

CHARACTER HANDBOOK 4

DUNGEONS & DRAGONS[®]

Arsenic and old Spellbooks

The Mystic



A Book by
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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazetteer 03: the Principalities of Glantri.

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INTRODUCTION

This series of handbooks is studied so that each player may find all of the rules concerning his character in the same place, whenever he needs them. Each book of this series will present all of the options that a character of that class is allowed, from specializations, to career opportunities, with a particular attention to the setting where this campaign is set.

As a matter of fact, Mystics are not very common characters, and in many nations there's no big monasteries at all. However, in the Principalities of Glantri there is quite a number of mystics, possibly due to the influence of the neighbouring land of Sind and of the oriental philosophies of the Ethengarian settlers.

Mystics are good fighters and the ones that live in the Principalities are also taught healing practices. This makes of them very valuable citizens of this nation.

THE MYSTICS IN

THE PRINCIPALITIES OF GLANTRI

The center of the Mystics' activities in the Principalities of Glantri is a great monastery on the Colossus mountains, hidden in a very high valley, close to the village of Lhamsa. For this reason,

the orders of mystics that operate in these lands are known as the mystic orders of Lhamsa.

Mystics do not only stay in their monastery, though. Many of them, especially when they are young and inexperienced, go adventuring around the world, and by doing so they bring back treasures that can be used to improve the life in the Monastery and to help the poor and the unlucky ones.

Moreover, many small mystic monasteries have been built in the past years around the Principalities, and in many towns there are hostels where the mystics welcome wounded and sick people and take care of them with cures and healings. Mystics are well known around the Principalities for their work, and most of the people praises their effort to always help the last ones.

ABOUT THIS HANDBOOK

This handbook describes the class of the Mystic, its main features and its possible developments in the Principalities. After a first chapter describing the Character itself, there will be a short description of its powers and skills, with a detailed description of the *gentle touch*, the legendary ability of the greatest *Sensei*. After that, there

will be some ideas for developing the Mystic in this setting and the description of some of the possible careers for mystics in the Principalities.

EXPERIENCE AND LEVEL UP

When the Gazetteer of the Principalities of Glantri was first published many years ago, rules for personalized Experience points for Magic-Users were introduced to balance the otherwise too fast growth of Arcanes who would indulge in Magic Research. Those rules have in these handbooks been expanded to suit each Class, so that every character gets extra experience when using his class skills for the group, and may also help players to play their character better.

Level up rules are somehow inspired to the same Gazetteer as well. In the Great School of Magic it is described how a student needs to research a new spell as an exam to get to the next level. These rules are similarly pushing other characters to perform something that's typical of their Class to be able to progress to the next level.

Both of these rules have been added in this book to provide a better balance between Mundanes and Arcanes.

THE MYSTIC

Mystics are warrior monks who live in monasteries and follow a hard discipline of meditation and training to gain extreme control on their body and super-human abilities. They are loosely based on the *shaolin* monks of chinese culture. Examples of mystics can be found throughout the japanese *manga* a lot. They could be defined as martial artists, as well, but with a more spiritual background.

Mystics are often connected with the cult of some Immortal, but it is not mandatory: some of them are just pursuing the perfect harmony of body and soul and have no connection with clerics. In the Principalities of Glantri, Religious mystic orders are forbidden, though, and the four orders that are centered in Lhamsa are all non religious ones.

Thanks to their training, mystics learn how to fight bare-handed giving their hits much more strength than a normal human. They are trained in all of the weapons, as well, but their philosophy forbids the use of weapons if not strictly necessary.

PHILOSOPHY

Each mystic belongs to a monastery. Here, he trains with fellow mystics and learns how to control his body and mind. Each monastery has a *philosophy*, which is a group of rules that all of the mystics of that order must follow.

Rules can be decided random, can be chosen by the DM, or the player may chose among a list of orders that the DM prepared for the setting in use.

MYSTIC'S EXPERIENCE TABLE												
XP	LEVEL	HD	BASIC MYSTIC SKILLS					AC	MOVEMENT RATE	ATTACKS	DAMAGE BONUS	THACO
			CW	MS	HI	HN	CO					
0	1	1d6	87	20	10	30	61	6	36 / 12	1 (Silver)		19
2.500	2	2d6	88	25	15	35	62		39 / 13			
5.000	3	3d6	89	30	20	40	63	5	42 / 14			
10.000	4	4d6	90	35	24	45	64		45 / 15			17
20.000	5	5d6	91	40	28	50	65	4	48 / 16			
40.000	6	6d6	92	44	32	54	66		51 / 17		+1	
80.000	7	7d6	93	48	35	58	67	3	54 / 18	3 / 2 (+1)		15
150.000	8	8d6	94	52	38	62	68					
300.000	9	9d6	95	55	41	66	69	2	57 / 19			
450.000	10	+2	96	58	44	70	70					13
600.000	11	+2	97	61	47	74	71	1	60 / 20			
750.000	12	+2	98	64	50	78	72				+2	
900.000	13	+2	99	66	53	81	73	0	63 / 21	2 (+2)		11
1.050.000	14	+2	100	68	56	84	74					
1.200.000	15	+2	101	70	58	87	75		66 / 22			
1.350.000	16	+2	102	72	60	90	76	-1				9
1.500.000	17	+2	103	74	62	92	77		69 / 23			
1.650.000	18	+2	104	76	64	94	78				+3	
1.800.000	19	+2	105	78	66	96	79	-2	72 / 24	5 / 2 (+3)		7
1.950.000	20	+2	106	80	68	98	80					
2.100.000	21	+2	107	82	70	100	81		75 / 25			
2.250.000	22	+2	108	84	72	102	82	-3				5
2.400.000	23	+2	109	86	74	104	83		78 / 26			
2.550.000	24	+2	110	88	76	106	84				+4	
2.700.000	25	+2	111	89	78	108	85	-4	81 / 27	3 (+4)		3
2.850.000	26	+2	112	90	80	110	86					
3.000.000	27	+2	113	91	82	112	87		84 / 28			
3.150.000	28	+2	114	92	84	114	88	-5				2 (1)
3.300.000	29	+2	115	93	86	116	89		87 / 29			
3.450.000	30	+2	116	94	88	118	90				+5	
3.600.000	31	+2	117	95	90	120	91	-6	90 / 30	4 (+5)		2 (-1)
3.750.000	32	+2	118	96	92	122	92					
3.900.000	33	+2	118	97	94	124	93		93 / 31			
4.050.000	34	+2	119	98	96	126	94					2 (-3)
4.200.000	35	+2	119	99	98	128	95		96 / 32			
4.350.000	36	+2	120	100	100	130	96				+6	

CW: Climb Walls

MS: Move Silently

HI: Hide

HN: Hear Noises

CO: Catch moving Objects

A player can never chose his own rules, for he would always only chose the easiest ones to commit to.

A mystic must always follow the rules. If he does not, he occurs in some kind of punishment, which may go from losing XP to losing one level of experience for the worst and reiterated misbehaviours. Minor breaches of the rules can just be fined with some adventure to prove the mystic's contrition or some weeks of isolation and meditation.

In a chapter later on in this book, the four mystic orders of Lhamsa will be described for the players to pick the one they prefer.

COMBAT STYLES

Combat styles work for mystics more or less like weapon mastery works for other characters. There are six combat styles, each taught separately, and each mystic may learn them to five different levels, with five different actions each. Combat styles will be better described in a chapter later on in this book.

SPECIAL ABILITIES

Mystics have plenty of special abilities, that are described later on in this book.

THE MYSTIC

GENERAL SKILLS

Mystics begin the game with 3 general skills of their choice, plus the bonuses on their Dexterity and Constitution scores. They even get the bonus skill *Acrobatics*.

WEAPONS

Mystics may use any weapon, but they usually don't. They can pick Basic mastery in 4 different weapons when they are created, but they won't get any slots to increase their mastery levels.

ARMORS

Mystics may use any armor and the shield, but they usually don't. The use of armors and shields prevents them from using all of the mystic skills and acrobatic skills.

MAGIC

Mystics don't use magic.

PRIME REQUISITE

Mystics have 2 prime requisites: Dexterity and Constitution. They are an exception among human characters, that usually only have one. Both of these are very useful for the Mystic resistance and ability to evade attacks.

If both of the scores are 13 or higher, the mystic has a +5% bonus on XP.

If both the scores are 16 or higher, the mystic has a +10% bonus on XP.

HIT DICE

Mystics use 1d6 to determine their hit points. From level 10 on, they only gain 2 HP per level and Constitution bonuses no longer apply.

FORTRESS

A mystic fortress is a monastery. It is usually made of a school, houses, a training ground and some other facilities. It often includes a temple and a library.

A mystic can build a monastery at level 9 or higher, given the permission by his Prior. If he wants, a mystic can found a new order leaving his old one and building a new monastery, but it usually costs the mystic the loss of one level of experience and it may enrage the mystics of his former order against him. Monasteries are usually built in secluded places, far from big cities and not easy to reach. Here, the mystics can meditate without the distractions of other people.

Usually, rulers of the lands are quite happy to have a mystic monastery there, if they swear they will be faithful to his rulership. If they accept, they are often spared taxes. Mystics that do not accept are usually seen as fanatics who are trying to train a subversive army and likely treated.

When a new monastery is built, it will attract 2d6 young level 1 mystics in 4 weeks time.

FOLLOWERS

Mystics don't normally have followers. If they do, it's exclusively other younger mystics that their superiors give them to train.

When a Mystic founds or builds a new monastery, that may attract more followers. In particular, in that case, up to 25% of the followers attracted may also be of different classes. These are characters that want to work and fight for the new monastery. However, in any other case, mystics only have mystics as followers.

MYSTIC SKILLS

Mystics have a lot of special skills that they learn at different levels.

1ST LEVEL SKILLS

At 1st level mystic **FIGHT BARE-HANDED** better than normal humans, already. They can wound with their hands monsters that can only be damaged by silver weapons. Their skill grows with the level and eventually they will be able to wound even magical beings immune to non-magical weapons, as noted in the table. Note that, even if a mystic's hands can wound creatures immune to non-magic weapons, they are not magic, and the +1, +2, +3... noted in brackets on the table are just a comparison reference and not actual bonuses the mystic gets.

The strength the mystics put in their hits largely depends on their discipline. Thus, increasing the level, the damage made by their hits increases as well. Strength modifiers still apply normally. Mystics may use a standard attack or any attack from their combat styles when fighting enemies (see later). The **BONUS TO THE DAMAGE** dealt applies to all of the mystic attacks, including the ones with weapons.

Their **AGILITY TRAINING** allows them to better avoid enemy hits. Mystics have at level 1 a base AC of 6, but it will decrease with further training, at higher levels. Dexterity modifiers still apply normally. This lower base AC does not apply if the mystic is for any reason wearing an armor, but is not influenced by shields.

MYSTIC'S SAVING THROWS CHART					
LEVEL	SAVING THROW				
	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	RODS, SPELLS & STAVES
1 – 3	12	13	14	15	15
4 – 6	10	11	12	13	14
7 – 9	8	9	10	11	12
10 – 12	6	7	8	9	10
13 – 15	6	6	7	8	9
16 – 18	5	6	6	7	8
19 – 21	5	5	6	6	7
22 – 24	4	5	5	5	6
25 – 27	4	4	5	4	5
28 – 30	3	4	4	3	4
31 – 33	3	3	3	2	3
34 - 36	2	2	2	2	2

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Mystics learn how to **IMPROVE THEIR SPEED**, as well. This has no effect at level 1, but later on it makes mystics run and walk faster than normal humans and, from level 7 on, allows them to make multiple attacks. When they make 3/2 attacks, it means they make 3 every two rounds: 2 on the first round and one on the second. Same when they make 5/2 and 7/2 attacks at higher levels. Moreover, they move much faster than other characters when walking, running and exploring.

Mystics also have the following skills:

CLIMB WALLS (CW)

This skill allows a mystic to climb walls and similar surfaces, moving both vertically and horizontally, climbing up and down. This skill may get many bonuses and maluses depending on the mystic's Dexterity and Strength, his clothes, the use of tools, and also by the shape and inclination of the wall itself.

When a mystic fails one Climb Walls test and has no security rope attached to him, or any other system to avoid falling, he simply falls from the wall. A mystic may try to roll once on this skill during the fall, if he's falling from at least 12 m, and grab a hold halfway on anything he could use. Although, to do so, the mystic has to roll using his skill score halved, round down. If the test succeeds, the mystic can stop falling after $1d6 \times 1,5$ m and takes $1d6$ damage. If the mystic fails the roll, he just falls on the ground taking full damage. Please note that if the mystic tries to grab a hold to stop his fall and fails, he may not use his *Acrobatics* skill, if he has, to reduce the damage from the fall.

Strength: Strength allows a mystic to hold on a wall much longer before getting tired. The maximum time a mystic can climb a wall before getting tired is 4 rounds +2 rounds for every point in the Strength score. After this time, a mystic must find a safe place to rest for a whole turn before going back

to his climbing. If the mystic cannot find any such a place, he will have to roll a strength check at every round with a cumulative -1 modifier, or he'll lose his grip and fall on the ground.

Dexterity: A high score in Dexterity allows a mystic to move faster when climbing a wall. The speed a mystic can move when climbing walls is shown in the table below.

DEXTERITY SCORE	CLIMBING MOVEMENT RATE
3 - 8	1,5 m per round
9 - 12	3 m per round
13 - 15	4,5 m per round
16 - 17	6 m per round
18	7,5 m per round

Climbing gloves: Climbing gloves are special gloves made of soft, thin leather that are fixed to the arm with long strings, so that they cannot fall off. They have an external layer that is extremely rough and helps the mystic to get a safer hold on the wall. Using these tools when climbing a wall gives a mystic a +10% bonus on his skill score.

Common gloves: Common gloves, whatever material may they be made of, are not good for climbing: they reduce the hand's sensitivity and may fall off the hand anytime, causing who wears them to fall. For these reasons, wearing common gloves when climbing a wall gives a mystic a -10% on the skill score.

Climbing shoes: These shoes have a soft leather sole. They are not made for walking, not even in towns, because the sole is too thin, but they have a rough bottom that sticks easily to many surfaces. They give a +10% bonus to the skill score.

Grappling boots: These are very strong and are usually reinforced in iron all around. They have small hooks protruding from the tip that help finding footholds. They can be used to walk normally and when used for climbing, they give a +5% bonus to the skill score.

Bare feet: When climbing a wall bare-footed, a mystic has the highest possible sensitivity, but there's nothing protecting his feet from dangers and wounds. Climbing a wall with bare feet gives the mystic a +10% bonus on the skill score but, if he is not climbing a very smooth wall, there is a chance for him or her to get hurt. If a check is a success but the difference between the die roll and the skill score is 10 points or less, the mystic gets 1HP damage and, until the mystic does not get healed, the skill score is reduced by 1 cumulative point. If a wall is very dangerous to climb (with broken glasses, spikes or very hot), the damage can be higher than only 1 HP. The Master will decide an appropriate amount.

Grappling daggers: Made for climbers, these are short objects used in both hands to help climbing walls. They cannot be used as weapons, but they can be thrust into the walls to create handholds even where there is none. A mystic holding one of these in each hand gets a +10% bonus on the skill score. Using only one of these gives a halved bonus of just +5%.

Grappling hook and rope: These are the safest way to climb a wall. A mystic who wants to use these tools must tie the rope to the hook, then find a hold for the hook. If there's no possible hold around, the grappling hook may not be used. Then, the mystic must make a to-hit roll to get a hold with the hook on the hold. The AC is 9 if the distance from the mystic to the hold is 3 m or less, otherwise the AC of the hold is reduced by 1 for every 1,5 extra meters.

After getting a hold, a mystic can use the rope to climb, obtaining a massive +50% on the skill score.

Please note that the maximum distance a grappling hook can be thrown is 3 times the strength score of the mystic. Short, medium and long distance modifiers to hit normally apply. The rope must be long enough to reach

THE MYSTIC

the hold, otherwise the attack will always fail.

Rope and nails: These items can be used even on the smoothest and hardest wall to climb without the risk of falling. They are very noisy, so they can not be used on buildings without being noticed, but they are very useful on mountains. The mystic using nails and rope can only climb 1,5 m per round, but these gives the mystic a +50% on his skill score and, once the mystic completed his climb, they can be used by any other character to climb with a 70% chance of success.

A fail using these tools means the mystic lost one nail and cannot go any further for one round. Only a 00 roll means all the nails came off the wall and the mystic falls as usual.

Wall inclination: Wall inclination affects the skill score: under 60°, there's a +1% to the skill score for each degree less than 60. Above 90°, there's a -1% to the score for each degree over 90. This means that, provided he's got handholds, a mystic may also move on a ceiling (180° inclination), with a -90% to his or her skill score.

Handholds: a standard wall to climb is a normal bricks or stone wall. If a wall has got more handholds, like on a mountain full of protruding rocks, or the front of a palace full of decorations, the skill score can get a bonus up to 10%. If the wall has less handholds than usual, though, the skill score can have a malus up to -50%, which is a completely smooth wall. These bonuses and maluses are given by the Master at his complete discretion.

Encumbrance: A full inventory can cause the mystic some trouble when climbing: if the mystic is carrying more than half his maximum encumbrance at normal speed, the skill gets a -10% to its score. If the encumbrance forces the mystic to move half his or her normal speed, the malus on the skill score is -25%.

Wind: When it blows strong, wind may affect the mystic's climb walls

score. The master can give the mystic a malus from -5% to -30% when a very strong wind is blowing or for any other adverse weather conditions, like rain, hailstorms, snow, and so on.

Moving walls: Walls that are not still or structures that are moving are very hard to climb on. If the mystic is trying to climb on something that's moving (a giant golem, a ship's tree, a treeman's trunk, and so on...), the skill score will get a -10% malus.

Water, oil, ice: These and similar slippery substances on the wall the mystic is trying to climb give the mystic's skill score a -20% malus and may make it impossible to climb (see below) if there is no handholds on it.

Impossible walls: Sometimes some walls are just impossible to climb. These are those walls a mystic cannot possibly climb for some practical reason. It can be a smooth and slippery surface, or a smooth and moving one, or a flaming one, and so on... These walls can not be climbed in normal conditions. The Master may allow a test if a character gets some special tools to try and climb them (rope and grappling hook, rope and nails, grappling daggers, or even something more special, like some magic equipment), deciding what kind of malus to apply to the skill score in every different situation.

MOVE SILENTLY (MS)

By successfully using this skill, a mystic can move at his normal movement rate without producing any noise.

If the check fails, the mystic makes some noise, but this does not mean someone heard him or her. The higher the difference between his die roll and his skill score is, the more noisy the mystic is moving. The chance for a mystic to be heard when failing with this skill is 10% plus the difference between the die roll and the skill score, modified as follows.

Complete silence is the worst possible situation for a mystic to move silently: even the smallest noise can be heard because there is nothing else making any noise around. The mystic gets a -10% malus on his skill score.

Normal silence is the average situation when a mystic moves. In this situation footsteps, small animals, something being moved around can be heard, but they are very sporadic and low volume noises. No bonuses or maluses apply.

Buzz, like a group of monks praying, a creek's gurgling noise, the noise of the waves close to the sea, a machinery in another room and so on, can produce a nice cover for the mystic to try and be silent. It gives the mystic a +10% bonus on the skill score.

Noise, like a village festival, a waterfall close to the place, a group of goblins fighting for the last sausage, a strong wind that makes windows slam, thunders, a hailstorm, will definitely help a mystic moving unheard: the mystic will get a +20% bonus on the skill score.

Strong noises, usually lasting for only one round, like something exploding, a building collapsing, a big monster roaring, are chances a mystic does not often have to cover his movements. These conditions can give a mystic a +30% bonus to the skill score, but only for one round.

Silence spell cast on a mystic makes the mystic automatically succeed in any check for this skill.

Soft sole shoes are used by mystics to cover their footsteps' noise. They are normally fixed to the leg with strings which actually hold the trousers close to the legs to avoid them touching objects around. A mystic using these shoes gets a +10% bonus on the skill score. Unfortunately, these shoes are easy to get broken and they must be changed about every 6 months.

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HIDE (HI)

Mystics learn since the lowest levels how to hide: they try to stay completely still and to merge with the environment, cancelling their presence as much as they can. There are only three things that affect the mystic's ability to hide: the presence of hideouts, his clothes and the movement. A mystic that tries to hide will always think his hideout is a good one, thus it should always be the master to check on this skill, using the following modifiers.

Hideout: If a place does not provide any proper hideout, it is very hard for a mystic to hide. He may still try to hide behind a corner, in the tall grass, or in a shadow cast by some object, but a malus between -10% and -30% can be given if he cannot find a properly hidden spot.

Clothes: If a mystic wears normal clothes, he gets a -10% to this skill score. If he wears something dark, he gets no bonuses or maluses, but if he wears a completely black outfit, covering his face and hair as well, the skill score gets a bonus of +10%.

Movement: A mystic may hide normally staying still, but if he tries to move while in the hide, he may only move up to half his normal speed. For each 1,5 m per round he wants to move, the mystic will get a -5% malus to his skill score.

HEAR NOISES (HN)

Mystics' ears are well trained to hear even the slightest noise, so that they can not easily be surprised. To use this skill, the mystic needs to stay still and completely silent for at least 3 rounds. If he's adventuring with a group, his companions will need to be completely silent as well. If the check is a success, the mystic can hear every noise in a 9m radius. The check may be affected by the environment, giving bonuses and maluses.

Distance may reduce the precision of the hearing. For every 3m distance

from the origin of the sound, a -5% malus applies.

Doors and walls reduce the volume of the noises, making it harder to understand what's happening. The skill score gets a -5% malus for the presence of a door, while for walls it may be between -5% and -20%, depending on what material the wall is made of and how thick the wall is.

Hearing cones are designed to improve this skill specifically. If put on a wall or a door, they reduce the malus doors and walls give by 5%. Moreover, if the mystic closes the other ear while using the hearing cone, the malus for the noisy environment (see below) is reduced by 10% as well.

Noisy environment affects the test in a negative way. The check gets a malus that is exactly the same amount as the bonus a mystic gets when trying to move silently in the same conditions (see above, *move silently*).

CATCH OBJECTS (CO)

Mystics may catch objects thrown to them or things that move very fast by checking this ability. Modifiers apply for the single situations.

The DM may decide the modifiers, that may be between +20% to -30%, after examining the situation.

A mystic with this skill will have a bonus if the thrown object is moving towards him, if it is not moving fast, and if it is not too big or too small.

However, the DM may give a malus on the test if the object is small, has been thrown very fast (like a missile from a bow, sling or blowpipe), is moving in a different direction and the mystic needs to run to reach it, if the object is somehow dangerous to catch, because it's hot, frozen, edged, and so on, or even if it is moving with an irregular pattern (like a butterfly or a small bird).

If the mystic uses this skill in fights, he may be able to catch missiles shot by the enemies, or even to stop a blade attacking himself (but not others). The

DM will have to apply a malus for the speed and the dangerous item, but if the test succeeds, the attack has been vanquished. To do this, a mystic must declare he wants to stop attacks before rolling for initiative, and for the rest of the round he may only do that, stopping one attack for each attack he may normally make in one round. If a mystic stops with this skill all of the attacks of an enemy during a round, that enemy must make a morale check.

Catch objects cannot be used to stop attacks from creatures that are bigger than an ogre or attacks made with natural weapons, such as bites and claws.

ACROBATIC SKILLS

Not all of the orders teach the acrobatic skills to the mystics, and even if they do, not all mystics want to learn them. A mystic must decide to learn them at 1st level and once the decision is made it's not possible to change his mind. A mystic who knows the acrobatic skills has 8 skills that he may use to perform extraordinary actions, but suffers a reduction of -10% on all the XP he will ever earn. This may sum up with any other XP modifier the character already has.

At first level, each of the acrobatic skills has a score which is 3 times the Dexterity score of the mystic. At each new level, the mystic obtains 10 points that he may divide as he prefers among the acrobatic skills to improve them. Acrobatic skills are checked by rolling 1d% and their score can reach up to 150 max. This is because negative modifiers may always be applied. No matter how high is the ability score, a natural roll of 00 is always a fail.

These are the acrobatic skills:

GRAB A HOLD

Allows the mystic to grab an object while the mystic is moving fast. It may allow the mystic to grab the tail of a flying monster during a leap, or to grab

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a hold on something to avoid or to stop falling.

LEAP

Allows the mystic to leap from a static position to reach high spots. The maximum elevation from the ground the mystic may reach leaping is 3 cm per point he has in the *leap* skill. It makes 4,5 meters when the score is 150!

BALANCE

Focusing his mind and energies on one spot of his body, the mystic can balance himself on that spot, even on a very small surface. The smallest the surface, the harder the task. From 100 square cm (10x10 cm) up, there's no modifiers to this skill. Under that, for each 1sqcm less, there's a -1 modifier. A very well trained mystic may balance himself on the tip of a needle (0sqcm, modifier -100) without being hurt. The first test allows the mystic to balance himself for one hour for every 10 points in the *Balance* skill, plus one more turn per each point in his Constitution score. After that time, the mystic is far too tired and has to repeat the test at every turn.

Moving while balancing or balancing on a moving surface are hard tasks and get a -25% modifier. Using a pole or a similar object to balance gives a +10% modifier to the skill score.

FALL ON THE FEET

This skill allows the mystic to fall on his feet after a fall. This reduces the damage taken by 1d6 points. Moreover, the mystic can use the skill to fall on his own feet when somebody is trying to ground him, so he does not lose one round to get up again.

SOMERSAULT

Somersaults can be used to dodge attacks: when the test is successful, the mystic gets a +2 bonus to save vs. Magic wands and Dragon's breathe. Mystics level 7 or higher can use this skill in combat to dodge one single attack and counterattack. The mystic

loses one of his round's attacks, completely evades the hit and rolls for 3 meters in a direction of his choice. If he ends up in contact with an enemy, he may still make all of his remaining attacks, but he will have a +2 bonus to hit due to the surprising move.

To use this skill, the mystic must not have used his attacks for this round, so he must act after the enemy. The use of this skill must be declared when rolling initiative and must be checked before the enemy rolls to hit the mystic.

TWIRL

This skill is the ability to roll while in the air and may be used in three different ways.

First, it slows down a fall, reducing by 1d6 the damage taken for the fall, plus 1d6 per every 8 levels of the mystic (round down). This may be combined with *fall on the feet* for further reduction.

Second: it may be combined with *jump* to improve it and reach more distant places. This adds 25% extra to the normal distance the mystic may reach.

Third, the mystic may use this ability during a fall not to reduce the damage, but to slightly change the direction of the fall. The mystic can use this effect only if the fall is at least 6 m. The point where the mystic will land can be moved 20 cm for every 10 points in the *Twirl* score. When used to change the direction, this skill does not reduce the damage.

ROLL

When used, this skill allows the mystic to reduce to 1 the damage taken from each die for falling and rolling down a slope.

The mystic can use this skill to grab a person that's likely to be crushed under something heavy and roll away with him. The skill gets a malus of -1 per kg the other person weights. Always check with the DM if such a use of this skill is available, because in some situations it may not be (for

example, if there's no way out other than where the mystic comes from: he cannot roll backwards).

This skill may even be used to shield someone from an area attack, like the dragon's breathe, or from being hurt falling down a slope. In this case, the mystic automatically fails any Saving Throw involved, but suffers only 1/4 of the damage (round down, min.1).

The distance covered rolling must be at least 3 m and not more than 9 m. Rolling down a slope, the mystic is always able to stop after 9 m.

JUMP

This skill allows the mystic to cover huge distances jumping. It may be influenced positively by a short run, the use of a pole to help jumping and the skill *twirl*.

This skill allows the mystic to reach a distance of 6 cm per each point in the skill he has, and go up for 2 cm per point. Running allows the mystic to add 10 points to the ability score for every 3 m of run before the jump (max. 9m). Using a pole not shorter than 2 and not longer than 5 meters, the mystic obtains no bonuses, but the distance is increased of the total length of the pole.

The successful use of *twirl* adds 25% to the maximum distance.

HIGHER LEVEL SKILLS

Mystics gain more skills with experience. Here is a description of all of the skills obtained at a level higher than the first.

AWARENESS

Mystics obtain this skill at level 3. A mystic level 3 or above can be surprised only on a roll of 1 on 1d10. This even applies on traps: he will instinctively avoid them 9 times out of 10. This does not mean he detects or finds them, but just that he goes through untouched.

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HEAL SELF

Mystics obtain this skill at level 5. A mystic may use his spiritual energy to heal his own wounds and overcome the pain. The mystic can use this skill only once per day and the max HP he can heal is half of his level, round up.

The mystic must meditate for one round per each HP restored.

If the meditation is interrupted, the healing is as well and the mystic can not use the skill again until next day.

SPEAK WITH ANIMALS

Mystics obtain this skill at level 9. The mystic may speak to any animal within 9 m from him. It has no effect on fantastic animals or intelligent ones. The mystic obtains an additional +2 bonus to animals reactions when using this skill. If the reaction roll is high enough, the mystic may ask the animal a favour. It must be something simple, that the animal understands easily and that the animal can actually perform. There's no limits to the use this skill.

RESIST MAGIC

Mystics obtain this skill at level 15. Mystics automatically get half damage from spells, dragon's breathe and magic attacks, round up. If these attacks grant a saving throw to reduce the damage, the mystic is still allowed to it for further reduction.

COMMUNICATION

Mystics obtain this skill at level 18. This is a development of the mystic's *speak with animals* skill that allows him to speak with every living being which may have any form of communication, including vegetables and monsters. It still works only at a maximum distance of 9 m. As above, the mystic obtains a +2 on reaction rolls and may ask for a favor. To communicate with plants, phisical contact must be made.

MIND BARRIER

Mystics obtain this skill at level 21. High level mystics learn how use their

energies to protect their mind against unwanted intrusion. The mystic is therefore immune to every kind of ESP, illusion, command, quest, and any spell of mind control, hold or slow. This protection is automathic, but only works if the mystic is awake and sober.

DISAPPEAR

Mystics obtain this skill at level 24. By concentrating for one full round, the mystic can cancel his presence from the mind of other people who can actually see or hear him. For the time the mystic keeps his concentration and does nothing more than moving up to half his usual speed, no one will perceive his presence, see or hear him, except with a *wish*. For that people, it looks like he just disappeared.

This skill can be used for no longer than one turn per level. After the skill has been used, the mystic must rest his mind for 7 days before using it again.

GENTLE TOUCH

Mystics obtain this skill at level 27. Simply touching a target in particular spots, the mystic may obtain different effects, depending on which ones he learned in his monastery. The *Gentle touch* will be examined in better detail later, as it is a complex and very powerful skill.

FIGHTER'S

COMBAT OPTIONS

Mystics share with Fighters some skills. These skills must be learned by the mystics exactly like fighters do, by training wint a teacher that is at least 9th level and has these skills, and paying him an average 500 Dc per week of training. At the end of the training, the skill will be automatically learned. Some teachers may ask for a different price, but never more than 20% higher or lower than the average.

In the mystic monasteries there are often more experienced mystics that are happy to teach the skills to other mystics for free, but they only do so if the Prior of the monastery agrees for the teaching to be given. Often the Prior agrees with no conditions, because the mystics always give a good share of their money to the monastery. Sometimes, he may ask the mystic to prove himself worthy, by doing some adventure for the order.

SET SPEAR AGAINST CHARGE

This skill can be learned at any level and only needs one week training from a character that already has it.

A mystic may use this skill to strike back at a charging enemy with the same strength. The mystic needs to push the back of the spear to the ground and aim with the tip to the enemy. When the charging enemy arrives, the mystic rolls to hit as usual and the two attacks are dealt simultaneously. If the spear hits the enemy, the damage dealt is automatically doubled. However, if the charging enemy hits the mystic, his damage is doubled as well.

The DM may allow the use of this skill even with different weapons, if they are similar to the spear, for example trident, pike and halberd. Please note that this use of the spear still counts as using a weapon, and the mystic may be pealized for it. However, the skill may always come in handy.

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SMASH

A mystic may train to learn this skill from level 9, and must have the general skill *Muscles* with a score of 15 or more points to be able to learn it. The training for this skill takes 2 weeks time.

The mystic that uses this option must say it before rolling for initiative and is always last in the initiative, because he needs time to get ready for the smash. At his round, the Mystic deals his attack with a malus of -5 on his to-hit roll. If the smash hits the target, the damage is increased not by the Strength bonus as usual, but by the whole Strength score, plus the normal bonuses for mastery and magic.

PARRY

To learn this skill a Mystic must be at least level 9 and needs to train for 2 weeks.

The character that wants to parry the attacks declares it before initiative, and may not attack for the whole round. However, all of the attacks dealt to the Mystic in that round have a -4 malus on the To-Hit rolls, both in melee and ranged combat.

DISARM

The minimum level to learn this skill is 20 minus the Dexterity score of the Mystic. The training to learn this skill takes three whole weeks.

This option can be used instead of the normal attacks and its use must be declared before rolling for initiative. It is possible to use this option only against enemies that hold weapons, and never against enemies that use natural weapons such as claws, tails and bites.

When trying to disarm an enemy, the Mystic attacks as usual. If the attack hits the target, the victim must roll 1d20 adding the mystic's dexterity modifier and subtracting his own. If the total is higher than the total dexterity of the target, the weapon falls from his hands on the ground. A disarmed creature may switch to another weapon he's carrying by simply losing his initiative in

the next round. Any character that decides to pick up the weapon from the ground needs a whole round to do so. Moreover, the character is forced to show his back to the enemies to pick up the weapon, and it means that the enemy may immediately attack him with a +2 bonus on the To-Hit roll and the character may not use the shield, if he has, to protect himself.

Of course, there may be particular situations in which it may be impossible to get the fallen weapon back.

Please note that mystics are able to use the disarm option with bare hands.

GENTLE TOUCH

The *Gentle touch* is a very powerful skill only taught from Sensei to Sensei. Only mystics of level 27 or higher may learn it, and to learn it they need to spend at least 6 months training with a *Sensei* that already knows how to use it. However, the *gentle touch* can be used to generate different effects, and each of these different touches must be learned separately, with a new training.

The Sensei are usually very careful in teaching this skill, because if it is used in the wrong way, it may be causing death and destruction. It is not unusual that, before teaching this skill to another mystic, the Sensei puts him on a trial to check his powers, his character, his wisdom and his will power. Who is not considered ready to learn this skill is normally forced to leave the monastery and may become a *begger* or found his own monastery, so that in the future he may be able to learn this skill in another way.

When the mystic learns his first effect for the *Gentle touch* he is recognized as a master in mystic arts, and gets the title of *Sensei*, which means teacher. From now on, he masters all of the mystic skills and is considered one of the elders of the monastery.

EFFECTS OF THE GENTLE TOUCH

By touching specific spots on the target's body, the mystic causes a reaction that has an effect that is almost magic. A mystic may use the *gentle touch* only once per day, because he needs to concentrate in only one touch a huge amount of energy. Therefore, he will need at least one full night of rest before he's ready to do it again.

The *gentle touch* must be declared before rolling for initiative, and it will substitute all of the attacks of the mystic for that round. If the mystic wants to affect an enemy or an unwilling target, he must roll for a normal attack to be able to touch the target. If the attack hits, the *gentle touch* is dealt to the

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target, otherwise the mystic doesn't use this skill and he may be able to try again later.

The *gentle touch* doesn't allow any saving throw to avoid its effect or to reduce it. However, the mystic may only affect with his touch creatures with HD or levels lower than the mystic's own level. Whoever has the same level of the mystic, or a higher one, and whatever creature has the same number of HD as the level of the mystic, or more, is completely immune to the *gentle touch*. The *gentle touch* has no effect on undead creatures, constructs, jellies and all of those creatures that are not properly alive or don't have a proper body. A mystic may never use the *gentle touch* on himself. The DM may not allow the use of the *gentle touch* on some creatures, if he has a good reason for it (for example, undead, extraplanar creatures, huge creatures like ancient dragons, creatures with a hard shell, and so on...).

There are many possible effects for the *gentle touch*. Normally, each mystic order teaches a limited number of effects, between 1 and 4. For each effect that a mystic wants to learn, he will need to undergo the 6 months training, and after each training the mystic needs to gain a new level before learning a new effect. Level 36 mystics need to earn 250.000 XP before attending a new training.

Some effects of the *Gentle touch* give advantages or heal the target. Some others give trouble to the target, while some other ones may be harmful or lethal. Sometimes, the only difference among some orders is what types of *gentle touch* they teach. The most common effects of this skill (and all of the effects that the Orders of Lhamsa use) are described here.

CHARM

The victim will feel a strong fascination towards the mystic, and will consider him his best friend. The victim will try his best to protect the mystic from any danger or threat.

If the mystic can speak a language that the victim understands, he may give orders to the victim in the form of suggestions and friendly advice. The victim will nevertheless avoid obeying any order that are against his own nature or may hurt or damage him.

The effect of this touch ends if the victim is attacked by the mystic, be it with punches and kicks, magic, weapons, or with the use of harmful skills or abilities. The effect is not broken if the victim is attacked by the mystic's friends. This effect lasts for 24 hours.

RESTORATION

With this touch, the mystic restores a full level of experience lost by a character for an *energy drain*. The use of the *gentle touch* may only give back one level, therefore if the target lost more than one level, he will need more uses of the touch or the help of a cleric to restore all of the lost levels.

This effect may not be used to gain experience levels, but only restore the lost ones. When a mystic uses this touch to restore a level on another person, he loses one level of experience temporarily due to the energy transfer. The mystic will get his level back in 2d10 days of full rest.

DEATH

Who is touched simply dies. The heart stops, the lungs don't pump air anymore, the brain collapses and blacks out. Not much left to explain. There's no explosions, spectacular effects or anything else. The victim just falls dead.

This touch is usually never used by lawful mystics, except in extreme need, and most of the Sensei never teach this effect to chaotic and evil mystics.

PARALYSIS

The victim of this touch is paralyzed and unable to move. A paralyzed victim may not talk, move, attack, use skills, cast spells, use magic items or do any other action, but may still see and understand what goes on around himself. The paralysis lasts for 24 hours.

GEAS

The target of this touch is forced either to perform or avoid a stated action. The action must be possible and non directly fatal to the geased target, otherwise the *touch* will bear no effect and is wasted.

If the victim ignores the *geas*, penalties may be applied by the DM, until the victim either obeys the *geas* or the effect ends. Suitable penalties include combat maluses, lowered ability scores, loss of spells, pain, weakness, and so forth.

This effect lasts for 24 hours.

SLEEP

The creature hit by this touch immediately falls asleep. A creature that's asleep may be awakened hitting it or may be killed with a sharp weapon without any regard to its AC or HP. If the creature is not awakened somehow, the effect lasts for 24 hours.

STONE TO FLESH

This effect allows the mystic to reverse a petrification, turning someone that's been petrified back to his normal living self. This effect cannot be used to petrify the enemies or to animate stones that have never been alive.

If the mystic is not sure whether the statue he sees is just a statue or a creature turned into stone, he may only try to use this skill and, when the statue awakens or stays the same, he will know. Using this skill on a statue wastes its power for the whole day. This effect is permanent.

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HEAL

The target of this touch is immediately healed of a number of HP equal to 50% of his total HP, round up.

TRANSFORM

This touch transforms the target in a small animal of the mystic's choice. The animal must not be bigger than a rat, must have no more than 3 HP and must be unarmored (no poison, fire breath or any other attack form that deals more than 1 point of damage). Mystics usually use this touch to punish wrongdoers. The effect lasts 24 hours.

This touch can also be used to revert the effect of a transformation on a creature, caused by another touch or by magic.

FEEBLEMIND

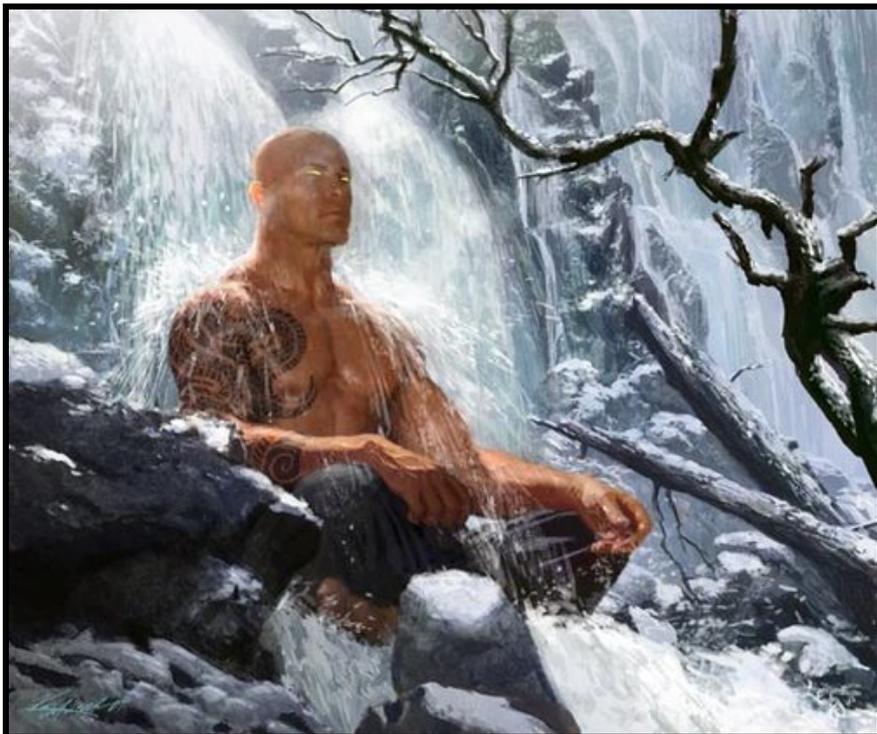
This effect can be used against any creature of human intelligence or higher, but not on animals and monsters with animal intelligence or with no mind.

The victim loses all of his mental abilities, including spellcasting, speaking and even thinking normally. The Intelligence score of the target reaches 2 points. The effect lasts for 24 hours, but may be reverted by another *gentle touch*. Moreover, this touch can be used to remove the effect of a *feblemind* from any character, even if it has been originated by a spell or a magic item.

BLIND

The target of this touch is blinded for 24 hours. A blind creature suffers a -4 malus on to-hit rolls, saving throws and AC.

This skill may also be used to cancel the effect of a *gentle touch* that blinded a creature or any kind of magical blindness. It may also be used to revert natural blindness onto a creature, but in that case the effect will only last for one day, and the mystic himself will become blind for the time the other creature is not.



NEW EFFECTS

Upon reaching level 30, a mystic may start developing his own new effects for the *gentle touch*. It is very important that the player that plays the mystic decides with the DM which effect his character wants to develop, to see if the thing is feasible, before starting the training.

To be able to research a new effect for the *gentle touch* the mystic needs to have the general skill *science: anatomy* at a score of 20 or higher. This is needed to understand how and where to hit the targets to obtain the wanted reaction from their bodies.

After that, the mystic needs to spend at least 10.000 Dc to build a training ground, that he will need to test and improve until it's perfect. This process usually takes not less than 3 months.

Once the training ground is ready, the mystic must train there for 6 months and, at the end of the training, he must check if the training was successful by rolling 1d%. The success chance is calculated with the following operation:

$$(Int+Wis+Dex-20) \times 2$$

The whole Intelligence, Wisdom and Dexterity scores are added up for this

operation. If the roll gives a fail, the mystic may try again after building a new training field and gaining a new level or, if he is already at level 36, after gaining an extra 250.000 XP. The following attempt will benefit of a +5% bonus to be completed. This bonus is cumulative and may be added for every failed training, until the mystic succeeds.

If the roll of the dice is 00, the mystic realizes that he made some mistakes developing the training, that undermined his chances of learning the new effect. The mystic may never try to develop this effect for the *gentle touch* anymore, but he will still be able to learn it from another *Sensei* if he finds one able to teach it.

A mystic may only learn a new effect for the *gentle touch* per level, and for every 250.000 XP gained after reaching level 36. This means that if the mystic learned a new effect from a *Sensei*, he needs to wait until the next level to learn another one or to start developing a new one.

The total number of new effects for the *gentle touch* a mystic may develop is given by the sum of the general bonuses on his Intelligence, Wisdom

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and Dexterity scores. Negative modifiers are not put in the count, therefore if a mystic has any of those scores below 13, that ability will give a 0 to add. Every mystic must always be allowed to develop at least one new effect of the *gentle touch*. This number only includes the effects developed by the mystic himself. The mystic may learn any number of effects by training with other *Sensei*.

A mystic that successfully develops a new effect for the *gentle touch* gets 5.000 XP as a reward. Developing a new effect may also be the start for a mystic's path for Immortality. Failing in the development of a new effect for the *gentle touch* gives the mystic only 500 XP.

LIMITS

When planning for a new effect for the *gentle touch*, there are some limits that must be kept in mind.

First, the *gentle touch* only hits one target, and may never be used against multiple targets. It is not possible to develop effects that hit more than one target.

If used to increase or decrease ability scores, the bonus or malus may not be higher than +5 or -5 and may never raise the score over 18 or reduce it below 3.

Whatever effect that may be limited in time ends after 24 hours.

The touch may not cause any magic or elemental damage, but it may be used to revert to normal any condition that has been caused by magic or by another *gentle touch*. For example, the touch can be used to revert paralysis, petrification, poisoning, but may not set the target on fire, poison it or turn it to stone.

It is possible to induce a metamorphosis, but only to change the target into non-harmful creatures, like plants or small animals. Non-harmful creatures must have no special attacks like poison or fire breath, and must

never deal more than 1 point of damage with their attacks.

The touch may be used to block natural abilities and attacks of some creatures, but only for 24 hours. For example, this touch can be used to block the breath weapon of a dragon, the infravision of an elf, or the poison of a giant scorpion.

The touch may be used to develop resistances that may improve the AC of the target up to -3 points, increase the saving throws up to +5 points, or give immunity to one element.

The DM may allow to convert spells into effects for the *gentle touch*, but he will always have to approve and, in case it's needed, to balance the new effect if it's too strong.

THE MYSTIC ORDERS OF LHAMSA

In the Princialities of Glatri there is only one big order of mystics allowed, which is divided in 4 sub-orders, known as the Mystic Orders of Lhamsa.

These mystics do not worship any Immortal, and their spiritual discipline is mainly based on meditation and physical training.

Each order has a different Rule for its members, and teaches them different skills, combat styles, *gentle touch* effects, and in the end a different moral and physical discipline. However, the four Orders all share some basic precepts that are described here.

NOVICE MYSTICS

A novice mystic joining the Order is still learning his way through the monastery and is usually not joining a sub-order until he is ready to chose one, which usually happens about one year after he joined the Monsatery. During this time, the young mystic is allowed into every order's premises and may train with all of the mystics. Moreover, he only needs to follow the general precepts.

However, at the end of the novice year, the mystic must decide what Order he wants to join. From that moment, he will be only training and following the teachings in that branch of the Order, taking their signs and their precepts as well.

If the DM wants to allow a character to be a novice for a while before picking his path, the young mystic will be given time to decide only until he gets to level 2. If he doesn't want to pick a path, the mystic will not be taught anymore by other mystics, and will stay at level one until the decision is taken.

APPEARANCE

The mystics follow a strict dress code, so that nobody has the temptation of improving his own look, to impress people or to humiliate others. All of the mystics wear the same

clothes, from the Prior down to the last of the novices.

Mystics wear a white tunic. In summer they wear a cotton one. In winter, they wear a wool one. Mystics wear sandals on their feet all year round and don't use any other kind of shoes, even in winter and in the snow.

Mystics also wear a colourful cloak that identifies the sub-order they are part of.

Generally, mystics can have their hair done the way they like it the most. However, most of the men prefer to keep them shaved or very short, and the women and the men that have long hair usually keep them tied, because they would otherwise interfere with the training and be a distraction.

GENDER AND SEX

The Order of Lhamsa accepts both male and female novices. However, the sub-Order of the Two Moons only accepts male mystics, while the sub-Order of the Butterfly only accepts females. When a Novice ends his year, he may only pick a sub-Order that accepts him.

Mystics vow to never get married and never have sex, as a part of their training. Indulging in such activities would distract the mystic from the training and from the discipline he needs to develop.

FOOD AND DRINKS

Mystics must avoid drinking alcohol, because that obnubilates the mind and undermines discipline. For the same reason, mystics are forbidden the use of any drugs and in general of everything that inebriates and reduces self-control.

Mystics are not punished if they eat, drink or use a forbidden substance without knowing it. However, they can be punished if they willingly indulge in it.

MEDITATION AND TRAINING

At least once per year, the mystic must undergo a full week of isolation in a secluded place, where he will train and meditate all the time. This meditation and training may happen in a monastery, or in any other isolated place.

During this time, the mystic should not be disturbed or interrupted. If it happens, the mystic will have to start this week of isolation again once the distraction is gone. A mystic also needs a period of meditation and training whenever he is reaching a new level. If the isolation was due for a level growth, the mystic will not get the new level until the full period is completed as it's meant to be. See "Level Up" at page 30 for details.

WEAPONS

Mystics should never use weapons. If their use is absolutely needed to save someone's life, then the mystic that uses them may not be punished, but in every other situation, this is forbidden. A mystic that uses weapons in a situation that doesn't prove to be extremely serious may lose up to 10% of his XP, at the DM's discretion.

HEALING

All the mystics in the Orders of Lhamsa are healers. When their novice year starts, they are all taught *First aid* skill and *Science: herbalism* skill. Moreover, they always carry along a healer's bag to heal people whenever they need. Note that these skills are not bonus skills and must be taken as part of the initial skills of the character.

Mystics always heal people in need, no matter who the sick or wounded person is, or how he got injured. For this reason, mystics try not to ever hurt people if it's not really important to fight them, and if they have to fight, they try to use non-lethal attacks to trap human and demi-human enemies instead of killing them.

THE MYSTIC ORDERS OF LHAMSA

POSSESSIONS

Mystics must donate 20% of the gold they earn to the monastery, but they can use the rest whatever way they prefer.

If mystics donate money to the poor and weak, they gain extra XP. In any moment, the Prior of the monastery or the Prior of the Order may compel a mystic to give a bigger share of treasures to the monastery.

A mystic that earns or buys something must give that thing to the monastery or to the poor. If he gives to the monastery, the Prior usually allows him to use it whenever he leaves the monastery again to go adventuring, but it may also happen that the thing is given to some other mystic that needs it more. This also applies to magic items.

A Prior may give an item in permanent custody to a mystic, if he thinks he needs it or he earned it, but still he may at any time revoke it in a necessity or if the situation changes.

Mystics cannot own any house or building, but they are allowed to buy buildings to use them as hospices or monasteries. In that case, the buildings become part of the possessions of the Order.

MORAL ALIGNMENT

The Orders of the Mystics of Lhamsa accept mystics of any MA, but most of the mystics are usually Lawful. Chaotic mystics are extremely rare, because they may not be able to undergo the strict discipline that being a mystic requires.

For the very athletic nature of the Order of the Two Moons, most often the Chaotic mystics tend to end up in there, but any Order may have some chaotic members.

HIERARCHY

The hierarchy in the mystic monasteries is quite short. From the bottom to the top, there are five levels.

The novice mystics are all of the mystics that just joined the monastery, and all of the children that grow up in the monastery, that are not forced to join a specific order until they turn 16. These young mystics may enjoy more freedom than other mystics, but they are also kept out of the orders until they end their novice year.

The brothers are the majority of the mystics, and are all of those mystics that are not novices anymore, and did not reach the highest positions in the hierarchy. Most of the brothers do daily chores, like tending to the garden, repairing the buildings and the tools, sewing, teaching to the children, cooking, and so on. Some of them usually get out of the monastery once per week to beg for donations of food and money for the Order and are normally taking some novices along as well, to teach them this job. During these trips, mystics usually try to be useful for the people they meet and to show their gratitude healing people and giving a hand when they can. It is not unusual that mystics go back to the monastery after these trips with some young boy or girl that wants to become a novice, or with some child that has been given to their care from poor families.

The Sensei are the mystics level 27 and above that may use the gentle touch. These mystics are highly revered because they reached the top grade of skills and learning in the monastery. The Sensei have the main role of teaching other mystics so that they can improve their skills and become stronger. However, the Sensei are quite rare, and if not many of them can be found in big monasteries, there's very small chances to find any in the smaller ones. The Sensei are normally called by the Elder of the Order when he needs advice, because they are considered to be the wisest among the mystics.

The Elder of each Order is normally the mystic of the highest level in a monastery. He may or may not be the Prior, but he is the one that rules the whole order and the one that every other mystic in the Order must obey. In the monastery of Lhamsa there are four Elders, one for each Order, but none of them is the Prior of the monastery, to keep a balance among the Orders.

The Prior is the head of the monastery, and each monastery and hospice has one. It may be a brother, a sensei or an elder, but his role is to ensure that in the place there is peace, that the mystics may keep on with their trainings, and that everything that concerns everyday life is carried on normally. If any issue occurs in his monastery or hospice, the Prior has full powers to give punishments to every mystic that lives there, even if that is the Elder of his own Order.

THE MYSTIC ORDERS OF LHAMSA

DESCRIPTION OF THE ORDERS

ORDER OF THE TWO MOONS

Mystics of this order are only male and they follow a very strict and demanding physical training that allows them to perform acrobacies. The mystics of this order believe that physical training and improving their skills is the main goal of every mystic, and for this reason they put all of their efforts in the trainings. They also follow a special diet that is studied to increase

their strength, resistance and speed.

All of the mystics of this sub-order must learn the acrobatic skills as part of their training.

The mystics of this sub-order also wear a purple cloak and have at their neck a silver pendant made in the shape of two crescent moons crossing each other.

This order uses the combat styles of the schools of Stone and Darkness. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

The mystics of this Order may eat every food, but it must be prepared by other mystics of the Order or by themselves following their rules. This makes their food cost twice as normal, if they buy it. Most of the mystics of this Order learn how to cook themselves, taking the relative general skill, to be able to prepare their own food when they are not at the monastery.

High level mystics of the Order of the Two Moons are taught the *gentle touch* with the following effects, in this exact order: *Paralysis*, *Geas*, *Death*.

ORDER OF THE BUTTERFLY

Mystics of this order are only female, and they wear a light blue cloak and a blue cap. They keep their hair tidily under the caps, and normally don't show them to anyone.

The Order of the Butterfly is the most pacific Order in the whole Monastery. The mystics of this Order abhor violence and vow to never take a weapon to use it. If they do, even in a life threatening situation, they immediately lose 20% of their XP.

Moreover, these mystics don't even kill to eat, as they are all vegetarians: they cannot eat fish or meat, but they can normally eat dairy and eggs.

For their peace-keeping, the mystics of the Order of the Butterfly also try to develop good skills in mediation, to solve problems between people. For this reason, mystics of this sub-order must always take the general skill *Eloquence*. This is not a bonus skill, and the mystic must take this skill as part of her initial skills.

Mystics of the Order of the Butterfly train in the Combat Styles of the Schools of Light and Air. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Two Moons are taught the *gentle touch* with the following effects, in this exact



THE MYSTIC ORDERS OF LHAMSA

order: *Heal, Sleep, Geas, Stone to flesh, Restoration.*

ORDER OF THE STAR

Mystics of this order may be male or female, and they always wear an orange cloak. These mystics always paint on their forehead, immediately over the nose, a red dot with henne paint, because they think it helps focusing their energies towards the mind.

The Order of the Star are literates and promote culture, therefore they must learn *reading and writing* general skill at first level. This is not a bonus skill, and the mystic must take this skill as part of his initial skills. Mystics of this order must always carry along pen, ink and parchment paper, in case the need to draw or write anything.

This order is possibly the one that the Council likes the most, and his members are normally copying books and scrolls for libraries and nobles. This is part of their duty to improve culture, and whenever a noble or a library requires a mystic to copy their writings, the Elder of the Order may order any of the mystics to undergo this duty for not less than one month and not more than six months. A mystic may refuse to take on this duty only for very important reasons, and if he does, he loses 5% of his XP. When a mystic takes the duty of copying books for a noble or a library, he may ask to be fairly paid. However, if he asks for too high a pay, the Elder of his Order may punish him for his greed and for giving a bad image of the Order.

Mystics of this order are required to copy books for at least one month per year as an ascetic practice.

The mystics of this order train in the combat styles of the schools of Air and Lightning. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Star are taught the *gentle touch* with the following effects, in this exact order: *Charme, Blind, Geas, Feeblemind.*

ORDER OF THE LEAF

Mystics of the Order of the Leaf may be male or female, and they always wear a green cloak. They are devoted to nature and its rules, and they tend to preserve nature whenever they can. They are quite active in the Principalities, where woods are not very common, working with elves to improve them and plant new trees.

Because of their interest in nature, the mystics of the Order of the Leaf must learn the general skill *Knowledge of Nature* during their training, at first level. This is not a bonus skill, and the mystic must take this skill as part of his initial skills.

After first level, the mystics of this order are also required to learn, as soon as they can, the general skills: *Agriculture, Science: botanics* and *Labor: carpenter.*

Mystics of the Order of the Leaf spend a lot of time tending to gardens and plants, and their monasteries always have big gardens around. They usually do their services through the people by tending to the green areas of the towns where they live, or close to their monastery, for free. These duties are usually done in the spare time the mystics have, when they are not adventuring and they are not busy with their trainings.

The mystics of this order train in the combat styles of the schools of Wood and Stone. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Leaf are taught the *gentle touch* with the following effects, in this exact order: *Heal, Transform, Restoration, Geas, Paralysis.*

TRAITOR MYSTICS

When a mystic goes against the rules of the Order or the Monastery, he may be punished in different ways. However, if the misbehaviour is very severe, if he does it repeatedly, or if he endangers the whole Order with his behaviour, the mystic may be considered a traitor by his brothers and if it happens, the mystic is expelled by the Order and the monastery and is warned never to come back, otherwise he will be considered an enemy of the Order.

When this happens, the mystic normally loses one experience level, as if he was hit by an energy drain. However, this level cannot be restored by magic or with the gentle touch. This level may sum up to any other XP reduction that the mystic suffers for his infractions, which may reduce his level even more.

Most of the traitors usually retire somewhere in isolation, and keep on living their lives, but are not able to improve their skills and level above what they already reached. But there's some of them who don't accept being expelled, and plan their vengeance: some become Beggars (see later), other ones found their own monastery and Order and try to become as strong as possible to go back and destroy the ones that humiliated them. These mystics may be extremely dangerous and there are legends talking about traitors who tried to destroy their former Order completely.

When a traitor meets mystics of his former order, they normally challenge him or try to chase him away.

MYSTIC COMBAT STYLES

Mystics don't usually fight with weapons, and they don't even use their bodies to just strike enemies with fists and kicks like other characters do in a brawl. Mystics learn different styles for fighting bare-handed, and depending on the different styles they use, their hits may be more or less powerful.

Especially when fighting against other mystics, the use of a style (or school) over another one may give a mystic an advantage or a disadvantage.

Normally, the mystics learn the basics of the styles that are typical of their Order first. Every Order has two styles that are picked with some form of connection with the goals and the Rule of the Order itself.

Then, when they are a bit more experienced, they may learn other styles and, after some more time, they specialize in just one or two of them.

Each style is taught by a school, and consists in 5 circles. There are 6 schools and a total of 30 techniques divided among them, plus three general techniques that every mystic knows no matter which schools he is studying.

INITIAL TECHNIQUES AND STYLES

Every level 1 mystic knows 4 combat techniques: the three basic ones, plus the first circle technique of one of the two styles taught by their Order.

To learn new techniques or styles, the mystic needs to be taught by someone that knows them. Normally, in a monastery there's always some mystics that know all of the techniques of the first and second circle of all of the schools. However, a mystic must learn the techniques of a school in their order, from the first to the fifth, and may never skip one circle to learn the next one first.

LEARNING NEW TECHNIQUES AND STYLES

A mystic may learn a new technique every second level, at odd ones. Normally, a mystic may be taught the new techniques by other mystics of the

monastery. However, if he wants to learn techniques that nobody in the monastery knows, he needs to visit other monasteries and look for some *Sensei* that may teach him.

A mystic doesn't automatically get a new technique when he gets to the right level. To gain the knowledge of the technique, he needs to train with the teacher for at least one week, plus one week per circle of the technique itself. Once the training time is over, the mystic gets the new technique. Sometimes, the teachers may ask for favors or payments to teach their techniques, especially if the mystic is not of the same Order or monastery. Sometimes, if the mystic has a bad fame, he may also be denied the teaching thoroughly.

It is not possible to get a new technique if the mystic doesn't know the techniques of the same school that belong to the lower circles. This means that the techniques must always be learned in the order from first circle to fifth, with no gaps.

To learn techniques that belong to higher circles, the mystic needs more experience and a solid training. For this reason, the mystic is limited to the highest circle he may learn by his level. Only the mystics that have mastered most of the skills and passed most of the trainings of their Order may aim at learning the techniques of the fifth Circle. The graphic below shows which level is needed to learn techniques of each circle.

Mystic level	Maximum Circle
1	1
3	2
7	3
11	4
15	5

Another limit is that the mystic may never learn techniques that are not part of the two schools that are the main schools of his Order until he learned all the techniques of the first three circles

of those two schools, which in any case means not before level 13. Once the mystic reaches level 36, he may learn a new technique for every 400.000 XP gained on that level.

A mystic may learn any number of techniques, without any limits.

TYPES OF TECHNIQUES

There are three types of techniques a mystic may use during a fight. The attack techniques allow the mystic to attack the enemy and deal damage. The Defense technique allow a mystic to protect himself and reduce the damage dealt by the enemy, and the support techniques allow the mystic to recover and to improve his stats, getting ready for the next attack or round.

Each of the three basic techniques belongs to one of these types. Most of the Schools teach at least one technique per type, but some schools may be missing Defense or Support techniques, but never both.

MONSTER FIGHTS

When a mystic fights against a monster or another character, every time he attacks he may pick one of his techniques to attack. This may give him the chance to deal some particular effect to the enemy, or just deal a different amount of damage, depending on the attack that he picked. The mystic may also use a technique that is not an Attack type during his round in a normal fight, and apply it normally.

Attack techniques used in normal fights need a succesful to-hit roll to be used. In normal fights the mystic may declare that he only wants to knock out his enemies, and in that case the damage dealt by his attacks will be non lethal, and every creature that he will manage to take to 0 HP or less will just be knocked out, and won't risk to die. However, the mystic may use this option only against humans or humanoid creatures that are not bigger than a troll and have no more HD than him (which is 9+ at level 9 or higher).

MYSTIC COMBAT STYLES

Also, the special effects of the combat techniques (like stunning or grounding the enemies) only apply to creatures that are not bigger than a troll and have no more HD than the mystic (which is 9+ at level 9 or higher).

MYSTIC FIGHTS

When mystics fight with other mystics, they only use techniques against each other. The fight is usually very fast, and other people may not understand what's happening until the fight is over. During Mystic fights, each mystic each round picks a number of techniques equal to his number of attacks in that round, and writes them down on a piece of paper. Then, they are revealed in the same moment and the effects are calculated in the order they are put. First techniques of each mystic are matched, then the second, and so on. If a mystic has less attacks than the other one, his extra techniques will be dealt with normal effect.

If more than one mystic is attacking the same mystic enemy, the target must decide which attacks he wants to use his ones against, before they are revealed, in case he has less moves than all of the enemies together.

One thing that must be kept in mind is that the schools of the different combat styles are particularly vulnerable to some other school attacks and techniques, and are much more effective against another one. The graph below shows how they influence each other.

AIR	stronger against	WOOD
WOOD	stronger against	LIGHTNING
LIGHTNING	stronger against	STONE
STONE	stronger against	LIGHT
LIGHT	stronger against	DARKNESS
DARKNESS	stronger against	AIR

When a mystic uses an attack technique of a school that is stronger against the school used by his enemy,

the damage dealt by that technique is increased by 3 points.

When a mystic uses a defense technique of a school that is stronger against the school used by his enemy, the damage dealt by the enemy is reduced of an extra 3 points.

When a mystic uses an attack technique against an enemy that is using a technique from a stronger school, the damage dealt by that attack is reduced by 3 points.

When a mystic uses a defense technique against an enemy that is using a technique from a stronger school, the damage dealt by that attack is increased by 3 points.

The effect of the support techniques is not influenced by the strength of the school used, but its school may affect the effect of the technique used by the enemy.

Usually, mystic fights are always non lethal. Whoever reaches 0 HP is the one that is knocked down, but he's not dead. One night of sleep will put that mystic back on his feet and in perfect shape. However, if one of the two mystics declares that he is trying to kill the other one, then his damage is dealt with full strength, and he may kill the enemy normally.

SCHOOL MASTERY

When a mystic learns all of the techniques of a school, from first to fifth circle, he gets the title of master of that school. For example, a mystic that gets fifth circle in the school of Air can be called "Master of Air".

Moreover, the mystic gets some kind of permanent bonus that comes from his mastery and from the training that he underwent to progress this much in that school. Each School gives a different bonus to the mystic that obtains full mastery, and this bonus is always specified in the description of the School itself.

DESCRIPTION OF THE SCHOOLS

AND TECHNIQUES

The combat techniques are described in the next pages, divided so that each page only has one school's techniques on it. Technique descriptions are enclosed in squares that you can print on card and cut off, to use them as cards if you want to have an easy way to deal with mystic combats. Each mystic will only need to pick his card and put it upside down on the table, and then they both turn them upside together.

Each school is shortly described, and after that each technique is described in its square, where you can find its type, name, effect, circle and school.

MYSTIC COMBAT STYLES

BASIC TECHNIQUES

The three techniques described here are the techniques that all of the mystics always know, because they are taught as the base of their training in every monastery.

BASIC FIST OR KICK		BASIC DEFENSE		BALANCE THE CHAKRA	
BASE	1ST CIRCLE	BASE	1ST CIRCLE	BASE	1ST CIRCLE
<p>The mystic attacks with a fist or a kick.</p> <p>1d4 damage</p>		<p>The mystic covers his body with arms and tries to deflect the attacks</p> <p>damage reduced by 1d4</p>		<p>The mystic meditates to find his best energetic balance. Can be used only once per fight.</p> <p>Heals 1d4 hit points</p>	
ATTACK STYLE		DEFENSE STYLE		SUPPORT STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF LIGHT

The techniques of this school are connected with sight and light. These techniques use the energy of the mystic or the light of the environment to confuse the enemy.

When a mystic becomes a Master of Light, he gets a permanent +1 bonus on all of his saving throws against spells, staves and rods.



INSTINCT STRIKE		DISTRACTION		SHADOW OF THE SUN	
LIGHT	1ST CIRCLE	LIGHT	2ND CIRCLE	LIGHT	3RD CIRCLE
<p>The mystic attacks with his eyes closed, sensing the enemy for his noises, smell, warmth... The mystic can use this attack even if he's blinded or in complete darkness with no malus.</p> <p>1d4 damage</p>		<p>The mystic moves in different directions, trying to put other people and objects between him and the attacker.</p> <p>damage reduced by 1d8+1</p>		<p>The mystic jumps exactly between the sun and the enemy, then falls on him with all his strength, hitting with a powerful kick. The enemy can't see the mystic coming because the light of the sun hides him. The mystic can use this technique only in daylight.</p> <p>1d12 damage</p>	
ATTACK STYLE		DEFENSE STYLE		ATTACK STYLE	

SHINING		ENERGY WAVE	
LIGHT	4TH CIRCLE	LIGHT	5TH CIRCLE
<p>The mystic concentrates his energies and emits a feeble light, that allows him to see in a 6 m radius. The energy fades in 1d6+6 turns or when the mystic releases it through the hands or through the 5th circle attack technique of this school.</p> <p>Illuminates 6 m radius</p>		<p>The mystic may use this technique only if he is currently <i>shining</i> for using the 4th circle support technique of this school. Releasing all of the energy from the hands, the mystic generates a blow that may hit an enemy up to 3 m away dealing a big amount of damage.</p> <p>1d12+4 damage</p>	
SUPPORT STYLE		ATTACK STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF DARKNESS

The School of Darkness teaches techniques that are based on deceiving, illusion and blockage. These techniques need the mystic to be very fast and agile.

A Master of this school gains a permanent -1 bonus on his AC against all creatures of troll size or smaller.



LEG KICK		FEINT		TWENTY FISTS	
DARKNESS	1ST CIRCLE	DARKNESS	2ND CIRCLE	DARKNESS	3RD CIRCLE
<p>The mystic kicks the base of the foot of the enemy, trying to unbalance him and make him fall. The enemy must save vs. magic wands to avoid falling. A grounded mystic must sacrifice one attack to get back on his feet.</p> <p>1d4 damage</p>		<p>The mystic pretends to attack with a fist, but he uses this move only to charge a rotation kick that hits the enemy on the side of the trunk</p> <p>1d10 damage</p>		<p>Moving his hands very fast, the mystic takes 20 fists to the enemy, but only one is the real one, and it's a strong fist straight between the eyes. The enemy must save vs. death ray or he'll be stunned for one round. A stunned mystic may not use any combat style for the rest of the round.</p> <p>1d8 damage</p>	
ATTACK STYLE		ATTACK STYLE		ATTACK STYLE	

THE FIVE IMAGES		CANCEL PRESENCE	
DARKNESS	4TH CIRCLE	DARKNESS	5TH CIRCLE
<p>The mystic moves very fast, and his image seems to multiply into 5 different images, that attack the enemy from different directions. Taking advantage of this diversion, the mystic deals his most powerful blow to the enemy.</p> <p>1d12+2 damage</p>		<p>The mystic may use this defense only once per day. The mystic concentrates his energies to completely disappear, becoming invisible and untouchable. Nobody can sense him in any way until he attacks again. This disappearance ends in 1d4+2 rounds, if the mystic doesn't attack before. The next attack dealt by the mystic deals +3 damage thanks to the surprise. The mystic takes no damage in this round.</p> <p>Damage reduced to 0</p>	
ATTACK STYLE		DEFENSE STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF AIR

The School of Air teaches techniques that are based on speed, jumps and wind. These techniques need the mystic to be very focused and sensitive.

A Master of this school is able to dodge most of the blows dealt to him, gaining a permanent +1 bonus on all of the saving throws against breath weapons.



SOMERSAULT		FLYING KICK		SPEED BOOST	
AIR	1ST CIRCLE	AIR	2ND CIRCLE	AIR	3RD CIRCLE
<p>By making a somersault, the mystic tries to get out of the trajectory of the enemy's attack.</p> <p>Damage reduced by 1d6</p>		<p>The mystic may use this attack to hit an enemy that is up to 3 m away. If the enemy doesn't save vs. death ray, he is stunned for one round. A stunned mystic may not use any combat style for the rest of the round.</p> <p>1d6 damage</p>		<p>The mystic concentrates his energies on arms and legs, to be able to move faster.</p> <p>For the next 1d4+2 rounds, the mystic increases his speed of 12 (4) m and may use one extra combat technique per round.</p> <p>At the end of the effect, the mystic is so tired that for 6 rounds he may only use one technique every 2 rounds.</p> <p>+1 attack per round</p>	
DEFENCE STYLE		ATTACK STYLE		SUPPORT STYLE	

BOUNCE BACK		ASCENDING DRAGON	
AIR	4TH CIRCLE	AIR	5TH CIRCLE
<p>The mystic jumps in one direction, landing only to jump back and hit the enemy with the strength given by the bounce.</p> <p>1d12+2 damage</p>		<p>The mystic concentrates his coldest energies and lures the enemy in a spiral movement that ends with a powerful uppercut. The cold generated by this hit lifts the enemy like a small tornado and blows him away, dealing a huge amount of damage.</p> <p>1d12+4 damage</p>	
ATTACK STYLE		ATTACK STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF STONE

This school teaches how to use the energy of the earth and of everything that's made of solid matter. It teaches how to resist to blows and to deal blows that may even crumble the rocks

A Mystic that is a master of stone gains an uncommon resistance and has a permanent +1 bonus on all of his saving throws against paralysis and turn to stone.



STRENGTH BOOST		HEADBUTT		BACKSLAP	
STONE	1ST CIRCLE	STONE	2ND CIRCLE	STONE	3RD CIRCLE
<p>The mystic focuses all of his energies in the hands and feet. The next blow dealt by the mystic deals +3 additional damage.</p> <p>+3 damage to next attack</p>		<p>The mystic hits the enemy on the face with his own forehead.</p> <p>1d10 damage</p>		<p>The mystic hits the back of the head of the target with a rotating kick. The target needs to save vs. death ray, otherwise he is grounded. A grounded mystic must sacrifice one attack to get back on his feet.</p> <p>1d8 damage</p>	
SUPPORT STYLE		ATTACK STYLE		ATTACK STYLE	

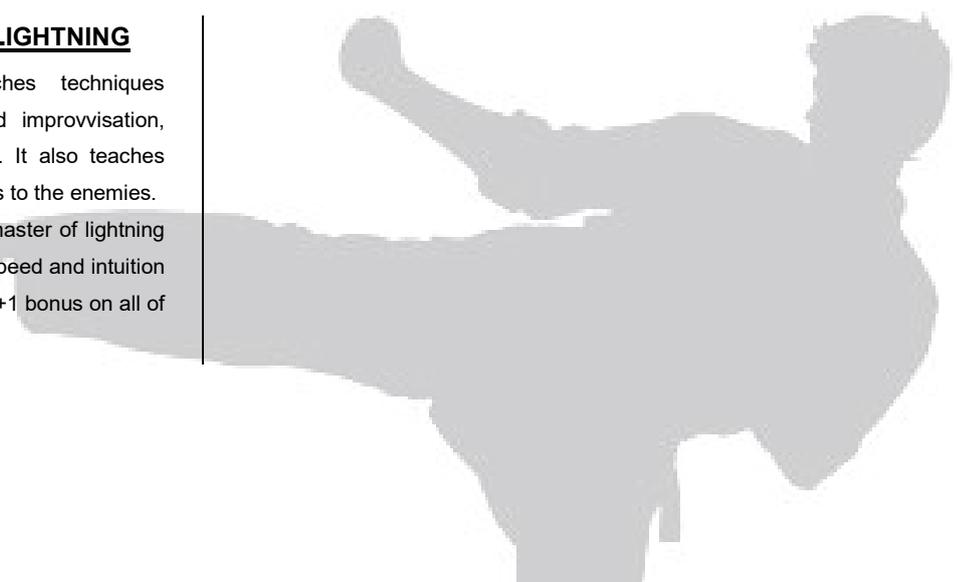
STONE CHAKRA		STONEBREAK	
STONE	4TH CIRCLE	STONE	5TH CIRCLE
<p>The mystic focuses all of the energies to change the balance of his own chakra and get a stronger resistance. For 1d4+2 rounds, all the damage dealt to him by combat techniques and physical attacks is reduced by 1d4+2 points. The mystic may use this technique only once per fight. This can be cumulated with other defense techniques</p> <p>Damage reduced by 1d4+2 for 1d4+2 rounds</p>		<p>The mystic needs to strike this blow immediately after a <i>Strength boost</i> support technique, from this same school. The attack is so strong that may crack a stone as thick as 30 cm and open a hole in a brick wall of the same size. The mystic himself takes 1d8+1 damage. (Damage of the <i>strength boost</i> is already included)</p> <p>2d12+10 damage</p>	
DEFENSE STYLE		ATTACK STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF LIGHTNING

This school teaches techniques based on speed and improvisation, surprise and initiative. It also teaches how to produce shocks to the enemies.

A Mystic that is a master of lightning gains an uncommon speed and intuition and has a permanent +1 bonus on all of his initiative rolls.



THUNDER FROM THE GROUND		BLOCKING SHOCK		BELLY BLOW	
LIGHTNING	1ST CIRCLE	LIGHTNING	2ND CIRCLE	LIGHTNING	3RD CIRCLE
<p>The mystic attacks the enemy with a vertical split kick, hitting him under the chin.</p> <p>1d8 damage</p>		<p>The mystic hits a precise spot on the back of the neck of the enemy that blocks his nerves causing the feeling of an electric shock. If the target fails a save vs. paralysis, he is paralyzed for 1d3 rounds. This technique may only paralyze humans or demi-humans.</p> <p>1d6 damage</p>		<p>The mystic attacks the enemy from a short distance on the belly with a flat kick, hitting him very hard.</p> <p>1d12 damage</p>	
ATTACK STYLE		ATTACK STYLE		ATTACK STYLE	

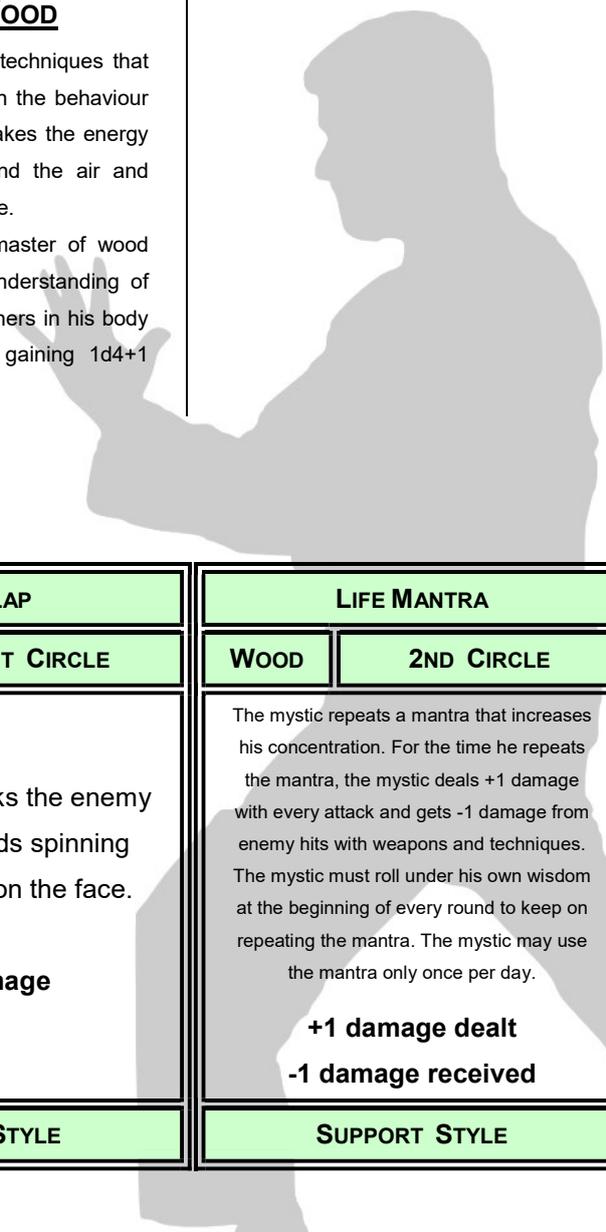
BLACKOUT SHOCK		STATIC ELECTRICITY	
LIGHTNING	4TH CIRCLE	LIGHTNING	5TH CIRCLE
<p>The mystic hits a precise spot on the back of the neck of the enemy that blocks his brain causing the feeling of an electric shock. If the target fails a save vs. death ray, he is knocked out. In a normal fight, the mystic gets a -2 to hit when attacking with this technique. This technique may only knock out humans or demi-humans.</p> <p>1d10 damage</p>		<p>The mystic brushes wool clothes with stones or crystals to generate static electricity on his own body, then controls that electricity and improves it with meditation. When he will strike his next attack, that energy will be released as a massive electric shock, dealing an extra 1d12+1 damage to the target. If not used in three rounds, the static electricity fades. The mystic may use this technique only once per fight.</p> <p>+1d12+1 additional damage</p>	
ATTACK STYLE		SUPPORT STYLE	

MYSTIC COMBAT STYLES

SCHOOL OF WOOD

This school teaches techniques that imitate nature, based on the behaviour of plants and trees. It takes the energy from both the earth and the air and focuses them through life.

A Mystic that is a master of wood gains an uncommon understanding of nature and life, and gathers in his body the energy of nature, gaining 1d4+1 permanent HP.



TREESLAP		LIFE MANTRA		REVERSE TREE FALL	
WOOD	1ST CIRCLE	WOOD	2ND CIRCLE	WOOD	3RD CIRCLE
<p>The mystic attacks the enemy with a backwards spinning fist, hitting him on the face.</p> <p>1d8 damage</p>		<p>The mystic repeats a mantra that increases his concentration. For the time he repeats the mantra, the mystic deals +1 damage with every attack and gets -1 damage from enemy hits with weapons and techniques. The mystic must roll under his own wisdom at the beginning of every round to keep on repeating the mantra. The mystic may use the mantra only once per day.</p> <p>+1 damage dealt -1 damage received</p>		<p>The Mystic accompanies the blows of the enemy and tries to use the enemy's attacks to damage him. The enemy gets the same amount of damage that the mystic is able to avoid using this technique.</p> <p>Damage reduced by 1d8+1</p>	
ATTACK STYLE		SUPPORT STYLE		DEFENSE STYLE	

TREE FALL		STRANGLING IVY	
WOOD	4TH CIRCLE	WOOD	5TH CIRCLE
<p>The mystic hits the ankles of the enemy to make him fall, then blocks his fall with a knee-kick in his belly, and finishes the attack with an elbow-blow on the back of his head.</p> <p>1d12+2 damage</p>		<p>The mystic tries to catch the enemy in a painful grip. The enemy may avoid the whole damage by succeeding in a save vs. paralysis. If he fails, the mystic wraps his legs from behind around the target's ones, blocks the enemy's arms with one arm and strangles him with the other one. The target may roll the save at every round to free himself, but if the roll fails, he takes the damage automatically and can do nothing else for the rest of the round.</p> <p>1d12 damage</p>	
ATTACK STYLE		ATTACK STYLE	

MYSTIC COMBAT STYLES

NEW COMBAT STYLES

A level 30 or higher mystic may decide to invent a new combat style. This means he will need to invent 5 techniques, including at least three attack and no more than one defense and one support techniques.

Before inventing the new hits, though, the mystic must be a Master of at least three different combat styles.

After achieving this, he needs to find ancient teachings of Masters of the past that will allow him to set up a proper training ground to learn these techniques and teach them. He needs to visit different monasteries to do this, and he may be asked to complete tasks for the mystics that live there to be allowed to see those ancient and secret scrolls.

The mystic needs to spend at least 30.000 Dc to build the training ground, that he will need to test and improve until it's perfect. This process usually takes not less than 6 months.

Once the training ground is ready, the mystic must train there for 6 months and, at the end of the training, he must check if the training was successful by rolling 1d%. The success chance is calculated with the following operation:

Int+Wis+Dex-10

The whole Intelligence, Wisdom and Dexterity scores are added up for this operation. If the roll gives a fail, the mystic may try again after building a new training ground and gaining a new level or, if he is already at level 36, after gaining an extra 250.000 XP. The following attempt will benefit of a +5% bonus to be completed. This bonus is cumulative and may be added for every failed training, until the mystic succeeds.

If the roll of the dice is 00, the mystic realizes that he made some mistakes developing the training, that undermined his chances of learning the new effect. The mystic may never try to develop this fighting style anymore, but

he may decide to start back from scratch to develop a new one.

A mystic may only invent one new combat style, and he needs to write down the research he made to develop the techniques in five parchment scrolls that he will then leave to his disciples.

If the mystic succeeds in inventing the new style, he will immediately gain all of the techniques that are part of that school (after all, he invented them) and may teach them to his followers.

Inventing a new combat style is a unique achievement in the life of a mystic, and he must be rewarded for the success with 25.000 XP. However, for every failure, the mystic will still get 2.500 XP.

CAREERS

Mystics may seem to most players very limited characters, because they live in monasteries and need other mystics around to train, because they don't use weapons or armors, and because they don't aim to nobility or power. However, there are still plenty of chances to develop the mystic in a campaign, especially if the player that plays him has some fantasy and a good ability in roleplaying. The mystic actually needs a higher level of roleplaying than most of the other characters.

In this page, there are the most common examples of careers that a mystic may follow at high levels. The players and the DM may, of course, add new ones if they want.

PRIOR

A mystic after level 9 may build a new monastery or try to become the Prior of an existing one. As a Prior, the mystic may have one extra follower and is responsible for the safety of the other mystics of the monastery. Moreover, he needs to organize chores, provide food and promote the monastery in the cities and towns, to attract more novices.

The Prior is usually very busy and may not have time to often go adventuring, but he may freely use all of the Monastery's money and magic items, and he may give orders to all of the mystics that live in his monastery.

Another career that's similar to this is the career of the Elder. A mystic can be the Elder of his Order only if the Sensei of the Order elect him at the death of the previous one. However, many Orders have local Elders that organize the Order in smaller areas (usually one nation) and all of the local Elders elect the Elder of the whole Order, that usually resides in the main monastery of the Order. However, the Orders of Lhamsa do not exist outside the Principalities, and the Monastery of Lhamsa is the main one for the four Orders.

BEGGAR

Mystics who decide to travel are called **Beggars**: they travel around begging for food and donations and searching for treasures for their original monastery. They keep contact with the monastery and go back there at least once per year to bring back goods and money.

Beggars may ask for hospitality in any monastery of their order, and it cannot be denied, for a minimum of three days. After three days, the Prior may ask the beggar to leave.

Seriously wounded or sick beggars may ask for hospitality and care in any monastery of any order, and it can never be denied. The beggar must be taken care of until he is completely healed. The Prior of the monastery who took care of him may ask for something as a reward for helping him. This may be some objects or money, a period of service for the monastery, or even the accomplishment of a task or an adventure.

HEALER

Many mystics in the Principalities prefer to live in small communities in the cities or nearby, where they are needed by wounded adventurers and guards for their healing skills. These mystics live in hospices, rather than in monasteries, and for their healings ask the patients for a donation in money or goods.

Mystics of the Orders of the Butterfly and the Leaf are mostly following this path and, at high levels, they can get very strong healing skills. However, any mystic may follow this career and, from time to time, receive gifts from the people they heal, or be taught of treasures, legends and monsters by the wounded people that they are caring for.

SERVICE

Many nobles, adventurers, merchants and other people may need the services of mystics from time to time. Mystics normally accept, in order to earn money for their monastery, but sometimes they enjoy the service and prefer to stay there rather than going back to the monastery. This doesn't mean that they sever every tie with the monastery, but that they go back the minimum they need. Mystics may enjoy service periods freely, but sometimes the Prior of a monastery may recall a mystic from a service, if he thinks that it's already been too long, or that it's disrupting the mystic's allegiance to the Order.

EXPERIENCE AND LEVEL UP

INDIVIDUAL EXPERIENCE

This rule allows characters to get personalized experience growth. With this rule, characters gain different amounts of XP by doing different things. When they perform actions that are more strictly connected with their class, the characters earn more XP, while they earn less when they do things that are not very congenial to them.

Mystics are quite particular characters, and they have also their own, very special, ways to get experience. They adventure for their monasteries, but their lives are devoted to service, and most of the times their XP are earned more for the actions done to help others than for the monsters killed or the treasures looted.

KILL ENEMIES

Mystics don't like to kill. They do if they have no alternatives, but they prefer non-lethal fights. For this reason, the mystics only get 2/3 of the XP when they kill enemies. However, they get twice the XP for an enemy whenever they manage to defeat an enemy without killing him, in a non-lethal fight. A mystic beating another mystic in a non-lethal fight takes a whopping triple amount of XP for this achievement.

FIND TREASURES

Mystics do not get any XP from the treasures they find. For them money means nothing. They only use it to help the poor and the miserable. For this reason, mystics get 1 XP for each Dc worth of treasures spent to help people or gifted to the poor and the sick.

Mystics don't get any XP from the money they give to the monastery and from the money they use to buy things for themselves or for their friends

Mystics also get no XP for money earned working, stealing or with any kind of commerce.

FIND ANCIENT TEACHINGS

To be admitted to read or even only to admire the scrolls left by the ancient Sensei is for a mystic a great honour and gives him a much deeper comprehension of the training, the skills and the philosophy of his and other Orders. It is a very rare occurrence, but the mystic that happens to be that lucky will gain a bonus in XP equal to 5% of the total of XP he already has.

Moreover, these ancient scrolls may teach how to use a different *gente touch* to produce a very unusual effect, and the mystic may learn that as well. However, this eventuality, as I already said, is extremely rare and the DM should not allow this kind of bonus more than once or twice in a campaign, if not as part of a mystic's search for Immortality.

SKILL USE

Like other characters that have many skills, the mystic should try and use them, more than just fight and loot. For this reason, whenever the character uses his skills to save the day, to help someone else, to avoid a fight, or in a very smart way, he should be rewarded some XP bonus. These bonuses should always be between 100 and 500 XP for every use of the skill.

BECOME A PRIOR OR AN ELDER

A mystic doesn't get any XP if he founds a new monastery and becomes the Prior. However, if the Mystic becomes a Prior of a monastery or an hospice (which is usually because the Elder of the Order gives him the role), the mystic gets a bonus that is equal to 5% of the XP he already has.

To be nominated Elder by the Sensei of the Order is even harder, and if the mystic achieves this amazing goal, he will be rewarded with a +10% bonus on all of the XP that he already has. Of course, this doesn't apply if the character founds a new Order and declares himself the new Elder.

INVENTING NEW MOVES

A mystic gets a bonus of +5.000 XP if he invents a new effect for the *gentle touch* as described in this book. However, every failed attempt only gives him 500 XP.

A mystic gets 25.000 XP if he manages to invent a new combat school, with five different techniques. Again, for every failed attempt, the mystic only gets 2.500 XP.

EXPERIENCE MODIFIERS FOR THE MYSTIC	
ACTION	XP
KILL ENEMIES	x 2/3
DEFEAT ENEMIES WITHOUT KILLING THEM	x 2
DEFEAT A MYSTIC	x 3
FIND TREASURES	0
USE TREASURES FOR THE POOR	x1
JOBS, COMMERCE AND STEALING	0
FIND ANCIENT TEACHINGS	+5% XP
SKILLS USE	100 - 500
BECOME A PRIOR	+5% XP
BECOME THE ELDER OF THE ORDER	+10% XP
INVENT A NEW EFFECT FOR THE GENTLE TOUCH	success 5.000 XP
	fail 500 XP
INVENT A NEW COMBAT STYLE	success 25.000 XP
	fail 2.500 XP

EXPERIENCE AND LEVEL UP

LEVEL UP

The mystic is a character that lives in a monastery, and he needs to go back there every now and then, and spend some time with his brothers, do chores for the Order, train and meditate. It is not a mystic's life going into adventures and, when they do, they should always come back to their monastery to bring money and items and also to train more.

For this reason, a mystic needs to go back to his monastery or to a monastery of his order to be able to train and get to the next level. He will need to undergo a period of meditation, isolation and training like the one that he is called to do every year, but for one week plus one day per level he has. It means that a mystic of 8th level that's going to level up will need 15 days of isolation and training to achieve it (7 base +8 for his current level).

During this time, the mystic should not be disturbed or interrupted. If it happens, the mystic will have to start this week of isolation again once the distraction is gone, and the mystic will not get the new level until the period of isolation is completed as it's meant to be.

Arsenic and old Spellbooks

The Mystic

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