

Alternate Mystic Spell List

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The *Dragonlance Campaign Setting* introduces the mystic core class for those players seeking to explore the power of the heart. Some players may find that the mystic's domains do not convey the same feel for mysticism that was present in the SAGA system, while others may seek additional options for mystics.

This article makes use of a "mystic spell" list as well as nine specialized spheres of mysticism. The spheres were first presented in the SAGA rules system and have been updated to the current version of the d20 system. The "mystic spell" list represents a category of general spells that do not fall under the other nine spheres of mysticism.

Note: Some spells in the "mystic spells" list affect non-living things, which is normally the province of wild sorcery. This was done intentionally, so as to maintain the usefulness of the mystic as compared to other spellcasting classes. You may, of course, choose to replace spells from the "mystic spells" list with spells of your choosing from the bard, paladin, ranger, or sorcerer/wizard spell lists.

The nine spheres of mysticism affect living beings in some manner, though their exact natures may vary from sphere to sphere. The nine spheres are as follows:

- **Alteration** spells alter a living being's form.
- **Animism** spells interact with plants, animals, and the natural world.
- **Channeling** spells increase a being's physical prowess in some way.
- **Healing** spells can cure disease, remove poison, or restore health to injured beings.
- **Meditation** spells increase a being's mental prowess and its resistance to spell energy.
- **Mentalism** spells affect the willpower and thoughts of other beings.
- **Necromancy** spells manipulate the essence of life and death, and animate the corpses of the once-living.
- **Sensitivity** spells are used to perceive auras of creatures and may be able to affect time itself.
- **Spiritualism** spells affect spirits and the spirit world, including some of the restless dead.

Using These Spell Lists

When using the alternate mystic spell lists provided herein, please make the following adjustments to the mystic core class:

1. **Primary Sphere:** Instead of a domain, the 1st-level mystic selects one of the nine spheres of mysticism listed below. The mystic immediately gains that sphere's granted power and can select spells from that sphere when choosing her spells known. The mystic must add at least one spell from her primary sphere to her list of spells known. When the mystic gains access to another spell level, she must add at least one spell from her primary sphere to her new spell level.
2. **Secondary Spheres:** At 9th and 13th level, the mystic learns how to access another sphere of mysticism. The mystic is not required to add spells from her secondary spheres to her list of spells known, and she does not gain the granted powers of her secondary spheres.
3. **Spells Known:** The mystic does not automatically add her spheres' spells to her list of spells known. Instead, she learns one additional spell of every spell level. For example, Hevara Tarn is a 1st-level mystic with the Animism sphere. She knows four 0-level spells and three 1st-level spells (instead of "2+d" as stated in the *Dragonlance Campaign Setting*). At least one of her 1st-level spells must come from the Animism sphere – *animal messenger*, *calm animals*, or *entangle*.

Abbreviations

Spells from sources other than the *Player's Handbook* use the following abbreviations:

- AoM: *Age of Mortals Companion*
- DLCS: *Dragonlance Campaign Setting*
- KoD: *Key of Destiny*
- WotL: *War of the Lance*

MYSTIC SPELLS

0-LEVEL MYSTIC SPELLS

Create Water
Cure Minor Wounds
Daze
Detect Magic
Detect Poison

Disrupt Undead
Guidance
Inflict Minor Wounds
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Touch of Fatigue
Virtue

1ST-LEVEL MYSTIC SPELLS

Bless Water
Call Undead I (AoM)
Curse Water
Detect Chaos/Evil/Good/Law
Divine Favor
Doom
Endure Elements
Entropic Shield
Magic Stone
Magic Weapon
Obscuring Mist
Protection from Chaos/Evil/Good/Law
Sanctuary
Shield of Faith
Summon Monster I

2ND-LEVEL MYSTIC SPELLS

Align Weapon
Augury
Call Undead II (AoM)
Consecrate
Darkness
Desecrate
Find Traps
Make Whole
Remove Paralysis
Resist Energy
Shatter
Shield Other
Silence
Sound Burst
Spiritual Weapon (AoM)
Status
Summon Monster II
Undetectable Alignment

3RD-LEVEL MYSTIC SPELLS

Barrier of Deflection (WotL)
Billim's Bifrost Bridge (DLCS)
Call Undead III (AoM)
Contagion
Continual Flame
Create Food and Water

Daylight
Deeper Darkness
Dispel Magic
Earthen Shield (DLCS)
Glyph of Warding
Invisibility Purge
Magic Circle against Chaos/Evil/Good/Law
Magic Vestment
Meld into Stone
Mistshackles (AoM)
Obscure Object
Protection from Energy
Remove Curse
Rotting Grasp (WotL)
Searing Light
Stonesight (AoM)
Stone Shape
Stone Tentacles (WotL)
Summon Monster III
Water Breathing
Water Walk
Wind Wall
Zone of Air (KoD)

4TH-LEVEL MYSTIC SPELLS

Air Walk
Call Undead IV (AoM)
Control Water
Dimensional Anchor
Dismissal
Divine Power
Dragonbane (AoM)
Elemental Blade (WotL)
Energy Barrier (KoD)
Freedom of Movement
Imbue with Spell Ability
Magic Weapon, Greater
Planar Ally, Lesser
Reshape Metal (AoM)
Sending
Spark Shield (DLCS)
Spell Immunity
Summon Monster IV

5TH-LEVEL MYSTIC SPELLS

Atonement
Break Enchantment
Call Undead V (AoM)
Dispel Chaos/Evil/Good/Law
Emotional Brew (AoM)
Flame Strike
Hallow
Insect Plague
Mark of Justice
Plane Shift

Scrying
Spear of Divine Might (AoM)
Spear of Divine Wrath (AoM)
Summon Monster V
Symbol of Sleep
Traitor's Death (WotL)
Unhallow
Wall of Stone

6TH-LEVEL MYSTIC SPELLS

Animate Objects
Banishment
Blade Barrier
Call Undead VI (AoM)
Disjoin (DLCS)
Dispel Magic, Greater
Forbiddance
Glyph of Warding, Greater
Heroes' Feast
Planar Ally
Summon Monster VI
Wind Walk
Word of Recall

7TH-LEVEL MYSTIC SPELLS

Blasphemy
Call Undead VII (AoM)
Control Weather
Dictum
Holy Word
Refuge
Repulsion
Scourge (DLCS)
Scrying, Greater
Summon Monster VII
Symbol of Stunning
Word of Chaos

8TH-LEVEL MYSTIC SPELLS

Antimagic Field
Call Undead VIII (AoM)
Cloak of Chaos
Dimensional Lock
Earthquake
Fire Storm
Holy Aura
Planar Ally, Greater
Shield of Law
Spell Immunity, Greater
Summon Monster VIII
Unholy Aura

9TH-LEVEL MYSTIC SPELLS

Call Undead IX (AoM)
Divine Retribution (DLCS)

Gate
Implosion
Miracle
Storm of Vengeance
Summon Monster IX

MYSTIC SPHERES

ALTERATION SPHERE

Granted Power: You cast transmutation spells on living targets at +1 caster level.

- 1 Enlarge Person
Reduce Person
Talons (DLCS)
- 2 Alter Self
Barkskin
Reduce Animal
- 3 Blindness/Deafness
Chitinskin (WotL)
Gaseous Form
- 4 Displacement
Poison
Polymorph
- 5 Baleful Polymorph
Giant Vermin
Righteous Might
- 6 Animal Growth
Flesh to Stone
Stone to Flesh
- 7 Regenerate
Reveal the True Form (AoM)
Statue
- 8 Animal Shapes
Polymorph any Object
- 9 Shapechange

ANIMISM SPHERE

Granted Power: You can use *Speak with Animals* (as a spell-like ability) a number of times per day equal to 1 + your Wisdom modifier. Add Knowledge (nature) and Survival to your list of mystic class skills.

- 1 Animal Messenger
Calm Animals
Entangle
- 2 Hold Animal
Speak with Plants
Warp Wood
- 3 Dominate Animal
Plant Growth
Share Animal's Mind (DLCS)
- 4 Blight
Command Plants

- Repel Vermin
- 5 Antiplant Shell
Commune with Nature
Wall of Thorns
- 6 Antilife Shell
Repel Wood
Transport via Plants
- 7 Animate Plants
Creeping Doom
Liveoak
- 8 Changestaff
Control Plants
- 9 Shambler

CHANNELING SPHERE

Granted Power: You can spontaneously extend (as Extend Spell) two spells per day from the channeling sphere without increasing the spell's casting time or effective spell level.

- 1 Jump
Longstrider
Ray of Enfeeblement
- 2 Aid
Bear's Endurance
Bull's Strength
Cat's Grace
- 3 Dragon's Blood (AoM)
Haste
Touch of Weakness (WotL)
- 4 Enlarge Person, Mass
Reduce Person, Mass
Stoneskin
- 5 Heroism, Greater
Symbol of Pain
Waves of Fatigue
- 6 Bear's Endurance, Mass
Bull's Strength, Mass
Cat's Grace, Mass
- 7 Symbol of Weakness
Titan's Transformation
Waves of Exhaustion
- 8 Iron Body
Regenerate
- 9 Diamond Body (AoM)

HEALING SPHERE

Granted Power: You cast Conjunction (healing) spells at +2 caster levels.

- 1 Cure Light Wounds
Delay Poison
Remove Fear
- 2 Cure Moderate Wounds
Healing Hand (WotL)
Restoration, Lesser
- 3 Cure Serious Wounds

- Remove Blindness/Deafness
Remove Disease
- 4 Cure Critical Wounds
Neutralize Poison
Restoration
- 5 Cure Light Wounds, Mass
Heal Mount
Raise Dead
- 6 Cure Moderate Wounds, Mass
Heal
Second Life (AoM)
- 7 Cure Serious Wounds, Mass
Regenerate
Restoration, Greater
- 8 Cure Critical Wounds, Mass
Resurrection
- 9 Heal, Mass
True Resurrection

MEDITATION SPHERE

Granted Power: You can spontaneously extend (as Extend Spell) two spells per day from the meditation sphere without increasing the spell's casting time or effective spell level.

- 1 Bane
Bless
Comprehend Languages
- 2 Aid
Eagle's Splendor
Fox's Cunning
Owl's Wisdom
- 3 Locate Object
Prayer
Touch of Idiocy
- 4 Good Hope
Spell Immunity
Tongues
- 5 Awaken
Find the Path
Spell Resistance
- 6 Eagle's Splendor, Mass
Fox's Cunning, Mass
Owl's Wisdom, Mass
- 7 Ethereal Jaunt
Protection from Spells
Spell Turning
- 8 Mind Blank
Spell Immunity, Greater
- 9 Astral Projection
Unbinding (DLCS)

MENTALISM SPHERE

Granted Power: You get a +2 divine bonus to all Charisma-based skill checks. Add Bluff and Intimidate to your list of mystic class skills.

- 1 Cause Fear
Command
Remove Fear
- 2 Calm Emotions
Enthrall
Zone of Truth
- 3 Bestow Curse
Greed (AoM)
Hold Person
- 4 Discern Lies
Fog of Fear (AoM)
Mindweb (AoM)
- 5 Command, Greater
Ensnare the Heart (AoM)
Symbol of Pain
- 6 Geas/Quest
Hold Monster
Symbol of Fear
- 7 Bestow Greater Curse (DLCS)
Hold Person, Mass
Symbol of Persuasion
- 8 Charm Monster, Mass
Demand
- 9 Dominate Monster
Symbol of Insanity

NECROMANCY SPHERE

Granted Power: You can rebuke, command, or bolster undead creatures as though you were an evil cleric. This supernatural ability can be used a total number of times per day equal to 3 + your Charisma modifier.

- 1 Chill Touch
Detect Undead
Inflict Light Wounds
- 2 Death Knell
Gentle Repose
Inflict Moderate Wounds
- 3 Halt Undead
Inflict Serious Wounds
Speak with Dead
- 4 Animate Dead
Death Ward
Inflict Critical Wounds
- 5 Disrupting Weapon
Inflict Light Wounds, Mass
Slay Living
- 6 Create Undead*
Harm
Inflict Moderate Wounds, Mass
Undeath to Death
- 7 Destruction
Eternal Repose (AoM)
Inflict Serious Wounds, Mass
- 8 Create Greater Undead*
Inflict Critical Wounds, Mass

- Symbol of Death
 - 9 Energy Drain
Wail of the Banshee
- *Can only create corporeal undead.

SENSITIVITY SPHERE

Granted Power: You cast divination spells at +2 caster levels. Add Listen, Search, and Spot to your list of mystic class skills.

- 1 Deathwatch
Detect Secret Doors
Detect Undead
- 2 Detect Thoughts
Lifesight (WotL)
See Invisibility
Trace Magic (AoM)
- 3 Arcane Sight
Clairaudience/Clairvoyance
Detect Dragon (WotL)
Locate Object
- 4 Discern Lies
Divination
Tongues
- 5 Commune with Nature
Contact Other Plane
True Seeing
- 6 Analyze Dweomer
Find the Path
Legend Lore
- 7 Arcane Sight, Greater
Stone Tell
Vision
- 8 Discern Location
Moment of Prescience
- 9 Foresight

SPIRITUALISM SPHERE

Granted Power: You can turn or destroy undead creatures as though you were a good cleric. This supernatural ability can be used a total number of times per day equal to 3 + your Charisma modifier.

- 1 Detect Undead
Hide from Undead
Unseen Servant
- 2 Hide from Animals
Restoration, Lesser
Spectral Hand
- 3 Halt Undead
Helping Hand
Speak with Dead
- 4 Death Ward
Ethereal Flame (AoM)
Part Death's Shroud (AoM)
- 5 Disrupting Weapon
Restoration

- Spiritward (AoM)
 - 6 Create Undead*
 - Spirit Walk (DLCS)
 - Undeath to Death
 - 7 Bind Spirit (AoM)
 - Ethereal Jaunt
 - Restoration, Greater
 - 8 Create Greater Undead*
 - Soul Bind
 - 9 Etherealness
 - Spiritual Horde (AoM)
- *Can only create incorporeal undead.