

Mystics

Mystics are seemingly normal creatures who are born with a second soul inside them. These second souls, known as Origins, grant them powers beyond the range of normal beings.

Mystic creatures are hard to distinguish from their peers. The only feature that sets them apart is a strange birthmark that takes the form of an archaic form of writing. There currently exists four varieties of Mystics; Earth Mystics, Air Mystics, Fire Mystics, and Water Mystics.

CREATING A MYSTIC

“Mystic” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type remains the same as the base creature. It uses all the base creature’s statistics and special abilities except as noted here:

Earth Mystic

Earth Mystics are the strongest and toughest of the Mystics. Their bodies are built solidly, like the earth itself. However, their intelligence is among the lowest.

AC: Natural Armor improves by +3

Damage: An Earth Mystic’s entire body is built tougher which makes their unarmed strikes that much more powerful. If the base creature has claws then increase the damage by two dice types, to a maximum of d12.

Size	Unarmed Strike
Fine	1
Diminutive	1d2
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: An Earth Mystic retains all the special attacks of the base creature. Earth Mystics with a Wisdom of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities	Level	Abilities
1-2	Magic Stone 3/day, Pass without Trace	11-12	Stoneskin, Bull’s Strength increases to 2/day
3-4	Bull’s Strength, Soften Earth and Stone	13-14	Earthquake
5-6	Meld into Stone, Stone Shape	15-16	Iron Body
7-8	Spike Stones 2/day	17-18	Elemental Swarm (as an earth spell only)
9-10	Wall of Stone, Pass without Trace increases to 3/day	19+	Imprisonment, Earthquake increases to 2/day

Special Qualities: An Earth Mystic has all the special qualities of the base creature, plus can move and attack even during the most violent of tremors without suffering a penalty. In addition, Earth Mystics resist the first 12 points of earth damage per round as per the spell *Resist Elements(Earth)*.

Saves: Same as the base creature

Abilities: Increase (or decrease) from the base creature as follows: Str +4, Dex -2, Con +2, Int -2, Wis +0, Cha

+0

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature

Advancement: Same as the base creature

Humanoid Earth Mystics often favor the Monk class. Non-humanoid Earth Mystics who take classes also tend to favor the Monk class.

Air Mystic

Air Mystics are the quickest and most charismatic of the Mystics. Their body isn't built very tough however and as such causes them to be weaker fighters.

Speed: Speed improves by 10ft. over base creature's speed.

AC: Natural Armor improves by +1

Special Attacks: An Air Mystic retains all the special attacks of the base creature. Air Mystics with a Wisdom of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities	Level	Abilities
1-2	Obscuring Mist 2/day, Shocking Grasp	11-12	Chain Lightning, Mass Haste
3-4	Cat's Grace, Wind Wall	13-14	Control Weather, Summon Nature's Ally VII (only to summon a Huge Air Elemental)
5-6	Gaseous Form, Lightning Bolt	15-16	Whirlwind
7-8	Air Walk 2/day, Freedom of Movement	17-18	Elemental Swarm (as an air spell only)
9-10	Control Winds, Shocking Grasp increases to 3/day	19+	Chain Lightning increases to 2/day, Mass Haste increases to 2/day

Special Qualities: An Air Mystic has all the special qualities of the base creature, plus the extraordinary ability to breathe underwater indefinitely as the spell *Water Breathing*. In addition, Air Mystics resist the first 12 points of electric damage per round as per the spell *Resist Elements(Electricity)*.

Saves: Same as the base creature.

Abilities: Increase (or decrease) from the base creature as follows: Str -2, Dex +4, Con -2, Int +0, Wis +0, Cha

+2

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature

Advancement: Same as the base creature.

Humanoid Air Mystics often favor the Rogue class. Non-humanoid Air Mystics who take classes also tend to favor the Rogue class.

Fire Mystic

Fire Mystics are faster than normal members of their race, however they are not quite as fast as Air Mystics. Due to their association with fire they have a very short fuse and the results of their temper getting out of control can be devastating.

Speed: Speed improves by 5ft. over base creatures speed.

AC: Natural Armor improves by +2.

Special Attacks: Fire Mystics retain all the special attacks of the base creature. Fire Mystics with a Wisdom of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities	Level	Abilities
1-2	Burning Hands, Faerie Fire 3/day	11-12	Fire Seeds, Tenser's Transformation
3-4	Produce Flame, Flaming Sphere	13-14	Fire Storm, Delayed Blast Fireball
5-6	Fireball, Flame Arrow	15-16	Incendiary Cloud
7-8	Wall of Fire, Flame Strike	17-18	Elemental Swarm (as a fire spell only)
9-10	Burning Hands increases to 2/day Summon Nature's Ally V (only to summon a Medium-size Fire Elemental)	19+	Meteor Swarm

Special Qualities: A Fire Mystic retains all the special qualities of the base creature. In addition, Fire Mystics resist the first 12 points of fire damage per round as per the spell *Resist Elements(Fire)*.

Saves: Same as the base creature.

Abilities: Increase (or decrease) from the base creature as follows: Str +2, Dex +2, Con +0, Int +0, Wis +0, Cha –

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Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Humanoid Fire Mystics often favor the Fighter class. Non-humanoid Fire Mystic who take classes also tend to favor the Fighter class.

Water Mystic

Water Mystics are the most intuitive of the Mystics. They are very even-tempered and rarely ever fight unless necessary. They are, however, physically weak.

AC: Natural armor improves by +1

Special Attacks: A Water Mystic retains all the special attacks of the base creature. Water Mystics with a Wisdom of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities	Level	Abilities
1-2	Cure Light Wounds 2/day, Obscuring Mist 2/day	11-12	Cone of Cold, Heal
3-4	Chill Metal 2/day	13-14	Acid Fog,

	Cure Moderate Wounds		Cure Serious Wounds increases to 2/day
5-6	Cure Serious Wounds, Water Breathing 3/day	15-16	Mass Heal
7-8	Control Water 2/day, Cure Critical Wounds	17-18	Elemental Swarm (as a water spell only)
9-10	Healing Circle, Ice Storm	19+	True Resurrection

Special Qualities: Water Mystics has all the special qualities of the base creature, plus the extraordinary ability to walk across water as per the spell *Water Walk*. In addition, Water Mystics resist the first 12 damage of cold damage per round as per the spell *Resist Elements(Cold)*.

Saves: Same as the base creature.

Abilities: Increase (or decrease) from the base creature as follows: Str -2, Dex +0, Con +0, Int +0, Wis +4, Cha +0

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Humanoid Water Mystics tend to favor the Cleric class. Non-humanoid Water Mystics who take classes also tend to favor the Cleric class.