris Letzelter, Ian MacLean, Federico Pancaldi, Jay Penn, Brian "Glad" Thomas, and Jeff Ward

Dedicated to E. Gary Gygax, who gave us the game

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The Mystic

The mystic is an initiate of an inner mystery tradition that seeks direct communion with the multiverse in order to achieve enlightenment. Insight, awareness, and a deep connection with ultimate reality are the hallmarks and ultimate goals of the mystic. Most good-aligned faiths have such mystery traditions within them, even if they are not enthusiastically promoted by the hierarchy or followed by masses of people. The spells available to the mystic are centered on knowledge and defense, but his special connection with the multiverse gives him special insights into the workings of the planes as well. They are not able to deliberately craft magical items, but often times objects particularly associated with them in life, or even parts of their bodies, will become relics after their deaths.

Mystics must have a wisdom score of 13 or higher, and a dexterity of 9 or above. They can be of any good alignment. Mystics fight as do clerics, but cannot wear armor, and are restricted in their choice of weapons to the following: club, mace, spear, or staff. Mystics using one of those weapons without being proficient, however, will suffer a -4 penalty "to hit". Humans, elves, half-elves, and halflings can all become mystics.

Mystics have the following powers, limitations, and abilities:

- Spellcasting
- Create scrolls
- Meditation
- Pain management
- Asceticism
- Disciples at high level

Mystics advance in level according to the following table:

TABLE 1: MYSTIC LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
5,000	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
75,000	7	7d6
125,000	8	8d6
250,000	9	9d6
450,000	10	9d6+2
650,000	11	9d6+4

After 11th level, mystics need an additional 200,000 experience points to gain the next level. They receive 2 additional hit points every time they do so.

Mystics begin the game with 3d8+10 g.p.

Spellcasting

Mystics are able to receive spells as a result of their inner awareness and communion with the multiverse. The number of spells that the mystic can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 2: MYSTIC SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

Only characters with a wisdom score of 17 or higher may memorize 6th level spells. Only those with a wisdom score of 18 may memorize 7th level spells. Mystics gain bonus spells for high wisdom scores just like clerics.

Spells are granted to the mystic directly by virtue of his inner awareness and instinctual connection with the multiverse. Because of this, mystics are able to memorize spells when traveling through other planes of existence without penalty (unlike clerics, who can find themselves cut off from their deities).

Create Scrolls

At 7th level, mystics are able to create scrolls with mystic spells inscribed upon them. The scroll is a means of storing the esoteric energy of a spell until the scroll is read, at which time the effect of the spell will be activated. Scrolls can be created by either mages or clerics (or their sub-classes); there are no scrolls of bard or jester spells. The writer cannot create a spell of a level greater than he himself could normally cast, and must of course have access to the spell itself in his own (or in a borrowed) spell book (if applicable). Mystics can also create *cursed scrolls* or *scrolls of protection*, depending on his class and the type of protection scroll being written:

- Acid
- Breath weapon (non-dragon)
- Cold
- Devils
- Fire
- Paralyzation
- Plants
- Poison
- Possession
- Undead

- Water
- Weapons (non-magical).

Mystics must be at least 7th level before they can inscribe scrolls.

Creation of scrolls requires a fresh quill from some supernatural creature (pegasus, sphinx, etc.). Such quills can only be used in the manufacture of one scroll; they cannot be reused. Note that such quills are not normally available for sale; they must be obtained by the mystic directly.

In addition to the special quill, the inscribing of a magic scroll requires a unique and costly ink suitable for that particular spell. Typically, such inks will require giant octopus ink, powdered gems, rare herbs, and the like. The formulae for such inks are nearly as rare as the spells themselves, and the ingredients are often unavailable in any but the largest cities, in shops that cater to those in need of hippogriff tongues and purple worm teeth. If your character has access to the ink formula, and the requisite ingredients are for sale in your locale (your game master will be able to determine that probability), the cost of the ink's ingredients will depend on the level of the spell to be inscribed:

TABLE 3: MAGIC SCROLL CREATION

Spell Level	Cost of Ink Ingredients	Inscription Time
1st	100 g.p.	1 day
2nd	200 g.p.	2 days
3rd	400 g.p.	3 days
4th	700 g.p.	4 days
5th	1,100 g.p.	5 days
6th	1,600 g.p.	6 days
7th	2,200 g.p.	7 days
8th	2,900 g.p.	8 days
9th	3,700 g.p.	9 days
Protection (all)	1,500 g.p.	7 days
Curse	1,000 g.p.	6 days

In order to begin the process of inscribing a scroll, the writer must have the spell to be inscribed memorized. When the inscribing process begins, the spell is automatically lost. A maximum of 7 spells can be inscribed on any single scroll.

There is a flat failure rate of 20% plus 1% per level of the spell being inscribed. If multiple spells are being inscribed on the scroll, a failure does not indicate that the whole scroll is ruined, but no further spells can be put upon it.

Meditation

Part of the unity the mystic seeks with the multiverse depends on the development of a rigid mental discipline, achieved through meditation. The exact form of this meditation will depend on the specific mystery tradition that the mystic follows, and will usually consist of "traditional" meditation on a particular word or thought-form. However, it could conceivably consist of anything from rigorous calisthenics to a walk communing with nature to enduring physical duress on a recurring basis. The game master will establish the exact form of the meditation required, but it will usually need to be observed for 1 hour every day, over and above the time required to memorize spells. This meditation yields a number of significant benefits. (Note that the mystic does not need to be actively meditating to use his powers unless noted.)

At second level, *ESP*, *telepathy*, *empathy*, and similar mind-reading magics will only work on the mystic 50% of the time. That chance decreases by 2% for every experience level of the mystic past 2nd.

At third level, the mystic can go without food or water and feel no ill effects for one day per level. Once he reaches 8th level, this is increased to two days per level. At the end of that time, he must simply have a normal meal to be brought back to normal, otherwise the full effect of his deprivation will befall him all at once.

At fourth level, the mystic can *levitate* himself and up to 5 additional lbs. per level of experience, as per the spell, three times per day. See the spell description on p. 15 for details.

At fifth level, the mystic can, by entering a trance, cause his soul to enter the astral plane, once per day. See the spell *astral spell* on p. 6 for details. The mystic cannot take anyone else with him on the journey.

At sixth level, the mystic can create a halo of *light* (as per the spell) around his own head, at will. This will not impair his vision in any way, but can be used as illumination for others. A *darkness* spell will cancel it out for its duration, and a *continual darkness* spell will only do so for 1d6+2 hours. Both must be cast upon the mystic himself, or else the halo will return when the mystic leaves the area of effect.

At seventh level, *charm* spells of any sort will only work on the mystic 50% of the time. That chance decreases by 2% for every experience level past 7th.

At ninth level, the mystic can cause his body, and up to 5 pounds of additional weight per level, to become *ethereal* once per day. While in this state, he can travel to those other planes that touch the ethereal.

Pain Management

The inner peace and mental discipline of the mystic allows him to overcome pain and shock. The mystic can operate at up to -8 hit points for up to 8 minutes before collapsing from pure physical damage. During this time they do not lose 1 h.p. per round from bleeding (unless struck by a weapon that explicitly causes such damage, such as a *weapon of wounding*), nor do they suffer any penalties to movement, spellcasting, etc. from going below 0 hit points. After the 8 minutes are up, however, all the standard effects of such wounds apply. They are also immune to any attacks that rely solely on pain for their effect.

Beginning at 3rd level, the mystic can heal injuries and damage to himself at twice the normal rate, when healing naturally.

Beginning at 6th level, the mystic will take 1 h.p. less per attack, with the possibility that attacks that would normally do 1 h.p. actually do no damage. This is doubled at 9th level.

Asceticism

The mystic must live a life of self-denial and poverty. He cannot retain more wealth than he can carry on his person, and in any case cannot have more than 100 g.p. worth of coins, jewelry, gems, etc. on his person for any length of time. He can only possess a maximum of three magical items at any single time. He must abstain from all vice, remain modest in his bearing, and attempt to cultivate an air of serenity. Failure to do so on anything like an ongoing basis will result in loss of his meditation and pain management abilities, which can only be restored with the aid of an *atonement* spell cast by a cleric associated with the mystic's path.

Vow of silence: At 9th level the mystic may, at his discretion, take a vow of silence. From that point onward, he is unable to speak under any circumstances. At the game table, the player should restrict his game-related speech solely to action-related speech, and refrain from engaging in

conversations with other players regarding tactics, verbally interacting with NPCs, etc. However, all of the mystic's spells may, from that point forward, be cast without any incantation (thus allowing them to be cast in situations where speech is impossible, such as under the influence of a *silence 15' radius* spell, or other enchantments). Those mystics who take the vow get a 10% bonus to any experience points earned.

Disciples at High Level

At 9th level, the mystic will acquire a small cadre of students who seek to learn from his example. 1d6 students of 1st level will initially seek out the mystic, who will gain 1-3 (1d6÷2) additional students upon reaching every subsequent level of experience. When these students themselves reach 9th level, they will leave the mystic to follow their own path along the mystic road.

Spells

TABLE 4: MYSTIC SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Augury	Awaken 2nd Chakra	Awaken 3rd Chakra
2	Awaken 1st Chakra	Crystal Magic II	Crystal Magic III
3	Bless	Cure Light Wounds	Feign Death
4	Ceremony	Detect Ethereal	Fly
5	Clairaudience	Detect Life	Invisibility
6	Clairvoyance	Gaze Reflection	Locate Object
7	Comprehend Languages	Know Alignment	Material
8	Crystal Magic I	Language of Birds	Meld Into Stone
9	Detect Evil	Levitate	Message
10	Detect Magic	Obscurement	Negative Plane Protection
11	Light	Penetrate Disguise	Non-Detection
12	Portent	Protection from Normal Missiles	Prayer
13	Protection from Evil	Resist Fire	Protection from Evil 10' Radius
14	Resist Cold	Rope Trick	Resist Water
15	Snake Charm	Slow Poison	Spirit Gift II
16	Spirit Gift I	Sunrise	Water Walk

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awaken 4th Chakra	Awaken 5th Chakra	Astral Spell	Animate Rock
2	Crystal Magic IV	Awareness	Awaken 6th Chakra	Awaken 7th Chakra
3	Cure Blindness	Commune with the Multiverse	Cloud of Unknowing	Heal
4	Cure Disease	Cure Serious Wounds	Cure Critical Wounds	Holy Word
5	Detect Astral	Dispel Evil	Empathy	Know Self
6	Divination	Earthwalk	Find the Path	Limited Wish
7	Exorcise	Prophecy	Grounding	Luck
8	Hypnotic Pattern	Protection from Disease	Infravision	Planetrack
9	Protection from Lightning	Sacred Place	Intuition	Restoration
10	Selflessness	Spirit Gift III	Run	Spirit Gift IV
11	Sticks to Snakes	Spirit Possession	Triumph of the Will	Time Stop
12	Telepathy	True Seeing	Ultravision	Turn Wood

Spell Descriptions

Animate Rock

Level 7 mystic spell (alteration)
 Requires: incantation, gestures, holy symbol
 Casting time: 54 seconds (9 segments)

This spell allows the caster to bring to a semblance of life a free-standing stone no greater than 2 cubic feet in size per level of the caster. The stone so animated can be up to 40' distant. It will obey the simplest of commands (up to 12 words) but has no intelligence of its own. It can be ordered to attack, break, batter, etc. It will remain animate for 1 minute per level of the caster. Depending on the size of the rock animated by the spell, it could do anything from 2-8 to 5-20 h.p. of damage when attacking.

Astral Spell

Level 6 mystic spell (alteration)
 Requires: incantation, gestures
 Casting time: 15 minutes

This spell allows the caster to separate his spirit/soul, and possibly those of others, into an "astral body" and travel the Astral Plane, which touches on a number of other planes of existence. While the astral body is traveling, the physical body will remain in an unbreakable trance, connected to the astral

body by an invisible silver cord which, if broken, means the death of both the astral and physical self. No material possessions, with the exception of certain magical items whose very nature is multi-planar, travel with the astral body.

The astral plane can be used to travel to the outer planes (Heaven, Hell, etc.). Once the astral body has reached one of the other planes of existence, a new body is automatically created, which is still connected to the material body by the silver cord. If the second body is killed, the silver cord snaps back to the material body, bringing it out of its trance with a start.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the astral plane by means of this spell.

Augury

Level 1 mystic spell (divination)
 Requires: incantation, gestures, divination tool
 Casting time: 2 minutes

The *augury* spell allows the caster to divine the immediate future, specifically as to whether a proposed action will be harmful or helpful. The base chance for success is 70% plus 1% per level of the caster (naturally, the caster will not know whether or not the augury is accurate or not). Note that the spell cannot predict the future more than 30 minutes distant, so that if an action may have a deleterious effect days or weeks after the fact, the spell will not

be able to so inform the caster. The spell requires special divinatory tools, such as rune staves, special coins, dragon bones, etc., which are not destroyed by the casting of the spell.

Awaken 1st Chakra

Level 1 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 10 minutes

By means of this intense meditation, the caster is able to activate the first of seven energy centers of the body (known as the seven chakras) located at the base of the spine. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The recipient will radiate an intense ultraviolet light. All those with ultravision must make a saving throw vs. paralyzation or be blinded if they are within 60' of the recipient; however, all those beyond that radius, up to 360', will see him clearly lit up like a bonfire
- When falling, damage taken is reduced by -1 per die of falling damage
- A bonus of +1 to any ability checks made vs. dexterity (does not apply if the 1st and 2nd chakras are awakened)

This spell can only be in effect upon the same person once at any given time.

Awaken 2nd Chakra

Level 2 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 20 minutes (minus the casting time of any other *Awaken Chakra* spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the second of seven energy centers of the body (known as the seven chakras) located at the abdomen. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The recipient will have a 50% immunity to all disease (including such illnesses as are caused by the bite of giant ticks, etc.)
- A +10% bonus to any system shock rolls
- A bonus of +1 to any ability checks made vs. constitution (does not apply if the 3rd chakra is awakened)

If the 1st chakra has been awakened prior to the 2nd, the recipient gains 1 point of dexterity for as long as both spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 3rd Chakra

Level 3 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 30 minutes (minus the casting time of any other *Awaken Chakra* spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the third of seven energy centers of the body (known as the seven chakras) located at the solar plexus. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- A bonus of +1 "to hit" and +1 to any damage, when in melee combat
- A +2 bonus to any saving throws vs. *fear* (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. strength (does not apply if the 1st through 4th chakras are awakened)

If the 1st and 2nd chakras have been awakened prior to the 3rd, the recipient gains 1 point of constitution for as long as all three spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.



Awaken 4th Chakra

Level 4 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 40 minutes (minus the casting time of any other *Awaken Chakra* spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the fourth of seven energy centers of the body (known as the seven chakras) located in the heart. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The ability to *detect ethereal* objects (as per the spell; see p. 11 for details)
- A +2 bonus to any saving throws vs. *charm, suggestion, etc.* (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. wisdom (does not apply if the 1st through 5th chakras are awakened)

If the 1st through 3rd chakras have been awakened prior to the 4th, the recipient gains 1 point of strength for as long as all four spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 5th Chakra

Level 5 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 50 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the fifth of seven energy centers of the body (known as the seven chakras) located in the throat. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to magical fire
- The ability to *shout* once per day (as per the spell, but only does 1d8 h.p. of damage)
- A bonus of +1 to any ability checks made vs. charisma (does not apply if the 1st through 6th chakras are awakened)

If the 1st through 4th chakras have been awakened prior to the 5th, the recipient gains 1 point of wisdom for as long as all five spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 6th Chakra

Level 6 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 60 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the sixth of seven energy centers of the body (known as the seven chakras) located at the brow. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to all *charm, suggestion, etc.*, spells
- Ability to see with *ultravision* with a 120' range. Note that the effect of the *awaken 1st chakra* spell does not impair this ability
- Take half damage from non-blunt weapons
- A bonus of +1 to any ability checks made vs. intelligence (does not apply if the 1st through 7th chakras are awakened)
- +1 bonus to all saving throws

If the 1st through 5th chakras have been awakened prior to the 6th, the recipient gains 1 point of charisma for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 7th Chakra

Level 7 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 70 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the last of seven energy centers of the body (known as the seven chakras) located at the crown of the head. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to all fire, magical and non-magical
- An additional +1 bonus "to hit" and damage when in melee combat
- Ability to see with *infravision* and *ultravision* with a 120' range
- Immunity to possession of any sort (demonic, *magic jar* spell, etc.)
- +1 bonus to all saving throws (cumulative with bonus from the 6th chakra being aroused, if applicable)

If the 1st through 6th chakras have been awakened prior to the 7th, the recipient gains 1 point of intelligence for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative; thus, all ability scores would have a bonus of +1 if this condition is met.

This spell can only be in effect upon the same person once at any given time.

Awareness

Level 5 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster, by touch, to enhance the senses of either himself or another. With such heightened awareness of his surroundings, the beneficiary of the spell is able to detect secret and concealed doors as if he were an elf (elves get a -1 bonus to their rolls when detecting such) and can never be surprised. The spell lasts for 10 minutes per level of the caster.

Bless (Curse)

Level 1 mystic spell (conjuraton)

Requires: incantation, gestures, holy/unholy water

Casting time: 1 minute

The *bless* spell allows the caster to grant his allies a +1 on their rolls "to hit" in combat and +1 on their morale rolls. The area of effect is a 50' diameter circle centered on a point up to 60' distant from the caster, and the effect of the spell lasts for 6 minutes. Those already engaged in combat do not receive the effects of a *bless* spell. When the reverse of the spell (*curse*) is used, enemies in the area of effect receive a -1 "to hit" and -1 on their morale rolls. The reverse of the spell uses unholy water as its material component, rather than holy water. There is no saving throw.



Ceremony

Level 1 mystic spell (invocation)
Requires: incantation, gestures, holy symbol
Casting time: 1 hour

This spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's holy symbol. The effect of a *ceremony* spell is not magical, and thus cannot be dispelled with a *dispel magic* spell. There are ten specific applications of the *ceremony* spell, and the caster must specify which is being learned when choosing which spells he is memorizing:

Burial: This ceremony can be performed by a 1st level mystic, and costs 5-50 g.p. When cast upon a dead body, it functions as a *protection from evil* spell (see p. 18). In addition, anyone attempting to disinter the body must make a saving throw vs. spells or flee in panic for 10 minutes.

Coming of age: This ceremony can be performed by a 1st level mystic, and costs 5-15 s.p. It is usually cast on someone entering into adulthood, and affords him a bonus of +1 to any single saving throw.

Marriage: This ceremony may be performed by a 1st level mystic, and costs 1-20 g.p. It does not otherwise afford any magical effects.

Special vows: This ceremony can be performed by a 6th level mystic, and is always cast upon a cavalier or paladin, costing up to 1-100 g.p. This spell will grant the recipient immunity to the spell *bestow curse* for its duration, but will also impose a -4 penalty to any saving throws vs. spells for the spell *quest* when cast by a spellcaster of the same alignment as the caster of the *ceremony* spell. The special vows will remain in place until the recipient gains enough experience points to attain the next experience level. Druids cannot perform the ceremony on paladins, although they can on cavaliers regardless of alignment.

Vow of silence: This ceremony can only be performed by a mystic upon reaching the 9th level of experience. The effects are listed under the description of the mystic character class, on p. **Error! Bookmark not defined.**

Clairaudience

Level 1 mystic spell (divination)
Requires: incantation, gestures, silver horn
Casting time: 18 seconds (3 segments)

This spell allows the caster to hear everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (behind a door, on a hill, in a tower room, etc.). He is able to hear everything in a 60' radius from some point in that locale chosen by him. There is no limit to how far the spell will reach, but the locale must be on the same plane as the caster. It lasts for 1 minute per experience level of the caster, and requires a small silver horn worth at least 100 g.p. The horn is destroyed by the casting of the spell.

Clairvoyance

Level 1 mystic spell (divination)
Requires: incantation, gestures, powdered pineal gland
Casting time: 18 seconds (3 segments)

This spell allows the caster to see everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (such as behind a door, in a general's command tent, etc.). He is able to see as if he were standing at some specific point, but is limited to the light which is already present; infravision and ultravision will not function through this spell; darkness limits what can be seen to a 10' radius from the selected point. The spell cannot be used to see through metal or certain magical protections. Distance is not a factor, but the spell cannot be used to see into other planes. It lasts for 1 minute per level of the caster and requires a pinch of the powdered pineal gland of a human or other humanoid being.

Cloud of Unknowing

Level 6 mystic spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell causes the caster to become lost in the contemplation of the true nature of the universe. While in such a state, he loses all conscious faculties, and is essentially an automaton. He cannot cast spells, engage in combat, or take any other action that requires conscious thought. Telepathy and similar mind-reading enchantments will have no effect; the caster will appear to be some sort of magical construct or undead of indeterminate sort. He will, however, respond to simple commands from his friends, and is impervious to any sort of mind-affecting magic whatsoever: illusions, enchantment/charm spells, demonic possession, etc. The caster is vaguely aware of his surroundings, however, and can attempt to end the spell's effect at any time. When he does so, he must roll 1d20. If the result is less than his wisdom score, he is able to emerge from the trance. He may attempt to end the contemplative trance once every two minutes. This spell is especially useful when confronting creatures known for their ability to control the minds (or bodies) of others; by returning to full consciousness after having been dismissed as a harmless bystander, the mystic can often wreak havoc against such beings.

Commune with the Multiverse

Level 5 mystic spell (divination)
Requires: incantation, gestures
Casting time: 10 minutes

This spell allows the caster to come into close attunement with the multiverse itself. By doing so, he is able to discern the answers to three questions, whose answers will be in the form of a single word. The answers will always

be truthful, but could be ambiguous within the limits of the spell. The spell can only be cast once per week per mystic. If more than one mystic inquires about the same issue, they will receive the same answer.

Comprehend Languages (Confuse Languages)

Level 1 mystic spell (alteration)
 Requires: incantation, gestures, soot, salt
 Casting time: 1 minute

This spell allows the caster to understand both spoken and written languages. It does not, however, allow the caster to speak or compose in those languages. It will not work on magical writings, although the caster will recognize their magical nature. The spell requires a pinch of soot and some grains of salt, which are lost when the spell is cast. It lasts for 5 minutes per level of the caster, and can only be cast upon a single creature or object bearing writing, which must be touched. The reverse of the spell, *confuse languages*, prevents any sort of comprehension, and can be used to counteract a *comprehend languages* spell.

Crystal Magic I

Level 1 mystic spell (evocation)
 Requires: incantation, gestures, crystal
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self-improvement. The caster increases one of his ability scores by 1 point for 6 hours, subject to racial maximums.
- Self-healing. The caster is able to heal 1d6 h.p. of damage on himself at some point in the next 6 hours.

The spell requires a crystal of at least 10 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic II

Level 2 mystic spell (evocation)
 Requires: incantation, gestures, crystal
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self-defense. The caster's armor class is improved by 1 for 6 hours.
- Reflect negativity. The caster may, at some point in the next 6 hours, touch someone. If they fail a saving throw vs. spells, they will have a -1 penalty on all saving throws and "to hit" rolls for 6 hours after being touched. The caster may have to roll a "to hit" roll himself in order to successfully touch the target.

The spell requires a crystal of at least 50 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen).

The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic III

Level 3 mystic spell (evocation)
 Requires: incantation, gestures, crystal
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Maximize effort. One spell cast by the caster in the next six hours will function at maximum effectiveness (caster chooses at the time the other spell is cast).
- Magical reservoir. The caster may store the energy of two spells of 3rd level or less in the crystal. They must be cast within the next six hours or they will be lost. Note that these spells are "bonus" spells and do not need to be previously memorized to be stored within the crystal.

The spell requires a crystal of at least 100 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic IV

Level 4 mystic spell (evocation)
 Requires: incantation, gestures, crystal
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Scrying. The crystal will function as a *crystal ball* for 1 minute per level of the caster. The crystal cannot then be used for the next 6 hours.
- Detection. When looked through, the crystal will function as a *gem of seeing* for the next 6 hours.

The spell requires a crystal of at least 1,000 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Cure Blindness (Cause Blindness)

Level 4 mystic spell (abjuration)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell allows the caster to cure most sorts of blindness by touch. The reverse of the spell, *cause blindness*, affords the target a saving throw vs. spells (and the caster must make a successful attack roll "to hit" as well). In both cases, the effect is permanent.

Cure Critical Wounds (Cause Critical Wounds)

Level 6 mystic spell (necromantic)
 Requires: incantation, gestures
 Casting time: 48 seconds (8 segments)

When the caster touches the target of this spell, that target is magically healed of 6-27 (3d8+3) hit points of damage. Note that the target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause critical wounds*, causes 6-27 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Cure Disease (Cause Disease)

Level 4 mystic spell (abjuration)
 Requires: incantation, gestures, holy symbol
 Casting time: 5 minutes

This spell allows the caster to cure almost any sort of disease by the laying on of hands. Depending on the severity and nature of the disease in question, the symptoms will be totally gone in anything from ten minutes to a week. The spell can also be used to destroy certain monsters such as green slime. It should be noted that this spell is ineffective against leprosy (leprosy-like afflictions, on the other hand, such as the rot inflicted by the touch of a mummy, may or may not be cured by the spell, as indicated in the specific description). It is for this reason that leprosy is still a greatly feared disease.

The reverse of the spell, *cause disease*, also requires the target be touched (most likely requiring a roll "to hit"), but also affords it a saving throw vs. spells. If the saving throw fails, the target is afflicted with a wasting disease that will begin to afflict it in 10-60 minutes. Every ten minutes thereafter, the victim will lose 1 hit point, while every hour it will lose 1 point of strength. When it reaches 10% of its original hit point total or strength score, it will be weak and nearly completely helpless.

Cure Light Wounds (Cause Light Wounds)

Level 2 mystic spell (necromantic)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

When the caster touches the target of this spell, that target is magically healed of 1d8 hit points of damage. Note that the target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause light wounds*, causes 1d8 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Cure Serious Wounds (Cause Serious Wounds)

Level 5 mystic spell (necromantic)
 Requires: incantation, gestures
 Casting time: 42 seconds (7 segments)

When the caster touches the target of this spell, that target is magically healed of 3-17 (2d8+1) hit points of damage. Note that the target must be

physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause serious wounds*, causes 3-17 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Detect Astral

Level 4 mystic spell
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell allows the caster to see into the astral plane. A "beam" is created some 10' wide and 90' in length. Any creature or object that exists in the astral plane, but is coextant with the locale on the material plane, will be seen as a shadowy gray outline. Thus, the specific identity of an astral traveler could not be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the astral plane, or manipulation of the astral objects thus detected. It will last for ten minutes plus one minute per level of the caster.

Detect Ethereal

Level 2 mystic spell
 Requires: incantation, gestures
 Casting time: 12 seconds (2 segments)

This spell allows the caster to see into the ethereal plane. A "beam" is created some 10' wide and 90' in length. Any creature or object that exists in the ethereal plane, but is coextant with the locale on the material plane, will be seen as a shadowy gray outline. Thus, the specific identity of an ethereal traveler could not be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the ethereal plane, or manipulation of the ethereal objects thus detected. It will last for ten minutes plus one minute per level of the caster.

Detect Evil (Detect Good)

Level 1 mystic spell (divination)
 Requires: incantation, gestures, holy symbol
 Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of evil from individuals, enchanted objects, etc. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting evil). Neutral items such as traps or animals cannot be detected, unless they have some actively evil magical component (such as a trap which releases a demon; the spell would enable detection of the demon, but not of the trap itself). The degree of the evil at hand can, generally, be determined via this spell: slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of evil (lawful, neutral, or chaotic) will also be detectable.

The reverse of the spell, *detect good*, functions in just the same manner as described above. Both spells require the prominent display of the caster's holy (or unholy, in the case of an evil cleric) symbol, which is not consumed when the spell has run its course.

Detect Life

Level 2 mystic spell (divination)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell will detect even the faintest signs of life in any creature, either of animal or vegetable nature. Only a single "corpse" can be targeted by the spell, and it must be within 10' per level of the caster, with an inch of wood or stone, or 2' of earth, each counting as 10' of open space, for range determination. This spell will reveal life in those affected by spells such as *feign death*, as well as more ordinary coma, paralysis, suspended animation, those who are traveling on the astral or ethereal planes, etc. The spell will last for 5 minutes.

Detect Magic

Level 1 mystic spell (divination)
 Requires: incantation, gestures, holy symbol
 Casting time: 1 minute

This spell allows the caster to detect magical emanations in a beam 10' wide and 30' long in the direction he is facing. The spell lasts for ten minutes, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting magic). The spell is blocked by one foot of solid stone, three feet of solid wood, or but a single inch of metal. The caster's holy symbol is held before the caster, but is not destroyed once the spell is complete.

Dispel Evil (Dispel Good)

Level 4 mystic spell (abjuration)
 Requires: incantation, gestures, holy symbol, holy water
 Casting time: 48 seconds (8 segments)

This spell allows the caster to send enchanted and extra-planar beings of evil nature (daemons, demons, devils, etc.) or those who are commanded to perform evil deeds (elementals, invisible stalkers, etc.) to return to their home plane of origin by touch. Such beings are allowed a saving throw vs. magic which, if the roll is made, means they are able to resist its effect and stay on the material plane.

In addition, the spell will create a shell of protection around the caster which causes the same sorts of beings who would otherwise be affected by it to attack with a -7 penalty "to hit" against the caster. This effect lasts for one minute per level of the caster. The spell requires the caster have his holy symbol to hand, as well as a vial of holy water, which is consumed in the casting. No separate saving throw is allowed against this effect.

The reverse of the spell, *dispel good*, has the same effect as described above, except it affects those extra-planar and enchanted beings of good alignment (angels, devas, etc.) and those compelled to perform good deeds to be sent back to their plane of origin. The reverse of the spell uses unholy water instead of holy water, naturally.



Divination

Level 4 mystic spell (divination)
 Requires: incantation, gestures, holy symbol, sacrificial animal, incense
 Casting time: 10 minutes

This spell allows the caster to determine, in general terms, the risks of entering and exploring a given area such as a small forest, an area of a dungeon level, a building, etc., whose location is known to the caster. The spell will reveal whether treasure to be found in the area is poor, moderate, or rich; whether the inhabitants are weak, moderate, or strong; and whether there is a low, medium, or high chance that powerful evil supernatural beings will be encountered.

The base chance of success is 60% +1% per level of the caster (this percentage may be adjusted by the game master based on the exact nature of the place being divined). Of course, the caster won't know whether or not the casting was successful; if not, the information gleaned from the casting will be inaccurate.

The spell requires both incense and a sacrificial animal of some sort (most often, a rooster, goat, ox, etc.) whose entrails are "read" to get the desired information, as well as the caster's holy symbol, which is not consumed by the casting. Depending on the circumstances, valuables such as jewelry, gems, or magic items can be sacrificed to increase the chances of success or to penetrate a particularly inscrutable area.

Earthwalk

Level 5 mystic spell (alteration)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the mystic to become one with the very forces of the earth, allowing him to tap into that force to facilitate travel. When traveling overland, the caster will move at double normal speed (note that this does not apply to combat or other such "tactical" situations, but only when the caster is traveling distances greater than a quarter mile, during which time the increased speed is never noticed, even by observers, but simply remarked upon when the journey seems to end ahead of schedule. This mode of travel can be maintained for 1 hour per level of the caster.

In addition, the caster is able to sink into the ground, traveling at whatever his normal rate of speed would be, impeded only by the lack of solid earth and stone (such as a chasm, water, etc.). This mode can be maintained for 10 minutes per level of the caster. If this mode and the overland mode of travel are mixed, the time spent in each should be figured proportionally when deciding how much time is remaining (i.e., every hour spent in

overland travel counts as 10 minutes of underground travel, and vice versa). In either case, while the spell is in effect, any damage the caster suffers at the hands of creature's native to the elemental plane of earth is reduced by 1 h.p. per die of damage.

Empathy

Level 6 mystic spell (divination)
 Requires: incantation, gestures
 Casting time: 48 seconds (8 segments)

This spell allows the caster, or some other individual he touches, to establish a mental connection to other creatures within a radius some 10' per level of the caster. This communication is not sufficient to divine actual thoughts, names, passwords, etc. It is, however, sufficient to transmit images, emotions, feelings, etc. The creatures so communicated with need not share the same language as the empath, and creatures with an intelligence of 1 or greater can be so engaged. The spell is, however, indiscriminate. Not only does the caster receive empathic images from all creatures within the radius of effect, but they receive images from him, as well. It will be effective for 1 minute per level of the caster. Note that if the caster wishes to cast this spell upon an unwilling recipient, a successful roll "to hit" must be made; failure indicates the spell is ruined and lost.

Exorcise

Level 4 mystic spell (abjuration)
 Requires: incantation, gestures, holy water, holy symbol
 Casting time: variable

This spell will dispel the possession of some person or object by a supernatural entity such as a devil or demon. It will also remove *curses*, *charms*, and supernatural control by magical items such as intelligent swords. Once the spell has begun, it cannot be interrupted; if it is, the whole thing must be begun anew.

The base chance of success can either be determined by the game master, based on the precise circumstances in the game, or it can be determined randomly, by rolling percentile dice. This base chance is then modified by 1% for every point of difference between the caster's level and the hit dice of the possessing creature (if applicable). The caster may, if he has access to them, use religious relics to get a bonus to his attempt (such bonuses will range from 1% to 50%, depending on the nature of the relic in question). Every ten minutes, the caster rolls percentile dice to determine success; if his roll is less than the modified chance of success, the spell has been effective and the possessing creature is driven out. If not, another ten minutes must go by before another check is made.

The material components of this spell are holy water (which is used up during the spell) and a holy symbol (which is not).

Feign Death

Level 3 mystic spell (necromantic)
 Requires: incantation, gestures, graveyard dirt, holy symbol
 Casting time: 12 seconds (2 segments)

This spell allows the caster to create a state of catatonia that is indistinguishable from death. The person so affected is fully conscious of his surroundings, but the senses of sight and touch are dead (hearing and smell are unaffected). Any damage suffered to the "body" for the duration of the spell is reduced by half, and *paralysis* and level draining attacks, etc. will have no effect. If the "body" is poisoned while the spell is in effect, the venom will have no effect, but will take effect once the duration of the spell is over. The caster of the spell can end its effects at will, but it will take a full

minute for the target to regain the use of his body. The spell lasts four minutes longer and requires a pinch of dirt from a graveyard (which disappears once the spell is cast) and the mystic's holy symbol (which does not).

Find the Path (Lose the Path)

Level 6 mystic spell (divination)
 Requires: incantation, gestures, divinatory tools
 Casting time: 3 minutes

This spell allows the caster to determine, by means of his favored form of divinatory tools (dice, knucklebones, sticks, dragon-bones, etc.), the most direct route to whatever his stated goal might be. Thus, a mystic lost in a dungeon might find the quickest path to the surface, someone lost in a dense jungle might find the surest route to the coast, etc. The tools for divination are not consumed by the spell unless such is in their nature (tea leaves, for instance). The spell lasts for 10 minutes per level of the caster; thus, if the route takes longer than the duration of the spell, the caster might well find himself only halfway there when the spell ends. If that happens, any knowledge of how to proceed further is lost. The spell is also proof against the spell *maze* (q.v.), and can help those afflicted by it escape in but a single minute.

The reverse of the spell, *lose the path*, requires that the caster touch the recipient (and thus a successful roll "to hit" might be required). The target then is utterly incapable of finding its way to any intended destination for the duration of the spell (it can be led, however).

Fly

Level 3 mystic spell (alteration)
 Requires: incantation, gestures, feather
 Casting time: 18 seconds (3 segments)

This spell allows the caster to grant the power of flight to any creature by touch (including himself). The creature thus granted the power will move at up to 120' per minute, half that when gaining altitude, double it when descending in a dive. The spell will last for 10 minutes per level of the caster plus 10-60 additional minutes (the game master should roll to determine the exact duration, but the caster should not be told). The spell requires the feather from the wing of a bird, which is destroyed as the spell is cast.

If cast underwater, this spell will allow the target to swim at any depth at a maximum speed of 90' per minute, even if it would normally be too heavy to swim at all.

Gaze Reflection

Level 2 mystic spell (alteration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell creates a mirrored disk in front of the caster, which is capable of reflecting back any gaze-type attack, such as that of a basilisk. The mirrored disk will remain for 1 minute.

Grounding

Level 6 mystic spell (evocation)
 Requires: incantation, gestures
 Casting time: 36 seconds (6 segments)

This spell allows the caster to imbue himself, or someone touched, with a grounding energy that instills calmness and clear-headedness. This has the effect of rendering the recipient immune to all *fear* effects, *enchantment* and

charm type spells, and insanity (unless already insane; this spell is preventative, not curative, in nature). In addition, it provides a +2 bonus to all attempts to disbelieve *illusions*. It lasts for 10 rounds plus one round per level of the caster.

Heal (Harm)

Level 7 mystic spell (necromantic)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell allows the caster to cure most wounds, diseases, and the effects of several malefic spells. The creature touched will have all hit points restored except 1-4. Blindness and disease are cured by the *heal* spell, and it will negate the effects of a *feeblemind* spell. The target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc. will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell, either.

The reverse of the spell, *harm*, causes the creature touched to immediately suffer from a wasting disease that strips away all hit points except for 1-4 (this damage may, of course, be healed by the normal processes of magical healing or rest).

Holy Word (Unholy Word)

Level 7 mystic spell (conjunction/summoning)
 Requires: incantation
 Casting time: 6 seconds (1 segment)

This spell allows the caster to channel the power of his deity into a single word of power that is heard by all creatures within 60' of the caster. The *holy word* will force evil creatures of an otherworldly nature to return instantly to their plane of origin. Regular creatures will also be affected by the *holy word* as follows:

TABLE 5: HOLY WORD

Level/hit dice	Effect
1-3	Death
4-7	Paralyzed 10-40 minutes
8-11	Stunned 2-8 minutes; move at half rate, -4 "to hit", cannot cast spells
12+	Deafened 1-4 minutes; move at three-quarters speed, -2 "to hit", spells have 50% chance of failure

The reverse of the spell, *unholy word*, functions exactly as the original, except creatures of good alignment from the other planes are driven away.

Hypnotic Pattern

Level 4 mystic spell (illusion/phantasm)
 Requires: gestures, incense/phosphorescent rod
 Casting time: 12 seconds (2 segments)

This spell will create an intricate glowing pattern which will have the effect of mesmerizing up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area around the caster. Each individual is entitled to a saving throw vs. spells; success indicates the *hypnotic pattern* has no effect. The effect will last as long as the caster can keep creating it in the air by carefully waving either a stick of incense or a crystal rod filled with some sort of phosphorescence (special lichens, glowworm essence, etc.).

Infravision

Level 4 mystic spell (alteration)
 Requires: incantation, gestures, dried carrot or agate gem
 Casting time: 1 minute

This spell allows the caster or some other creature touched to be able to see into the infrared spectrum, thus seeing heat. The effect has a range of some 60', and will last for 2 hours plus 1 hour per experience level of the caster. See the **ADVENTURES DARK AND DEEP™** Players Manual for details on the benefits and limitations of *infravision*. Creatures that are *invisible* are usually not visible by *infravision*.

Intuition

Level 6 mystic spell (divination)
 Requires: incantation, gestures
 Casting time: 36 seconds (6 segments)

This spell allows the caster to get a "hunch" about some question that is posed. The answer should be something that can be answered in a single word: yes/no, up/down, live/die, etc. The game master should determine the chance of success of the *intuition*, and determine the success secretly. The chance of success is adjusted by +1% per level of experience of the caster. A roll of 00 always results in failure, regardless of the actual chance of success.

TABLE 6: INTUITION

Importance	Immediate	Time-frame	
		Within 24 Hours	Within 30 Days
Trivial	50%	75%	90%
Minor	25%	50%	75%
Major	10%	25%	50%
Critical	5%	10%	25%

If the *intuition* is not successful, there is a chance that a false result will be obtained. Divide the chance of success by 5. That is the percent chance that a false result will be the result, rather than simply nothing.

Invisibility

Level 3 mystic spell (illusion/phantasm)
 Requires: incantation, gestures, (eyelash in gum arabic)
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any single creature touched (and his possessions, worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.

When cast by an illusionist, this spell does not require any material components.

Know Alignment (Obscure Alignment)

Level 2 mystic spell (divination)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell allows the caster to discern the philosophical aura of up to ten creatures (as long as all ten are examined within 10 minutes of the spell being cast, with 1 creature being able to be scanned per minute, maximum).

This will allow the caster to determine the ethics of the target; lawful, neutral, or chaotic. If an additional minute is spent on the same creature, its full alignment will be revealed: good, neutral, or evil. The reverse of the spell, *obscure alignment*, prevents such detection on a single creature for ten minutes (if cast on two creatures, the effect lasts for 5 minutes, etc.), and also foils other alignment detection magic such as *detect balance* (see p. 11). Druids are unable to cast the reverse of the spell.

Know Self

Level 7 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell allows the caster, by touch, to reverse one magical effect that has resulted in a fundamental change to the person touched. Examples include magically-induced changes in gender, unwilling alignment changes (although in some cases, such as paladins and clerics, *atonement* might still be required), transformation from one race to another (although *reincarnate* does not apply), etc. It will not reverse magical aging, however, as that is merely an acceleration of a natural process.

Language of Birds

Level 2 mystic spell (divination)
Requires: incantation, gestures
Casting time: 2 minutes

This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors, or, rarely, in an indoor or underground environment where birds are naturally found. It will not work with bird-like creatures such as harpies, stirges, etc. Once cast, the spell will allow the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, attend a royal ball, etc., could be investigated. If circumstances change, of course, the outcome of the reading of the language of birds is no longer valid. For example: if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer apply. A second application of the spell might be used to determine the new outcome.

Levitate

Level 2 mystic spell (alteration)
Requires: incantation, gestures, small piece of leather or gold wire
Casting time: 12 seconds (2 segments)

This spell allows the caster or another creature within 20' to levitate in the air. If cast on himself, the spell allows travel at 20' per minute; if cast on someone else, the speed is limited to 10' per minute. The spell is limited to 100 lbs. per experience level of the caster (remember to factor in the weight of any possessions, armor, etc.). It does not allow horizontal movement, but a *levitating* individual could still use his hands to push himself along a wall, be pulled by a rope, etc. The caster can cancel the effect at will. If cast on an unwilling subject, the target gets a saving throw vs. spells. The material component is destroyed in the casting of the spell.

Light (Darkness)

Level 1 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell causes a moderate illumination (equal to the light of a torch) to appear in a 30' diameter sphere up to 90' away from the caster. This light lasts for up to one hour plus ten minutes per level of the caster, and can be cast on almost anything for portability: a stone, coin, etc. The caster can, if desired, cancel the spell with a command word, extinguishing the *light*, but once extinguished, it cannot be reactivated. If the spell is cast on a living creature, that creature gets a saving throw vs. spell (and any magic resistance, if applicable); success means the spell effect occurs immediately behind the intended target. The light from a *light* spell, if specifically and successfully cast upon the face or eyes of a creature, will inflict a -4 penalty "to hit", to saving throws, and to armor class for the spell's duration. The reverse of the spell, *darkness*, causes a sphere of blackness to appear, but only lasts half as long as its bright counterpart.

Limited Wish

Level 7 mystic spell (conjunction/summoning)
Requires: incantation
Casting time: special (see spell description)

This spell allows the caster to change reality in accordance with his desires, but usually in either a limited area or for a limited period of time. The casting time is equal to the actual time it takes to verbalize the wish. The *wish* will be rather literally fulfilled, and avaricious or otherwise ignoble wishes have a reputation for being particularly problematic for the wisher. The spell can be used, of course, to replicate the function of any spell of 7th level or below, but not to raise the dead, increase experience levels, create tens of thousands of gold pieces (except, perhaps, temporarily!), etc. Examples of viable wishes are increases in the "to hit" bonuses for oneself and one's allies, healing wounds, maximizing damage from some other spell, etc. Casting this spell will age the caster by 1 year.

Locate Object (Obscure Object)

Level mystic spell (divination)
Requires: incantation, gestures, lodestone
Casting time: 10 minutes

This spell allows the caster to locate some non-living object which is familiar to him. After casting the spell, the caster slowly turns in a circle holding a small piece of lodestone in front of him. When facing the desired object, he will feel a "tug" on the lodestone, indicating the direction in which it is located. The spell has a range of 60' plus 10' per level of the caster. It can be used to locate commonplace items such as weapons, cloaks, jewelry, doors, stairs, etc. Once cast, the spell lasts one minute per level of the caster.

The reverse of the spell, *obscure object*, renders a non-living object undetectable by magical means such as a *crystal ball*, spells, etc.

Luck (Ill-Luck)

Level 7 mystic spell (divination)
Requires: incantation, gestures, divinatory tools
Casting time: 5 minutes

This spell allows the caster to know when someone is going to have a "lucky streak." Such lucky streaks are times when the forces of the multiverse favor the subject, and during such times they will enjoy the following benefits:

- +1 bonus to all saving throws
- +1 bonus on all "to hit" rolls, both in melee and missile combat
- +5% on all reaction adjustments
- +5% on all verbal patter, thieving, and performing checks
- +1 to all surprise rolls
- +10% chance to win in any game of chance
- Other, similarly puissant bonuses, as the game master may deem appropriate in the circumstances

The lucky streak will begin in 1d6+6 hours, and will last for 1d8 days. Only one lucky streak can benefit a given person at a time; if two such lucky streaks are predicted for the same person in an overlapping time period, the result will, in fact, be an unlucky streak during the period of overlap (see below). The target of the spell must be within 20' of the caster when the spell is cast.

The spell requires the use of the caster's divinatory tools, which are not consumed during the casting. The reverse of the spell, *ill-luck*, is a prediction of an unlucky streak, whose effects are the reverse of those listed above. The unlucky streak will last for 1d4+1 days.

Material

Level 3 mystic spell (evocation)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell allows the caster to create commonplace items such as stone, wood, dirt, sand, dung, water, air, etc. Plants can also be created, with a percentage chance of success equal to the level of the caster. Animals, complex or finished items, precious metals or stones, etc., cannot be created using this spell. Up to 1 cubic foot of material can be created by means of this spell, and the material created will remain indefinitely.

Meld into Stone

Level 3 mystic spell (alteration)
 Requires: incantation, gestures, stone
 Casting time: 42 seconds (7 segments)

This spell allows the caster to blend his body and possessions into stone or rock for a variable amount of time. The caster can be wearing/carrying no more than 100 lbs. of armor and equipment; if he has more, the spell will fail (artifacts and relics cannot be transported into stone by this spell). The caster must stand next to the stone into which he will meld himself, and the stone must be large enough to accommodate him; if it is not, the spell will also fail. The spell will last for 1d8+8 minutes, but the caster will not know the exact duration. If he fails to emerge voluntarily from the spell before it expires, he will take 4d8 hit points of damage as he is forcibly expelled by the stone. While in the stone, the caster cannot see or hear what is going around him, but will be aware of the passage of time. While melded with the stone, the caster will be harmed by the following spells as indicated:

TABLE 7: MELD INTO STONE

Spell	Effect
<i>Stone shape</i>	4d4 h.p. damage
<i>Stone to flesh</i>	4d8 h.p. damage, expelled from stone
<i>Transmute rock to mud</i>	Expelled from stone, save vs. spells or be killed

The spell requires a small piece of the type of stone into which the caster will meld himself, which is destroyed as the spell is cast.

Message

Level 3 mystic spell (alteration)
 Requires: incantation, gestures, copper wire
 Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

Negative Plane Protection

Level 3 mystic spell (abjuration)
 Requires: incantation, gestures, holy symbol
 Casting time: 1 minute

This spell opens up a conduit to the Positive Material Plane, allowing a single creature to be protected from the effect of level-draining undead (vampires, wights, etc.). Once the creature to be protected has been touched by the caster, the effect lasts for 10 minutes per level of the caster. If the protected creature is successfully attacked by any negative-energy undead creature, he is entitled to a saving throw vs. death magic. Success indicates that he takes normal (physical) damage, but no level-draining or similar effects take place. Failure indicates double hit point damage in addition to the level-draining effects of the attack. The spell dissipates once it is activated, whether or not the saving throw is successful. A flash of light and clap of thunder accompany the spell's effect. This spell cannot be cast while on the Negative Material Plane.

Non-Detection

Level 3 mystic spell (abjuration)
 Requires: incantation, gestures, diamond dust
 Casting time: 18 seconds (3 segments)

This spell renders the illusionist completely unreadable by any sort of detection spells: *clairaudience*, *clairvoyance*, *detect invisibility*, etc. It will also foil magic items such as *crystal balls*, wands, and the like, as long as they have effects related to detection. The spell will last for 10 minutes per level of the caster, and will affect an area in a 5' radius around the caster.

Obscurement

Level 2 mystic spell (alteration)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell brings into being an obscuring mist centered on the caster, reducing visibility to 2-8 (2d4) feet, including infravision. The area of the mist depends on the level of the caster: a cube 10' per level of the caster on a side (thus, a 6th level druid casting this spell would produce a cube of mist 60' on a side). If cast underground, the mist will have a height of 10' maximum, but will otherwise be the same size as if cast above ground. The mist will remain for 4 minutes per experience level of the caster, but in a strong wind will only last for 1 minute per level.

Penetrate Disguise

Level 2 mystic spell (divination)
 Requires: incantation, gestures
 Casting time: 2 minutes

This spell allows the caster to see through any non-magical disguise on a single creature within 120' of the caster. It will not reveal the true nature of the disguised figure, but it will indicate that it is disguised. The disguised figure is entitled to a saving throw vs. spells; if it is successful, the caster will become convinced that the disguise is, in fact, the real nature of the creature in question. The spell cannot detect hidden alignments, *polymorphed* creatures, illusions, etc. It will, however, reveal the presence of a *friends* spell.

Planetrack

Level 7 mystic spell (divination)
 Requires: incantation, gestures, divinatory tools
 Casting time: 42 seconds (7 segments)

This spell allows the caster to determine where in the multiverse some creature has gone. Whether by gate, astral or ethereal travel, summoning or conjuration, teleport, or any other means, the caster is able to sense the trail of the target creature and have a general idea of which plane of existence it has traveled to. More detailed information can be obtained, as indicated below.

TABLE 8: PLANETRACK

Information Revealed	Minimum INT+WIS	Base Chance of Success
Destination plane	30	70%
Layer of destination plane (if applicable)	31	60%
Within 100 miles of destination	32	50%
Within 1 mile of destination	33	40%
Within 20 yards of destination	34	30%

In all cases the intelligence plus wisdom of the caster should be added to the chance of success as a modifier. If the caster has access to a *crystal ball*, it will automatically add 25% to the chance of success. The game master should roll a single set of percentile dice to determine success. The roll will indicate just how much information the spell reveals.

EXAMPLE: Larson the Pious, the famed mystic, is in battle with a fearsome marilith demon. Sorely pressed, she flees back to her palace in the Abyss. Larson, who has a combined intelligence and wisdom of 33, casts *planetrack* and rolls a 61. He easily divines the destination plane (103% chance), the layer of the plane (93% chance), knows to within 100 miles on the layer where the quarry is (83% chance), and even to within a mile on the Abyssal plane (73% chance). Due to the limitations of his intelligence and wisdom, that is as much information as he could hope to gain from the spell. Had he but a single point of wisdom or intelligence more, he would have been able to track the demon to within 20 yards of her lair (63% chance), but unfortunately he must make do with what he can get.

If the creature in question has an innate magic resistance, it should be applied to see if its trail is masked from the efforts of the caster to track it. The spell is particularly useful in protracted battles with powerful extra-planar beings, who often use their powers of planar travel to elude enemies, only to have them show up a minute later in a place they had thought a safe haven. The spell must be cast within 5 minutes of the target creature's departure, and may only be cast once per target creature per caster per day.

Portent

Level mystic spell (divination)
 Requires: incantation, gestures, divinatory device
 Casting time: 10 minutes

This spell allows the caster to get an insight into the luck of someone at some point in the future, in the form of an adjustment to a "to hit" roll or saving throw at some point in the future, the exact timing of which is known only to the game master. The game master rolls 1d6 to determine the effect, telling the player in question only the portent type:

TABLE 9: PORTENT

Roll	Effect	Portent Type
1	-3 on roll	Poor
2	-2	Poor
3	-1	Fair
4	+1	Fair
5	+2	Good
6	+3	Good

The game master must then roll 1d12. This indicates the number of "to hit" rolls or saving throws the character in question must go through before the portent takes effect; the player does not know when, exactly, it will do so. Only rolls genuinely made in life-or-death situations are counted; the player can't simply start swinging an axe at sheep in a pen to get rid of a "poor" portent. The character whose portent is being read must be touched by the caster, who needs some sort of divinatory device: tea leaves, runes, dragon-sticks, etc.

Prayer

Level 3 mystic spell (conjuration/summoning)
 Requires: incantation, gestures, holy symbol
 Casting time: 36 seconds (6 segments)

Much like the *chant* spell (q.v.), this spell allows the caster to give friends the following bonuses:

- +1 "to hit" in combat and saving throws
- -1 to all ability checks
- +5% to all percentage-based class abilities (verbal patter, thieving skills, etc.)

Enemies get equivalent penalties on these rolls. The spell will affect any creatures within 60' of the caster, and lasts for one minute per level of the caster. However, unlike *chant*, once this spell is cast, the mystic is free to do other things, such as casting other spells, engaging in combat, etc. The spell requires the mystic's holy symbol in silver, which is not consumed by the casting. If the caster moves, the center of the spell radius does *not* move with him.

Prophecy

Level 5 mystic spell (divination)
 Requires: incantation, gestures, mugwort, vervain, lavender
 Casting time: 4 minutes

By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, etc. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so.

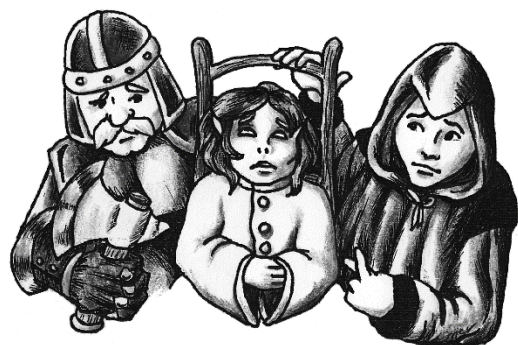
The caster will know if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his prophecy, the game master may determine such randomly (although the exact event that is described by the prophecy will remain unknown):

TABLE 10: PROPHECY

Die Roll (d%)	Object of Prophecy
01-10	The prophet's home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet's home town or district
31-49	The town or district in which the prophet is currently dwelling
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the *prophecy* will be obliquely referenced in the *prophecy* itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such *prophecies* are not iron-clad, and it is possible to avoid one's fate by radically changing one's plans, lifestyle, etc. The spell can only be cast once per week, and if the same object is *prophesied* upon by two different prophets (or by the same prophet more than once) there is a 99% chance that the exact same answer will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.



Protection from Disease

Level 5 mystic spell (abjuration)
 Requires: incantation, gestures, bear fat
 Casting time: 30 seconds (5 segments)

This spell affords the caster, or someone he touches, complete immunity from diseases. This includes natural diseases such as might be gotten from a miasmatic bog, as well as those transmitted by the bite or touch of certain creatures such as mummies, giant rats, otyughs, etc. The spell lasts for 12 hours per level of the caster. Note that it will not cure diseases that are already affecting someone.

Protection from Evil (Protection from Good)

Level 1 mystic spell (abjuration)
 Requires: incantation, gestures, other (see below)
 Casting time: 12 seconds (2 segments)

This spell creates a magical shell of force around the recipient that extends 1' from his body (however, it will not move with the caster). This shell protects against physical contact by creatures of an extra-planar nature of evil or neutral alignment (such as devils, demons, elementals, etc.), as well as "normal" animals *summoned* by magical means (such as the various *animal summoning* spells, *q.v.*). It lasts for 3 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and enchanted and summoned creatures attempting any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit." The reverse of the spell, *protection from good*, functions against extra-planar creatures of evil or neutral alignment (angels, archons, ranians, etc.). The spell requires that the caster create a 3' diameter circle; holy water on the ground or incense in the air for *protection from evil*, and blood on the ground or smoldering dung for *protection from good*. The components are destroyed in the casting.

Protection from Evil, 10' Radius (Protection from Good, 10' Radius)

Level 3 mystic spell (abjuration)
 Requires: incantation, gestures, holy water, incense (blood, dung)
 Casting time: 30 seconds (5 segments)

This spell is identical to the spell *protection from evil* (see above), but the magical shell of force extends 10' in all directions from the caster (however, if he moves, the center of the spell will not move with him), and lasts for 10 minutes per level of the caster. The spell requires that the caster create a 20' diameter circle on the ground; either of holy water or incense for *protection from evil 10' radius*, or blood or smoldering dung for *protection from good 10' radius*. The components are destroyed in the casting.

Protection from Lightning

Level 4 mystic spell (abjuration)
 Requires: incantation, gestures, holy symbol
 Casting time: 36 seconds (6 segments)

This spell allows the caster to bestow immunity to electrical and lightning-type attacks on one creature by touch. Natural electrical attacks (such as by an electric eel or natural lightning) are completely foiled, while saving throws against magical electricity or lightning (for instance, that from a blue dragon) are made with a +4 bonus, and such attacks only inflict half damage in any case.

Protection from Normal Missiles

Level 2 mystic spell (abjuration)
 Requires: incantation, gestures, piece of tortoise/turtle shell
 Casting time: 18 seconds (3 segments)

This spell provides complete invulnerability to non-enchanted missile weapons such as arrows, sling bullets, crossbow bolts, spears, etc. With regard to larger, siege-type weapons such as catapult stones and ballista bolts, it reduces the damage done by 1 hit point per die of damage. The same goes for enchanted missiles such as magical arrows, a +2 *spear*, etc. It provides no defense against purely magical assaults such as the *magic missile*, *fireball*, or *lightning bolt* spells.

Resist Cold

Level 1 mystic spell (alteration)
 Requires: incantation, gestures, sulfur
 Casting time: 1 minute

This spell allows the caster to imbue any creature or person touched with a magical resistance to cold. Any temperatures down to 0° F feel just like a balmy spring day. Against anything cold-based that causes temperatures colder than that (such as the breath of a white dragon, magical spells such as *ice storm*, etc.), the spell allows a saving throw to be made with a bonus of +2. Failing the saving throw means that the affected person only takes half damage; making the saving throw means only one-quarter damage is taken (note that this is in addition to any other saving throws that might be allowed, such as a save vs. breath weapon). The effect lasts for ten minutes per level of the caster, and requires a pinch of sulfur to cast (which is consumed by the spell).

Resist Fire

Level 2 mystic spell (alteration)
 Requires: incantation, gestures, mercury
 Casting time: 30 seconds (5 segments)

This spell allows the caster to confer a magical resistance to heat and flame upon a creature or person touched. Anything up to 212° F (the boiling point of water) will feel comfortable and room-temperature. Hotter temperatures (such as that produced by boiling oil, *fireball* spells, lava, and even the breath of a red dragon) will affect the target, but with a bonus of +3 on all saving throws associated with the fire and flame. Failing the saving throw means that half damage is taken; making the saving throw means that only one-quarter damage is taken. The effect lasts for ten minutes per level of the caster, and requires a drop of mercury (which is consumed as the spell is cast).

Resist Water

Level 3 mystic spell (abjuration)
 Requires: incantation, gestures
 Casting time: 18 seconds (3 segments)

This spell affords the caster a resistance to any sort of water-based attack or other harm to either himself or some other, by touch. The effect will last for 1d6+4 minutes. This resistance will result in a -2 h.p. per die when under attack by water-based creatures such as water elementals. Damage from floods, being swept along a raging river, crashing on rocks in a small boat, etc., is similarly reduced by 2 h.p. per die. The spell will not enable the target to actually breathe water, but for the duration of the spell no harmful effects of drowning will be felt (the subject must be able to breathe normally when the spell expires, however, or else the lack of oxygen will suddenly catch up to him and death will almost certainly ensue).

Restoration (Energy Drain)

Level 7 mystic spell (necromantic)
 Requires: incantation, gestures
 Casting time: 3 minutes

This spell allows the caster to restore lost experience levels to himself or another. Such level loss includes chiefly (but not exclusively) the levels lost by attacks from undead creatures such as vampires. The spell will completely restore the lost level, including all abilities, hit points, etc., but must be cast within 1 day of the original loss per level of the caster. The spell will never, under any circumstances, raise a recipient to a level he never before

possessed. The spell will also completely reverse the effects of a *feblemind* spell.

The reverse of the spell, *energy drain*, will permanently lower the experience level (or hit dice, if applicable) of a target creature by one. The creature to be drained must be touched, and thus a "to hit" roll is required, but no saving throw is allowed. This spell, and its reverse, will age the caster by 2 years.

Rope Trick

Level 2 mystic spell (alteration)
 Requires: incantation, gestures, corn powder, parchment loop
 Casting time: 12 seconds (2 segments)

This spell allows the caster to enchant a length of rope up to 30' in length, causing it to become fixed to an extra-dimensional space up to 30' in the air. This rope can be then used in two ways. First, it can be climbed so that the person climbing gets off before the top is reached. Second, the person climbing can go all the way to the top, in which case he enters the extra-dimensional space and is completely safe for the duration of the spell (20 minutes per level of the caster). Up to six persons can stay in the space at any given time; if they are still there when the spell expires, they will drop to the ground (perhaps suffering falling damage in the process). The rope can be pulled up after them if there are only 5 persons in the space; otherwise it must remain hanging below. The corn powder and twisted parchment loop disappear when the spell is cast. The rope in question must be touched by the caster.

Run

Level 6 mystic spell (enchantment/charm)
 Requires: incantation, gestures, prune juice, castor oil
 Casting time: 1 minute

This spell allows the caster to enable some creature to run at twice its normal speed for 1d4+4 hours without fatigue. The creature must then rest for the same duration, as well as eat and drink copiously. The spell affects up to 1 creature per 2 levels of the caster; 1 creature at 1st through 3rd levels, 2 creatures at 4th level, 3 creatures at 6th level, etc. The creatures affected must be touched by the caster.

Sacred Place

Level 5 mystic spell (evocation)
 Requires: incantation, gestures
 Casting time: 5 hours

This spell allows the caster, by means of communing with the particular spirits of a place or object, to store magical energy within it that can then be tapped into at a later time. Each caster may only have one *sacred place* operative at any given time, and no more than two *sacred places* can be extant within 1 mile of one another (if someone attempts to create such a place within 1 mile of an already-existing *sacred place*, the new one will simply not "take"). Two different casters cannot "charge" the same *sacred place*.

Each week the caster performs this spell at the same place, he will add one spell level's worth of energy, up to his current level (thus, a 19th level mystic could store up to 19 levels' worth of magical energy in the *sacred place*). The spell must be cast within 20 yards of the specific point that is designated as the *sacred place*: a spring, boulder, tree, cave, etc. If the same caster fails to keep up the chain of spellcasting for four continuous weeks, the entire storehouse will be drained and the caster must start over.

While within 20 yards of the *sacred place*, the caster may cast any spell (subject to the limits of the highest level spell he could normally cast) using the energy stored in the *sacred place*, without using up the spells he had memorized through the normal process. Each spell so cast will drain the *sacred place* of that many spell levels, until the *sacred place* is drained. It may, of course, be built up by more repeated castings of the *sacred place* spell.

Selflessness

Level 4 mystic spell (alteration)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell allows the caster to “lose himself” in the moment of whatever he happens to be doing, be it walking down a tree-lined path, playing chess, casting another spell, engaging in melee, or whatever else may be envisioned. For ordinary activities, the spell will grant a temporary bonus of +25% (or +5, as applicable) to the chance of success for whatever is being done. If cast before some other spell, which requires concentration to maintain, the *selflessness* spell allows the caster to maintain his concentration even if he suffers damage. In fact, nothing short of physical death (-10 hit points) will be able to break the concentration thus achieved. In combat, it allows the caster to function at up to -7 hit points without flinching, but only with the proviso that he never rests; he must constantly be attacking, charging, parrying, or otherwise engaged in activity. Even a single minute of standing still (including taking time to be cured, drink a potion, or otherwise engage in non-combat activities) will break the spell. The spell will last for as long as the caster can maintain his activity; when walking or running, this will allow the caster to keep moving for 8 or 4 hours, respectively.

Slow Poison

Level 2 mystic spell (necromantic)
 Requires: incantation, gestures, holy symbol, garlic
 Casting time: 6 seconds (1 segment)

This spell allows the caster to greatly slow the effects of any sort of poison or venom on a single creature touched, for up to one hour per level of the caster. The spell will not completely neutralize the poison, but will slow its progress to the point where only a single hit point of damage will be taken for every ten minutes (up to the total amount of damage the poison would otherwise have inflicted). While under the influence of this spell, the target’s total hit points will never dip below 1. This spell can also be cast on someone who has already been slain by poison, as long as it is cast within ten minutes of death per level of the caster (thus, a 6th level mystic could cast it on someone who had died of poison up to an hour previously), allowing that person a reprieve, during which time they would need to be *healed, cured*, or otherwise tended by magical means. If no such help is forthcoming, the victim will once again die.

If a druid casts the spell, there is a 5% chance per experience level that the druid will know an herbal remedy to counteract the poison. This only applies if the poison in question is plant-based; if it has been established to be animal or mineral in nature, the druid cannot concoct the herbal remedy. If the game master does not know the origin of the poison, the druid may cast the spell *detect poison* to detect the type of poison. If successful, it may be assumed that it is plant-based in nature, and thus he can attempt to apply the remedy. The components of the herbal remedy must be obtained by the druid himself in the woods, or from an herbalist or apothecary.

Snake Charm

Level 1 mystic spell (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to chant and move his hands in such a way as to hypnotize one or more snakes, causing them to do no more than gently sway in a half-erect posture. The spell can affect a number of snakes whose hit point total is equal to or less than that of the caster, and can affect those within 30’ of the caster. The duration of the spell depends on the disposition of the snakes in question. If they are languid, it will last 30-60 minutes. If they are active, but not attacking or aggressive, it will last 10 to 30 minutes. If they are attacking, it will last but from 5-8 minutes. The spell will be effective against creatures such as nagas and serpent men, but only within the limitations described above.

Spirit Gift I

Level 1 mystic spell (evocation)
 Requires: incantation, gestures, dragon scale
 Casting time: 6 seconds (1 segment)

This spell allows the caster to invoke one of the Spirits of the Dragons, either in himself or in someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 11: SPIRIT GIFT I

Die Roll (d6)	Dragon Spirit	Effect
1-2	Silver	Duration of all spells cast is doubled
3-4	Electrum	Initiative bonus of -2
5-6	Gold	+2 to all saving throws vs. spells

The effect of the spell will last for 1 hour, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires the scale of a dragon (of any type), which is destroyed during the casting.

Spirit Gift II

Level 3 mystic spell (evocation)
 Requires: incantation, gestures, monster feather
 Casting time: 18 seconds (3 segments)

This spell allows the caster to invoke one of the Spirits of the Winds, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 12: SPIRIT GIFT II

Die Roll (d4)	Wind Spirit	Effect
1	East	The recipient can bring into effect a single sudden 75 mph hurricane-force wind. The wind will knock down people, light structures, etc. Individuals caught in the wind will be blown back some 5d6 yards and suffer 5d6 h.p. of damage.
2	South	The recipient can bring into effect a sudden 50 mph gale with a temperature of 100°. All those in the area of effect must save vs. spells or have their strength and constitution scores reduced by 1 for 5d6 minutes. For creatures without such scores, reduce all rolls "to hit" by 2 and -1 on all damage rolls for the duration of the effect.
3	West	The recipient can bring into effect a sudden 35 mph high wind. All those in the area of effect must make a saving throw vs. spells or flee in <i>fear</i> in the same direction as the wind blows.
4	North	The recipient can bring into effect a sudden 25 mph strong wind with a temperature of -10°. All those within the area of effect must save vs. spells or have their movement slowed to ½ speed and their melee attacks reduced to ½ normal frequency.

All winds can be invoked in whatever direction the caster chooses, and will form a cone emanating from his pointing finger some 200 yards long and 160' wide at the base. The effect of the spell can be called upon once, no more than 1 hour after the spell is cast, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires the feather of a non-natural creature (of any type, such as hippogriff, sphinx, pegasus, etc.), which is destroyed during the casting.

Spirit Gift III

Level 5 mystic spell (evocation)
 Requires: incantation, gestures, flower
 Casting time: 30 seconds (5 segments)

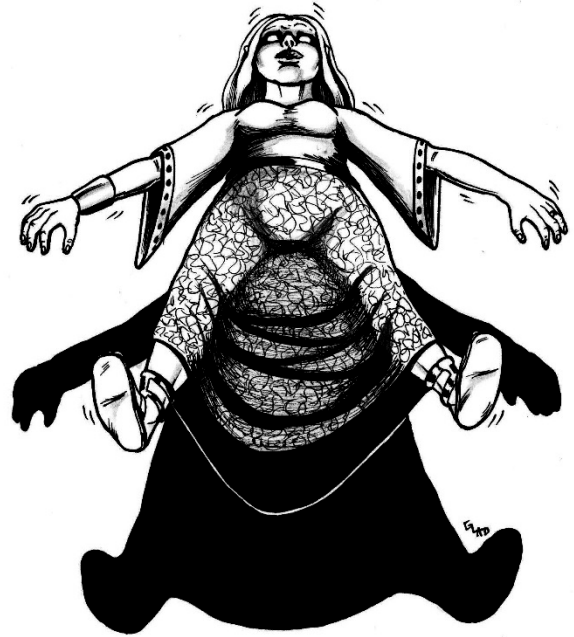
This spell allows the caster to invoke one of the Spirits of the Flowers, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 13: SPIRIT GIFT III

Die Roll (d4)	Flower Spirit	Effect
1	Rose	Immune to all magical aging, <i>withering</i> , or <i>slowing</i> , plus all attacks against the recipient do -1 h.p. of damage per die, regardless of type (min 1 per die).
2	Lily	Immune to all water-based damage, including attacks by creatures from the elemental plane of water, and halving damage done by steam, ice, etc. Able to breathe water during the duration of the effect.
3	Thistle	Immune to all fire-based damage, both mundane and magical in nature, including red dragon's breath and attacks by creatures from the elemental plane of fire.
4	Pansy	Immune to all forms of cold- or ice-based damage, whether magical or mundane, including white dragon's breath and attacks by creatures from the

meta-elemental plane of ice.

The effect of the spell will last for 1 hour, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires a whole fresh flower (of any type), which is destroyed during the casting.



Spirit Gift IV

Level 7 mystic spell (evocation)
 Requires: incantation, gestures, silver circle
 Casting time: 42 seconds (7 segments)

This spell allows the caster to invoke one of the Spirits of the Seasons, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 14: SPIRIT GIFT IV

Die Roll (d4)	Season Spirit	Effect
1	Spring	-2 bonus to all initiative rolls (minimum of 1). Immunity to all weather-related injury, including that caused by magical means, extending to thunder and lightning. Also immune to all electrical based attacks. All attacks against the recipient do -2 h.p. per die of damage (min 1 per die).
2	Summer	-2 bonus to all spellcasting times (minimum of 1). Immune to all fire or heat based attacks. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).
3	Autumn	+1 bonus to intelligence and wisdom for the duration of the spell's effect. Immunity to all sorts of magical <i>fear</i> , <i>confusion</i> , <i>sleep</i> , and insanity, including poisons and monster-generated effects. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).
4	Winter	-2 bonus to all weapon speeds (minimum of 1). Immune to magical <i>disintegration</i> , <i>slowing</i> , magical aging, or <i>withering</i> . Immune to all poisons. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).

The effect of the spell will last for 2 hours, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires a circle of silver worth at least 50 g.p., which is destroyed during the casting.

Spirit Possession

Level 5 mystic spell (evocation)
 Requires: incantation, gestures
 Casting time: 30 minutes

By means of this spell, the caster invites a spirit from one of the other planes of existence to enter his body, affording the spirit a vehicle by which it can speak, move, and otherwise interact with those on the material plane. This is a very different thing from such a being entering the material plane directly, as it is easier for the being to do so and generally involves less risk for the being in question. The caster of the spell has no control over what sort of spirit will enter his body during the ritual. Note that the casting time above refers only to the amount of time it takes to bring the spirit into the body; once there, it will remain for a variable amount of time, as noted below.

The type of being who answers the summons will depend on the alignment of the caster:

TABLE 15: LAWFUL GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Angel	30 min.
84-87	Hollyphant	20 min.
88-89	Ki-rin	10 min.
90-94	Lammasu	20 min.
95-98	Shedu	20 min.
99-00	Devil	See below

TABLE 16: ANGEL SUB-TABLE

Die Roll (d%)	Angel Type
01-50	Angel
51-74	Archangel
75-85	Principality
84-89	Power
90-93	Virtue
94-95	Dominion
96-97	Throne
98-99	Cherub
00	Seraph

TABLE 17: NEUTRAL GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-41	Agathion	20 min.
42-91	Archon	30 min.
92-98	Baku	20 min.
99-00	Daemon	See below

TABLE 18: ARCHON SUB-TABLE

Die Roll (d%)	Archon Type
01-50	Hound
51-89	Warden
90-98	Sword
99-00	Tome

TABLE 19: CHAOTIC GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Deva	30 min.
84-89	Foo creature (dog)	20 min.
90-95	Foo creature (lion)	10 min.
96-97	Planetar	20 min.
98	Solar	10 min.
99-00	Demon	See below

TABLE 20: DEVA SUB-TABLE

Die Roll (d%)	Deva Type
01-55	Movanic
56-80	Monadic
81-00	Astral

For all spirits except devils, daemons, and demons, a reaction roll should be made, with a +25% adjustment, but no charisma adjustment. The result will determine the sort of assistance (if any) the spirit provides. A hostile reaction will, of course, result in nothing but belittling, sniffing about how poorly the caster has lived up to the ideals of his alignment, etc. A neutral reaction may (45% chance) result in some very minor bit of information that will help the caster, but almost certainly couched in rhyme, metaphor, and obscurity. A positive reaction will, at the very least, result in substantive information useful to the caster, and may, depending on how positive the reaction was, result in the spirit remaining in the body of the caster long enough to work directly through him. If the caster is in immediate physical danger, there is a +35% adjustment to the reaction roll, and if it is positive, the spirit will act out through the caster, battling whatever sort of danger presents itself. Once that is completed, the spirit will depart.

A spirit in possession of a body can employ whatever physical or magical powers the body itself possesses (including knowledge of any relevant command words for magic items, etc.). In addition, it can employ whatever magical abilities it would otherwise be able to use, but none of the physical; thus an astral deva "horsing" a mortal body (as the practice is sometimes called) would be able to *dispel invisibility* or *polymorph self*, but would not have its fearsome mace.

Spirits of the dead will not be able to employ any special powers, but will have all the knowledge that they did in life. The dead spirit will be a loved one or close associate of the caster 80% of the time. It will do whatever they can to extend its time back in a mortal body, particularly enjoying simple physical pleasures such as eating, drinking, and love-making. The game master should use the spell *Speak with the Dead* as a guideline (see the **ADVENTURES DARK AND DEEP™** Players Manual for details), but the spirit will be much more inclined to indulge in trivial conversation, only giving substantive answers when seriously pressed.

Most spirits will remain in a body for 1d20 minutes plus the minimum duration listed above. If the reaction adjustment was particularly positive, and the need is particularly great, the game master may use his discretion to say that the spirit will remain until a particular criterion is fulfilled. Such exceptions should be exceedingly rare, however, and will probably be accompanied by other requirements, such as the sacrifice of 50% of all treasure recovered to the deity whom the spirit serves, at the very least. If the caster wishes, he may attempt to force out the spirit before it wishes to go; in such cases, there is a base 50% chance of success. For every point of intelligence difference between the spirit and the caster, there is a 5% modifier (negative if the spirit's intelligence is higher, and positive if the reverse is true). The attempt can only be made once; if it fails, the spirit will remain until it is good and ready to depart.

Spirits of the lower planes will occasionally roam the ethereal plane, keeping an eye out for those who are inviting spirits to possess them, swiftly occupying the body before some more benevolent spirit is able to. Once firmly ensconced, they will attempt to impersonate some other type of spirit, with the ultimate aim of retaining control, faking the departure of the "good spirit" and faking the restoration of the host to control of his body. An *exorcism* spell, or similar magical coercion, will be required to dislodge the evil spirit, but there is a -20% modifier to the chance of success, owing to the fact that the spirit was invited to possess the body in the first place.

Sticks to Snakes (Snakes to Sticks)

Level 4 mystic spell (alteration)
 Requires: incantation, gestures, bark, snake scales
 Casting Time: 42 seconds (7 segments)

This spell allows the caster to turn a piece of wood (roughly in the shape of a stick or staff) into an ordinary snake. A number of sticks can be so transformed up to the level of the caster, as long as they are all in a 10' cube centered no farther than 30' from the caster. The snakes thus created will attack the enemies of the caster as directed. For every level of the caster, there is a 5% chance that any given snake created will be poisonous; thus a 10th level mystic casting the spell can create 10 snakes from sticks, and each has a 50% chance of being poisonous. Any non-magical wood in roughly the proper shape can be used (spears, torches, quarterstaves, arrows, etc., will suffice, but a table would not). The snakes will remain for 2 minutes per level of the caster, after which time they will transform back into their original form. The spell requires a bit of tree bark and a few snake scales, both of which are consumed as the spell is cast.

The reverse of the spell, *snakes to sticks*, will allow the caster to transform a number of ordinary (i.e., non-giant) snakes into boughs of wood for 2 minutes per level.

Sunrise

Level 2 mystic spell (evocation)
 Requires: incantation, gestures
 Casting time: 12 seconds (2 segments)

By means of this spell, the caster can infuse either himself or some other whom he touches with the spirit of the very sunrise. This has the effect of causing the recipient of the sunrise energy to glow with the power of the dawning sun. He will radiate light that has all the effects of actual sunlight (thus affecting vampires, impairing those races who suffer in full sunlight, degrading drow armor and cloaks, etc.). One minute after the spell is cast, the glow will radiate 10' in all directions; after two minutes, 20', and so on, until 6 minutes have passed and the light radiates a full 60' in all directions. The light will last for a total of 22 minutes, with the radius decreasing by 10' every minute for the final six minutes (beginning at minute 16).

Telepathy

Level 4 mystic spell (divination, alteration)
 Requires: incantation, gestures, cylinders & wire
 Casting time: 24 seconds (4 segments)

This spell allows the caster to engage in silent, direct mind-to-mind communication with another creature. The general location of the creature in question must be known to the caster (for example, "in the village" or "in the castle", and must be within ¼ mile per level of the caster. Communication is allowed just as if the two were speaking right next to one another, but nothing will be shared by either party that they do not wish to share. The spell's effect will last for 2 minutes per level of the caster. Note that this spell does not impart the ability to understand the language spoken by the other creature, nor does it impart emotions or images. The material component for this spell is a pair of tiny metal cylinders connected by a short piece of wire. The component is destroyed by the casting of the spell.

Time Stop

Level 7 mystic spell (alteration)
 Requires: incantation
 Casting time: 54 seconds (9 segments)

This spell will cause time to literally halt within a sphere some 15' in radius around the caster. The effect will last only 3 seconds per level of the caster, plus 1d8x6 seconds. During that period, all other creatures in the area of the spell will be more than immobile; they are literally caught between moments in time. If the caster leaves the area of effect, the spell will instantly cease its effect. From the outside, it will simply appear as if all the persons within the sphere have stopped moving, except for the caster. Anyone else entering the sphere from outside will be caught up in the time-stopping effect, as will incoming missiles and spells.

Triumph of the Will

Level 6 mystic spell (alteration)
 Requires: incantation, gestures, holy symbol
 Casting time: 36 seconds

This spell allows the caster to resist mind-affecting spells and other magical effects. Saving throws vs. all illusion/phantasm type spells are made with a +4 bonus. All attempts to *dominate*, *possess*, *magic jar*, etc., the recipient are automatically unsuccessful. The recipient is immune to *fear*, *charm*, *hold*, *sleep*, and other mind-affecting spells. The caster must touch the recipient of the spell (or he can cast it upon himself); the effect lasts for 5 minutes plus 1 minute per level of the caster.

True Seeing (False Seeing)

Level 4 mystic spell (divination)

Requires: incantation, gestures, ointment (see description)

Casting time: 48 seconds (8 segments)

This spell allows the caster, by the application of a special ointment on his eyes or those of another, to perceive reality without any sort of obfuscation. Secret doors are obvious; those things which are invisible, ethereal, or astral are visible; illusions are seen for the flim-flams they are. Any creature whose appearance has been altered, whether through means mundane or magical, will be seen as it truly is. In addition the beneficiary of this spell is able to see the aura of alignment of any creature, being thus able to detect whether or not it is good or evil, or something in between. The effect lasts for 1 minute per level of the caster.

The reverse of the spell, *false seeing*, will cause the recipient to see things as the opposite of what they are in reality. Objects of great value are seen as broken and ruined, beautiful women are seen as ugly hags, the cleanest of homes will seem as a pigsty, etc.

This spell requires that a special ointment be prepared in advance. For *true seeing*, it consists of rare mushrooms, saffron, and fat. The ointment for *false seeing* consists of oil, the dust of the poppy flower, and the essence of certain rare pink orchids. Both ointments must age for 1-6 months before they can be used.

Turn Wood

Level 7 mystic spell (alteration)

Requires: incantation, gestures, holy symbol

Casting time: 48 seconds (8 segments)

This spell creates an invisible wall of force that spreads out from the caster in whatever direction he is facing, in a beam 20' long per level of the caster and 120' wide. It lasts for 4 minutes per level of the caster. Any wooden object caught within the area of effect will be moved back away from the caster at a rate of 40' per minute. Small objects that are somehow prevented

from moving (by being set in the ground, attached to some other object by a metal bracket, etc.) will splinter, and the pieces will hurl backwards. Objects such as shields, catapults, spear hafts, arrow shafts, etc., will all be affected. The spell does not require concentration once it is cast; it will simply remain in effect until its time runs out.

Ultravision

Level 6 mystic spell (alteration)

Requires: incantation, gestures, amethyst

Casting time: 24 seconds (4 segments)

This spell allows the caster to impart to some creature by touch (or himself) the ability to see into the ultraviolet spectrum (the same way that *infravision* allows creatures to see into the infrared). See the **ADVENTURES DARK AND DEEP™** Players Manual for more details on the limitations of ultravision. The effect lasts for 1 hour plus 1 hour per experience level of the caster. This spell requires powdered carrots (if cast by an illusionist) or an amethyst of no less than 500 g.p. value (if cast by any other spell-caster).

Water Walk

Level 3 mystic spell (alteration)

Requires: incantation, gestures, cork, holy symbol

Casting time: 42 seconds (7 segments)

This spell allows the caster to enable one or more creatures to walk upon the surface of any sort of water as if it were solid ground (choppy seas are treated as rough terrain, etc.). The caster is able to affect 1 man-sized creature per experience level above 4th (treat horses as 6 creatures, large-sized creatures as 2, halflings/gnomes/etc. as 1/2, brownies/pixies/etc. as 1/4). The spell will last for 10 minutes plus 10 minutes per level, and requires a bit of cork (which is destroyed by the spell) and the caster's holy symbol (which is not).

If cast underwater, this spell will cause the target(s) to immediately shoot to the surface.

Combat and Saving Throw Tables

TABLE 21: ATTACK TABLE COLUMN BY LEVEL

		Level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
A	A	A	D	D	D	F	F	F	H	H	H	J	J	J	L	L	L	M	M	M	

TABLE 22: ROLL TO HIT BY ARMOR CLASS

		A	D	F	H	J	L	M
Target Armor Class	-10	26	23	21	20	20	20	19
	-9	25	22	20	20	20	19	18
	-8	24	21	20	20	20	18	17
	-7	23	20	20	20	19	17	16
	-6	22	20	20	20	18	16	15
	-5	21	20	20	19	17	15	14
	-4	20	20	20	18	16	14	13
	-3	20	20	19	17	15	13	12
	-2	20	20	18	16	14	12	11
	-1	20	19	17	15	13	11	10
	0	20	18	16	14	12	10	9
	1	20	17	15	13	11	9	8
	2	19	16	14	12	10	8	7
	3	18	15	13	11	9	7	6
	4	17	14	12	10	8	6	5
	5	16	13	11	9	7	5	4
	6	15	12	10	8	6	4	3
	7	14	11	9	7	5	3	2
	8	13	10	8	6	4	2	1
	9	12	9	7	5	3	1	0
10	11	8	6	4	2	0	-1	

TABLE 23: SAVING THROWS BY LEVEL

Level / Hit Dice	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
1-3	10	13	14	16	15
4-6	9	12	13	15	14
7-9	7	10	11	13	12
10-12	6	9	10	12	11
13-15	5	8	9	11	10
16-18	4	7	8	10	9
19+	2	5	6	8	7

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