

Mystic

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Mysticism Points	Max Spell Level
1 st	+2	Spellcasting, Mystical Path	3	2	4	1 st
2 nd	+2	Self-awareness, Turn Undead	3	3	6	1 st
3 rd	+2	-	3	4	14	2 nd
4 th	+2	Ability Score Improvement	4	5	17	2 nd
5 th	+3	-	4	6	27	3 rd
6 th	+3	Path Feature	4	7	32	3 rd
7 th	+3	-	4	8	38	4 th
8 th	+3	Ability Score Improvement	4	9	44	4 th
9 th	+4	Timeless Soul	4	10	57	5 th
10 th	+4	Path Feature	5	11	64	5 th
11 th	+4	-	5	12	73	6 th
12 th	+4	Ability Score Improvement	5	12	73	6 th
13 th	+5	-	5	13	83	7 th
14 th	+5	Path Feature	5	13	83	7 th
15 th	+5	-	5	14	94	8 th
16 th	+5	Ability Score Improvement	5	14	94	8 th
17 th	+6	-	5	15	107	9 th
18 th	+6	Path Feature	5	15	114	9 th
19 th	+6	Ability Score Improvement	5	15	123	9 th
20 th	+6	Spark of Rejuvenation	5	15	133	9 th

Kneeling over a fallen comrade, her eyes shut tight, a human woman draws from a hidden wellspring of power as her companion's wounds begin to close.

Speaking words unintelligible to mortal ears, a kender convinces a walking corpse to return back to the grave and resume his eternal sleep.

Her body undulating back and forth to the rhythm of the drums, a tribal shaman raises wards to protect her tribe from the attacking barbarian horde.

At the core of all living things is the touch of the divine, the residual energies of creation itself. Mystics have learned to tap into the spark of life residing within them and kindle it into a flame of power. Each as unique as the varied races of Krynn, mystics harness the very power of creation.

Power of the Heart

It is said that in order to understand the universe one must begin by understanding one's self. Through meditation and careful introspection, mystics ponder the nature of truth and seek to unlock the mysteries of life. They ask themselves the difficult questions that most would rather keep unanswered. They become self-aware in a way few others are, uncovering and exploring the deep and buried recesses of their own souls. Through intense self-examination, mystics have discovered within themselves, at the very core of their being, an imprint left behind from the act of creation which they call the spark of life. By tapping into this spark, the mystic is able to coax it into a flame through which they are able to manifest powers previously only available through divine intervention.

Mystics have no need to beseech the gods for their magic as do clerics. Their power comes from a place of self-assurance and self-awareness. It allows them to affect the very energies of life and beyond. Mystics hail from all races, but most especially from cultures that value bravery and forthrightness while deploring deceit and duplicity.

Insightful and Strong

Mystics are rare. They ask hard questions about life, death, the nature of existence, and our purpose for being with no fear of what the answer might be. Mystics seek truth and accept that truth for what it is. This search often leads mystics to a life of adventure. While they may not have the breadth of magic available to clerics, they are far more versatile making them highly valuable to any adventuring party, though their faith in themselves rather than in the gods can be off-putting to clerics and others devoted to the gods, such as Wizards of High Sorcery and Knights of Solamnia.

Creating a Mystic

When creating a mystic it is important to consider how your journey of self-discovery began. Perhaps you were trained as an aesthetic in the Library of Palanthas. Maybe you hail from a nomadic tribe whose exposure to harsh climates has forced them to accept hard truths. Or it could be that in the face of some tragedy you traveled into the wilderness to make sense of it all only to make your way to the Citadel of Light.

Now that you have this power, what purpose does it serve? What will you do with it? It can be used to give life and hope to those lacking it. It can also be used to take both life and hope away.

Quick Build

You can create a mystic quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the hermit background.

Class Features

As a mystic you gain the following class features.

Hit Points

Hit Dice: 1d8 per mystic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mystic level after 1st

Proficiencies

Armor: Light Armor, medium armor, shields

Weapons: All simple weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from History, Insight, Investigation, Medicine, Nature, Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) a shield
- (a) hide armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack and a shield

Spellcasting

For good or ill, you have learned to tap into the divine spark of life resident in all living beings. You are able to coax that spark into a flame of power that fuels your spells. See chapter 10 for the general rules of spellcasting.

Cantrips

At 1st level you know 3 cantrips of your choice from the mystic spell list. You may learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mystic table.

Mysticism Points

The Mystic table shows how many mysticism points you have to cast your spells of 1st level and higher. To cast a mystic spell, you must expend a number of mysticism points based upon the spell's level as shown on the Mysticism Point Cost table. You regain all expended mysticism points when you complete a long rest.

Spell Level	Point Cost	Spell Level	Point Cost
1 st	2	6 th	9
2 nd	3	7 th	10
3 rd	5	8 th	11
4 th	6	9 th	13
5 th	7		

Casting Spells of 1st Level and Higher

The mystic table shows how many spell points you have to cast your spells. To cast a spell, you must expend a number of spell points based upon the spell's level as shown on the Mysticism Point Cost table.

You know four mystic spells chosen from the Mystic spell list. The mystic table shows when you learn new spells as you gain levels. The spells you know must not exceed your maximum spell level as indicated on the Mystic table.

Also, when you gain a level in this class, you can choose one of the mystic spells you know and exchange it for another from the Mystic spell list. The new spell must also not exceed the maximum spell level.

Spellcasting Ability

Wisdom is your spellcasting ability for your mystic spells, since the power of your magic comes from your self-awareness and introspection. You use Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a mystic spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a Mystic spell as a ritual if that spell has the ritual tag in the spell's description.

Mystical Focus

You can use one mundane item of your choice (a feather, a lock of a loved one's hair, a family heirloom, etc.) as a spellcasting focus for your mystic spells as described in Chapter 10 of the Player's Handbook.

Mystical Path

At 1st level, choose a mystical path, which describes which aspects of mysticism for which you have the greatest affinity. Mystical paths are detailed at the end of the class description and grant you special features at 1st level and again at 6th, 10th, 14th, and 18th level.

Path Spells

Each mystical path has a list of path spells that you gain at the mystic levels indicated in the path description. Once you gain a path spell, you always have it known, and it doesn't count against the number of spells you know.

If you have a path spell that doesn't appear on the mystic spell list, the spell is nonetheless a mystic spell for you.

Self-Awareness

Starting at 2nd level, through self-reflection and meditation you have become particularly strong-willed and respected for your sensible advice. You double your proficiency bonus (if any) on Charisma (Persuasion) checks made against friendly or indifferent targets.

Mystical Surge

At 2nd level, you gain the ability to cause your inner divine spark to flare and surge forth, fueling magical effects. You begin with two such effects: Turn Undead and an effect determined by your mystical path. You learn additional effects through your mystical path as you gain levels.

When you use your mystical surge, you choose which effect to create. You must then finish a short or long rest to use it again.

Some mystical surge effects require a saving throw. When you use choose such an effect, the DC of the save equals your spell save DC.

Beginning at 6th level you can use your mystical surge twice between rests, and at 18th level, you can use it three times in between rests. You regain all expended uses after completing a short or long rest.

Turn Undead

At 2nd level, you gain the ability to turn undead. As an action, you may turn any undead that can see or hear you within 30 feet. An undead creature must make a Wisdom saving throw. If it fails, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move into a space within 30 feet of you. It also can't take reactions. For its action, it can only take the Dash action or try to escape from an effect that prevents it from fleeing. If there's nowhere for it to move it can take the dodge action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Timeless Soul

Beginning at 9th level, you age more slowly than others of your race. For every ten years that passes, your body only ages one.

Spark of Rejuvenation

At 20th level, you regain 5 mysticism points upon completing a short rest.

Mystical Paths

Every mystic shows an affinity for one of three primary paths: the Path of the Body, the Path of the Mind, or the Path of the Spirit.

Path of the Body

You are able to stoke the flames of your inner spark and affect changes in the physical bodies of yourself and others. Every muscle, every sinew, every fiber of the physical form is yours to command.

Path Spells

Path of the Body Spells

Mystic Level	Spells
1 st	<i>Cure Wounds, Detect Poison and Disease</i>
3 rd	<i>Hold Person, Lesser Restoration</i>
5 th	<i>Revivify, Water Walk</i>
7 th	<i>Death Ward, Freedom of Movement</i>
9 th	<i>Greater Restoration, Hold Monster</i>

Physical Toughness

You are so attuned to your physical body that the mystical energies flowing within you make you stronger. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Mystical Surge: Mind over Matter

At 2nd level, when you are wearing no armor you may use a bonus action to add your Wisdom modifier to your Armor Class for one hour.

Superior Healer

At 6th level, when you cast a spell that restores hit points to someone, including yourself, you may reroll any of the dice in the dice pool that result in a one. You must accept the new result even if it is a one as well.

Mystical Surge: Mystical Strike

When you reach 10th level, you are able to focus your mystical energy into your melee attacks. When you make a melee attack you may expend 1 use of your mystical surge to deal an extra 2d8 points of radiant damage to your target. The damage you deal increases by 2d8 for every additional use of your mystical surge ability you expend to a maximum of 6d8.

Mystical Form

At 14th level, as an action, you can change your appearance in any way you wish, including your height, weight, facial features, the sound of your voice, hair length, coloration, and any other distinguishing characteristics you choose. The effects last for a number of hours equal to your Wisdom modifier. You may make yourself appear to be a member of another race, although your statistics remain the same. You can't change your size or basic shape. For instance, if you are human you must maintain a medium humanoid shape. You may revert back to your original appearance at any time as a bonus action.

A Thousand Faces

At 18th Level, as an action, you may change the appearance of a number of additional creatures equal to your Wisdom modifier. You must expend 2 mysticism points for each addition creature wish to affect in this way. You may alter each creature's appearance in any way you choose including height, weight, facial features, the sound of their voice, hair length, coloration, and any other distinguishing characteristics you choose. The effects last for a number of hours equal to your Wisdom modifier. You may also make each creature appear to be a member of another race, though their statistics remain the same. You may increase or decrease each creature's size by one size category, but they must maintain the same basic shape.

Once you have used this feature, you may not use it again until you have completed a long rest, though you may revert one or all of the creatures affected by this feature back to their original appearance at any time as a bonus action.

Path of the Mind

Your mind and your heart are one. You are able to extend your thoughts beyond the limits of others. You have a clarity that few others share.

Path Spells

Path of the Mind Spells

Mystic Level	Spells
1 st	<i>Charm Person, Shield of Faith</i>
3 rd	<i>Enthrall, Zone of Truth</i>
5 th	<i>Beacon of Hope, Fear</i>
7 th	<i>Confusion, Divination</i>
9 th	<i>Commune, Mislead</i>

Aura Perception

You can perceive the auras radiating from all living beings. As an action on your turn, you can surmise the emotional state of any living creature that you can see.

Additionally, you have advantage on all Wisdom (Insight) checks made to tell if someone is lying.

Mystical Surge: Quiet the Mind

At 2nd level, you may cast the sleep spell as a first level spell without expending a spell slot.

Improved Self-Awareness

At 6th level, your self-awareness has become so attuned that you may add your Wisdom bonus to any Charisma (Persuasion) checks made to change the attitude of an indifferent or hostile creature by one step so long as that creature is able to hear and understand you. Also, you have advantage on all Wisdom saves against being charmed.

Mystical Surge: Mystical Perception

Beginning at 10th level, you can use your mystical surge ability to attempt to read the thoughts of other sentient creatures. To do so, you must concentrate on one creature that you can see for one round. The target must make a Wisdom save against your mystic spell-save DC. On a failed save, you may extract one specific piece of information that the target knows. If the target succeeds the save, you may not target that creature again until you have completed a long rest.

Telepathy

At 14th level, you gain the ability to communicate and project your thoughts into the mind of another creature, including images of things you are currently seeing and words. There are no limitations on distance as long as the creature is on the same plane as you, but the target must be a creature that you have seen, and the creature must be able to understand you. Each use of this power lasts for up to 1 minute, but requires concentration (like a spell). You can use this power a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

Mystical Surge: Dominate Will

Upon reaching 18th level, you can use your mystical surge to attempt to dominate the will of other creatures. The target must make a Wisdom save against your mystic spell-save DC. On a failed save, the target will be completely under your control for a number of rounds equal to your Charisma modifier plus your proficiency bonus until the creature takes damage. The target may attempt to save on each subsequent round on its turn. If the target succeeds on its save, you may not target that creature again until you complete a long rest.

Path of the Spirit

You know that there are things that transcend the constraints of the mortal shell. You can perceive through a sort of sixth sense the realms that exist beyond those of life.

Path Spells

Path of the Spirit Spells

Mystic Level	Spells
1 st	<i>Protection from Evil and Good, Sanctuary</i>
3 rd	<i>Gentle Repose, Spiritual Weapon</i>
5 th	<i>Animate Dead, Spirit Guardians</i>
7 th	<i>Banishment, Guardian of Faith</i>
9 th	<i>Hallow, Raise Dead</i>

Commune with Nature

You have the ability to commune with whatever natural environment you are in. By concentrating for one minute you may establish a connection to the living plants and creatures within 1 square mile of you. During this time you are able to pick up pieces of information including geographical features, the types and locations of any creatures that mean the local flora and fauna harm, and a sense of the general feeling in the area.

Mystical Surge: Spiritual Guidance

At 2nd level, you may use your mystical surge ability to enter into a trance-like state. While in this state you become aware of the spirits present in the area, and may attempt to seek advice from them. However, not all spirits are helpful. The spirit to whom you are seeking guidance must make a wisdom saving throw which the DM makes in secret. On a failed save, the spirit tells the truth. On a successful save, the DM decides whether or not the spirit lies or in some other way misdirects you.

Death's Ward

When you reach 6th level, you can no longer be charmed or frightened by undead, and you are immune to disease.

Mystic Surge: Control Undead

At 10th level, you can use your mystical surge to target one undead creature that you can see and is within 30 feet of you. The target must make a Wisdom saving throw. On a failed save the target must obey your commands for the next 24 hours, until you end the effect, or until the undead creature takes damage. Undead whose challenge rating is higher than your Mystic level are immune to this effect.

Mystical Sanctuary

When you reach 14th level, undead creatures sense your connection to the spiritual realm and become hesitant to attack you. When an undead creature attacks you, that creature must make a Wisdom saving throw against your spell save DC. On a failed save the creature must choose another target within range or have disadvantage on the attack. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Spirit Walker

When you reach 18th level, you may cast the astral projection spell. Once you do this you may not do so again until you complete a long rest.

Mystic Spells

Cantrips (0 Level)

Chill Touch
Friends
Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Vicious Mockery

1st Level

Animal Friendship
Bane
Beast Bond (EEPC)
Bless
Charm Person
Command
Create or Destroy Water
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison or Disease
Guiding Bolt
Healing Word
Heroism
Inflct Wounds
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith

2nd Level

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Detect Thoughts
Enhance Ability
Enthral
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
See Invisibility
Shatter
Silence
Spiritual Weapon
Suggestion
Warding Bond
Zone of Truth

3rd Level

Animate Dead
Beacon of Hope
Bestow Curse
Create Food and Water

Daylight
Dispel Magic
Fear
Feign Death
Glyph of Warding
Magic Circle
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse

Revivify
Sending
Speak with Dead
Spirit Guardians
Water Breathing
Water Walk

4th Level

Banishment
Confusion
Control Water
Death Ward
Divination
Dominate Beast
Freedom of Movement
Guardian of Faith

5th Level

Awaken
Commune
Contagion
Dispel Evil and Good
Dominate Person
Flame Strike
Greater Restoration
Hallow
Hold Monster
Mass Cure Wounds
Mislead
Modify Memory
Raise Dead

6th Level

Blade Barrier
Create Undead
Eyebite
Forbiddance
Harm
Heal
Heroes' Feast
Mass Suggestion
Wind Walk

7th Level

Conjure Celestial
Conjure Fey
Divine Ward
Etherealness
Fire Storm
Plane Shift
Regenerate

Resurrection

Symbol

8th Level

Abi-Dalzim's Horrid Wilting
Antimagic Field
Antipathy/Sympathy
Feeblemind
Glibness
Holy Aura
Mind Blank

9th Level

Astral Projection
Gate
Mass Heal
Storm of Vengeance
True Resurrection