undefeatable-

NEW FEATS

ARMOREDMYSTIC

You can sacrifice magical energy to gain a bonus to your defenses for a short period.

Prerequisites: 9 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: By sacrificing an uncast spell or unused spell per day (*for spontaneous casters*) you can gain a temporary insight bonus to your Armor Class and Combat Maneuver Defense. Activating this ability is a move action, and the bonus you gain is equal to the level of the sacrificed spell and it lasts a number of rounds equal to your mystic theurge level. You can use this ability once per day per three levels of mystic theurge you possess.

CHANNEL'ARCANE ENERGIES

Your studies of arcane magic have improved your ability to channel divine energy as you discover links between the divine and the arcane.

Prerequisites: Cha 15+, channel energy class feature, mystic theurge level 1st

Benefit: Whenever you use your channel energy class feature, you may sacrifice a prepared arcane spell or unused arcane spell slot (*for spontaneous casters*) in order to raise your cleric level for purposes of this channel energy attempt by 1 per level of the spell sacrificed. The save DC for any effects created by your channeling is also increased by 1 per level of the spell.

DIVINE'ARCANA'IMETAMAGICI

You are able to imbue an arcane spell with holy or unholy energy.

18: MYSTIC THEUR

Prerequisites: Channel energy class feature, mystic theurge level 1st

Benefit: A Divine Arcana is an arcane spell that you have imbued with divine energy so as to

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become holy or unholy (*depending on whether you channel positive or negative energy*). The Difficulty Class to resist a spell imbued with such energy increases by 2 for creatures that do not share the alignment of the spell (*good for holy spells or evil for unholy spells*) or by 4 for creatures with the opposite alignment. The Difficulty Class does not change for creatures which share the spell's alignment. A Divine Arcana spell must be an arcane spell and it uses up a spell slot 2 levels higher than the spell's actual level.

DIVINE TRUTHS OF THE ARCANE

You can sacrifice divine magical energy in order to gain insights into magical arcana and spells.

Prerequisites: 5 or more ranks in Knowledge (*religion*), 5 or more ranks in Spellcraft, mystic theurge level 1st

Benefit: By sacrificing an uncast divine spell that you had prepared, you are able to gain a bonus to a Knowledge (*arcana*) or Spellcraft skill check equal to twice the level of the spell sacrificed, or a bonus equal to the level of the spell sacrificed to a single caster level check that you make in order to penetrate a creature's spell resistance. Using this ability is a swift action, and you may use it a number of times per day equal to one half of your mystic theurge level (*minimum 1*).

EXTRASPELLSYNTHESIS

You are able to use your spell synthesis ability more than once per day.

Prerequisites: 16 or more ranks in Spellcraft, Mystic theurge level 10th

Benefit: You are able to use your spell synthesis ability one additional time per day.

Normal: Normally you are only able to use the spell synthesis ability once per day.

Special: You may take this feat more than once.





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GREATER SPELLSYNTHESIS

You have reached the pinnacle of magical power, and your ability to synthesize spells from two sources is even more powerful than before.

Prerequisites: 17 or more ranks in Spellcraft, Mystic theurge level 10th

Benefit: When you use your spell synthesis ability, any target affected by both of the spells takes an additional -2 penalty on saves made against the spells (*for a total of* -4) and you receive an additional +2 bonus on caster level checks made to overcome spell resistance with these two spells (*for a total of* +4). If you cast at least one arcane spell and one divine spell within the last two rounds, these bonuses increase by 2, to -6 and +6.

IMPROVED MAGIC DOMAIN

Your gifts granted by your religious focus on magic are improved by your arcane power.

Prerequisites: Cha or Int 13+ (*see special*), magic cleric domain, mystic theurge level 1st

Benefit: You can use your hand of the acolyte ability an additional number of times per day equal to your Charisma or Intelligence modifer (*see special*), and you add this bonus to your attack roll in addition to your Wisdom modifier. Additionally, your levels in classes which grant arcane spellcasting count as levels in cleric for purposes of determining the number of times per day you can use your dispelling touch ability and your caster level for the ability.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 13 or higher, and determines the bonuses granted by this feat.

INSTINCTIVE DIVINE MAGIC

You are able to cast a number of your divine spells spontaneously using your spontaneous arcane spellcasting ability.

Prerequisites: Cha 15+, mystic theurge level 1st, must cast prepared divine spells and spontaneous arcane spells

Benefit: When you take this feat, choose a number of spells on your divine spellcasting class list equal to your Charisma modifier. When you use your combined spells class feature, you are able to cast these spells spontaneously using your arcane spellcasting ability even if you did not prepare them that day. The spells still take up a spell slot one level higher than normal and you still are limited as to the level of spell that you are able to cast with this ability.

Special: This feat may be taken multiple times. Each time you take this feat, choose new spells.

MASTER MYSTIC'S COMBINED SPELLS

You have certain spells which, when cast using an alternative spellcasting ability, are more powerful.

Prerequisites: 10 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: When you take this feat, choose a number of spells that you can cast equal to your mystic theurge level. Whenever you cast one of these spells using your combined spells class feature to cast it with one of your other spellcasting classes, the spell is considered to be heightened (*as the Heightened Spell metamagic feat*) to the level of spell slot that was used to cast it. Alternatively, you may choose to cast or prepare these spells using the same level of spell slot from another spellcasting class, rather than a spell slot 1 level higher than the spell. Whenever you gain a level in mystic theurge, you may add 1 more spell to this group. (*The number of spells you can cast in this way will always be equal to your mystic theurge level.*)

Normal: Normally when you use the combined spells ability, you must use a spell slot 1 level higher than the spell you are casting.

MINOR SPELL SYNTHESIS

You are able to synthesize lesser magic and cast multiple spells from different sources at the same time.

Prerequisites: 10 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: You can cast two spells, one from each of your spellcasting classes, as a full-round action. Both of the spells must have a casting time of no more than one standard action and they must have the same casting time. Additionally, the spells must be no higher than 2nd level. You can make any decisions concerning the spells independently. You can use this ability a number of times per day equal to one third of your mystic theurge level, in addition to the spell synthesis ability you gain upon attaining 10th level of mystic theurge.

MUSICAL'MYSTIC

Your study of the divine has given you inspiration for your performances as well as additional mystical powers.

Prerequisites: Wis 13+, bardic performance class feature, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of bard for purposes of determining how many times you are able to use your bardic performance ability per day and what type of action it takes to begin a bardic performance. In addition, once per day you can use your bardic performance ability to imitate the effects of a detect chaos, detect

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evil, detect good, or detect law spell. It lasts as long as you continue to perform. Your caster level for this effect is equal to your bard caster level, and the save DC is equal to 11 + your Wisdom modifier.

MYSTIC BLOOD

Your mysticism serves to bring out your magical bloodline and makes your bloodline spells more versatile and powerful.

Prerequisites: Wis 13+, bloodline class feature, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of sorcerer for purposes of determining which bonus blood-line spells you know. Additionally, you may prepare and cast your sorcerous bloodline spells using your divine spellcasting ability without using up a spell slot one level higher than normal. Finally, your levels in all divine spell-casting classes are added to your sorcerer caster level when casting spells from your sorcerous bloodline, regardless of whether you prepared them or cast them spontaneously.

MYSTICAL EPIPHANY

You can sacrifice unused magical power to have an epiphany and better perform a task.

Prerequisites: Mystic theurge level 3rd

Benefit: You are able to sacrifice uncast spells or spell slots (*for spontaneous casters*) in order to gain a bonus to a skill check that you are making. Sacrificing the spells is part of the action of making the skill check and you must choose to sacrifice them before you roll the check. You can sacrifice any number of spells, and you gain a bonus to your skill check equal to the total level of the spells sacrificed, to a maximum of +1 per level of mystic theurge you possess. If you sacrifice spells totaling more than this amount, the extra benefit is lost.

MYSTICAL FIRE

You can harness any of your unspent magical energy to become a deadly flame.

Prerequisites: 12 or more ranks in Spellcraft, mystic theurge level 4th

Benefit: By sacrificing an uncast spell or unused spell per day (*for spontaneous casters*), you can make a ranged touch attack against a single target which deals 1d6 damage per level of the spell sacrificed. This attack counts as a ray and deals fire damage. This ability takes a standard action, and you may use it a number of times per day equal to one half of your mystic theurge level. If the spell sacrificed was a divination spell you had prepared, it deals an additional +1 point of damage per level of the spell sacrificed.

MYSTICAL FORESIGHT

As you prepare your spells, you wisely save a spell slot which you are able to quickly fill later with a spell you need.

Prerequisites: 9 or more ranks in Spellcraft, mystical theurge level 3rd

Benefit: When you prepare your spells for the day, you may leave a spell slot that you would normally use to prepare a spell empty. Later that day, as a full-round action you can fill the slot with any spell that you would normally have been able to prepare in it. You may then cast that spell as if it had been prepared all along.

Normal: Normally filling your unused spell slots takes a long period of rest rather than a full-round action.

MYSTICAL REFLEXES

You can instantly sacrifice magical energy in order to gain a bonus to your reflex save.

Prerequisites: 9 or more ranks in Spellcraft, mystic theurge level 2nd

Benefit: As an immediate action, by sacrificing an uncast spell or unused spell per day (*for spontaneous casters*) you can gain a bonus to a Reflex save. The bonus is equal to the level of the sacrificed spell and applies to the next single Reflex save that you make. Alternatively, you can sacrifice a spell as a move action and gain a bonus equal to one-third of the level of the spell to all of the Reflex saving throws you make within a number of rounds equal to your mystic theurge level.

MYSTIC'S FAMILIAR

Your familiar continues to gain in power as you advance your mystical talents, and it gains the ability to use some minor divination magic.

Prerequisites: Wis 13+, Arcane bond (*familiar*) class feature, mystic theurge level 1st

Benefit: Your levels in the mystic theurge class count as levels of a class which continue to advance the power of your familiar. Additionally, your familiar gains the ability to cast spells from the following list a number of times per day equal to your Wisdom modifier: detect magic, detect chaos, detect evil, detect good, detect law, and true strike. The save DC is equal to 10 + your Wisdom modifier + the level of the spell.

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NATURAL'ARCANA'IMETAMAGICI

You imbue an arcane spell with the neutral energy of nature.

Prerequisites: Nature bond class feature, mystic theurge level 1st

Benefit: A Natural Arcana is an arcane spell that you have imbued with divine energy so as to become a neutrally aligned spell. The Difficulty Class to resist a spell imbued with such energy increases by 2 for creatures that have one non-neutral alignment (*such as a creature that is neutral good*) or by 4 for creatures with two non-neutral alignments (*such as a creature that is lawful evil*). The Difficulty Class does not change for creatures which are neutral. A Natural Arcana spell must be an arcane spell and it uses up a spell slot 2 levels higher than the spell's actual level.

NATURAL MYSTIC

You are a student of matters both arcane and natural, and your studies of their relations improve your bonds to the natural world.

Prerequisites: Cha or Int 13+ (*see special*), nature bond and wild empathy class features, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of druid for purposes of determining the power of your nature bond and wild empathy class features. In addition, once per day you may sacrifice a prepared spell or unused spell slot (*for spontaneous casters*) from your arcane spellcasting class in order to spontaneously cast a summon nature's ally spell as with the spontaneous casting ability of the druid.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 13 or higher.

SUBSTITUTE SPELLPOWER

You may sacrifice one spell in order to increase the difficulty to resist another that you are casting.

Prerequisites: 12 or more ranks in Spellcraft, mystic theurge level 5th

Benefit: When you cast a spell, you may sacrifice a higher level uncast spell or unused spell per day (*for sponta-neous casters*) in order to increase the Difficulty Class of the saving throws to resist spell that you are casting. The spell's Difficulty Class increases to what would have been the DC of the spell that you sacrificed, even if it was calculated using a different ability score (*i.e., if you sacrifice an arcane spell to make a divine spell more powerful*). Alternatively, you may sacrifice a lower level spell as you are casting a spell in order to increase the Difficulty Class

of the spell by 1. You gain no benefit from sacrificing an orison or cantrip.

TRUE MUSICAL MYSTIC

Your study of the divine has given you great inspiration for your performances and great mystical powers.

Prerequisites: Wis 15+, bardic performance class feature, mystic theurge level 3rd

Benefit: Your levels in all classes which grant the ability to cast divine spells count as levels of bard for purposes of determining how many times you are able to use your bardic performance ability per day and what type of action it takes to begin a bardic performance. In addition, once per day you can use your bardic performance ability to imitate the effects of a scrying spell. Your divine focus is the only focus needed for this casting. The spell lasts as long as you continue to use your bardic performance. Your caster level for this effect is equal to your bard caster level, and the save DC is equal to 14 + your Wisdom modifier. Otherwise the spell functions normally.

TRUE NATURAL'MYSTIC

Your studies of nature and arcana are one and the same, further improving your bonds with nature.

Prerequisites: Cha or Int 15+ (*see special*), nature bond and wild empathy class features, mystic theurge level 3rd

Benefit: Your levels in all classes which grant the ability to cast arcane spells count as levels of druid for purposes of determining the power of your nature bond and wild empathy class features. For example, a druid 3/wizard 3/ mystic theurge 3 counts as a 9th level druid for these purposes, including determining which domain spells the druid possesses (*if the druid's nature bond is in that form*) and determining the druid's caster level when casting these domain spells. Additionally, you may sacrifice a spell from your arcane spellcasting class to spontaneously cast a summon nature's ally spell (*as with the Natural Mystic feat*) one additional time per day.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 15 or higher.

VERSATILE SPELL'ENERGY

Whenever you sacrifice magical energy for another effect, you can gain a temporary boon.

Prerequisites: 11 or more ranks in Spellcraft, mystic theurge level 4th

Benefit: Whenever you sacrifice an uncast spell that you have prepared or an unused spell slot (*for spontaneous*

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casters) in order to gain some other effect, such as casting a different spell spontaneously or gaining the benefit of a feat, you may choose to benefit from any one of the following effects: gain 1 temporary hit point per level of the spell sacrificed; heal yourself of 1 point of damage per two levels of the spell sacrificed; gain a +1 bonus to attack and damage rolls for 1 round per two levels of the spell sacrificed; or gain a +1 bonus to your next saving throw made within 1 round per level of the spell sacrificed. Bonuses granted by this feat to the same type of roll do not stack if they overlap. Louis Porter Jr. Design, NeoExodus: A House Divided & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System. Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

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