

Novice Mystic's Spellbook

$d20 > 13 + \text{Mystic's Rank} - \text{Spell Level} = \text{Psychic Fatigue!}$

Lvl	Spell	Range	Duration	Notes
1	Invigorate (p90)	Self	Instant	Heals 2HP.
1	Mirage	10m	SER	Mobile visual man-sized illusion. 10% chance to disbelieve.
1	See Enchantment	Sight	SER	May see magical auras but not type of magic.
1	Suspend Animation	Self	Special	Induce death-like coma for up to 1 year 1 day.
2	Darksight	Self	SER	Grants Elfsight (see p123).
2	Dazzle (p91)	5m Radius	Instant	Blinds creatures in range for 1 round.
2	Might	Self	SER	Increases Strength to 16 (or 19 if already 16+).
2	Pursuit	Self	1 day	Infallible tracking of 1 target.
3	Allseeing Eye	Self	SER	See invisible objects within 10m.
3	Mind Cloak	Self	10 mins	Prevents magical detection by <i>ESP</i> , <i>Scry</i> , <i>Pursuit</i> or similar magic.
3	Nourish	Self	1 day	Provides refreshment and nourishment.
3	Telekinesis	25m	SER	Move a single object up to 0.5kg up to 15m per round (approx. Speed 8).
4	Clairvoyance	Self	SER	See everything within a 5m 360° radius, even through solid objects.
4	Enthrall	5m	SER	MA vs. MD. Target trusts Mystic.
4	Hidden Target	Self	SER	Ignore ranged penalties for poor visibility, invisibility, etc. Must know there is a target.
4	Telepathy (p92)	10km	10 mins	Communicate with a known target in range.
5	Force Field	SER	SER	Absorbs 15HP non-magical physical damage.
5	Mystic Blast	30m	Instant	Speed 16. Causes 3d6+1-AF damage.
5	Pass Unseen	Self	SER	Infallible stealth against all rank 0-4 targets.
5	Truthsense (p93)	Self	SER	85% chance to detect lies.
6	Assessment	10m Radius	Instant	Determine Profession, rank and HP of all targets up to rank 10. Blocked by <i>Mind Cloak</i> .
6	Purification	Self	Instant	Heals 8HP and cures poison and disease.
6	Steel Claw	Self	SER	Unarmed attacks count as (d12, 8) weapon.
6	Survival	Self	1 day	Survive in extreme environments and survive 1 hour without air.

Enlightened Mystic's Spellbook

d20 > 13 + Mystic's Rank – Spell Level = **Psychic Fatigue!**

Lvl	Spell	Range	Duration	Notes
7	Duel (p93)	Special	Special	Must fight target to the death without outside assistance.
7	Levitation	Self	SER	Levitate at 10m per combat round.
7	Paralysis	15m	SER	MA vs. MD. Paralyzes target.
7	Protection	Self	Special	+2 MD and +2AF. +1 Psychic Fatigue checks.
8	Intangibility (p94)	Self	SER	Pass through physical objects. Immune to indirect attack spells.
8	Mindpool	3m	5 rounds	Mystics may combine MD and use best MA.
8	Swiftness	Self	SER	Get two actions (excluding spellcasting) per combat round.
8	Trance	Self	10 mins	Spirit travels up to 5km. Can see and hear.
9	Impregnable Sphere	Self	SER	Surrounded by physically impregnable sphere. Does not block direct attack spells.
9	Phoenix	Self	Instant	Restore to life. Permanently lose 1HP and all equipment on body.
9	Teleport	Self	Instant	Instantly move to a point up to 100m away within line of sight.
9	Thunderclap	1m	Instant	Speed 12. Causes 6d6+6 dam. Magical armour (only) reduces this by 2HP. Smash 2m hole in stone half a meter thick.

Exotic Mystic's Spellbook

d20 > 13 + Mystic's Rank – Spell Level = **Psychic Fatigue!**

Exotic mystic spells are from the Players' Guide, page 92 onwards.

Lvl	Spell	Range	Duration	Origin	Notes
1	Pain Mastery	Self	SER	Khitai	Mystic feels no pain.
2	Mind Over Matter (Nephtu's Arm)	Self	1 Action	Kaikuhuran Desert	Increase Strength to 19 for 1 action.
3	Psychic Strike	3m	Instant	Ancient Kaikuhur	Magical Attack to reduce target's Defence to ¼.
4	Monkey Brother	Self	1 hour	Mungoda and Khitai	Increases Reflexes to 18 and enables brachiation at up to 20km per hour. When spell expires, Mystic's Reflexes reduced to 1 for an hour.
5	Whisper of the Muse	Self	SER	Khitai and Emphidor	Mystic becomes creative.
6	Fleeting Enlightenment	Touch	SER	Unknown	Target may cast a 1 st level mystic spell chosen by caster.
7	One Mind	10m	SER	Mungoda	Links minds of everyone in range. +1 bonus to physical tasks for every two people linked (up to a maximum of +5).
8	Serpent Trance	Self	SER	Unknown	Anticipate attacks against mystic. +5 Defence against each attack with no penalties for darkness or being attacked from behind.
9	Quavering Voice	20m	Instant	Krarth and Yamato	Instantly kill one sentient being or up to 4 non-sentient targets. Does not affect undead or constructs (like golems).