

The following is the Mystic class taken from the Cyclopaedic Musings document. Cyclopaedic Musings focuses on bringing later additions to the Classic gaming in line with the rules presented in Labyrinth Lord.

Labyrinth Lord™ is copyright 2007, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.0 available at www.goblinoidgames.com.

Mystic

Requirements: WIS and DEX of 13
 Prime Requisite: STR
 Hit Dice: 1d6 per level. +2 hp/level after 9th.
 Maximum Level: 16

Mystics are monastic humans who seek mastery over the human body. Mystics only receive XPs for treasures if they donate it to the needy. They are also required to donate 10% of their treasure to their cloister. Should the cloister have need of anything the mystic owns, the mystic is honor bound to give it to his cloister. Mystics consider their oath their bond and should a mystic break a given oath, he will find himself expelled from his cloister (no new XP gain. loss of 1 level per year expelled). LLs may see fit to have the mystic undertake a quest to regain his honor, and thus resume advancing in the mystic class.

Mystics never wear armor or protective magical devices, preferring to rely on their martial prowess for defense. They may use all weapons as well as unarmed attacks.

As the mystic gains in level, he develops certain abilities by mastering his own body. With each increase in level, the mystic's natural AC lowers due to his skill in maneuvering. His movement rate also increases with each level advancement. As masters of unarmed combat, the number of hand attacks per round as well as the damage inflicted by such attacks is also governed by level.

Mystics use the Dwarf, Elf, Fighter and Halfling column on the Character Attack Table (LLRPG p.60) to determine attack values.

16,251	5	5
32,501	6	6
65,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 hp only*
480,001	11	+4 hp only*
600,001	12	+6 hp only*
720,001	13	+8 hp only*
840,001	14	+10 hp only*
960,001	15	+12 hp only*
1,080,001	16	+14 hp only*

*Hit point modifiers from constitution are ignored

Mystic Special Abilities Table

Level	AC	MV	# Hand Attacks	Hand Attack DG
1	9	120'	1	1d4
2	8	130'	1	1d4+1
3	7	140'	1	1d6
4	6	150'	1	1d6+1
5	5	160'	2	1d8
6	4	170'	2	1d8+1
7	3	180'	2	1d10
8	2	190'	2	1d12
9	1	200'	3	2d8
10	0	210'	3	2d10
11	-1	220'	3	2d12
12	-2	230'	3	3d8+1
13	-3	240'	4	4d6+2
14	-4	250'	4	5d6
15	-5	260'	4	4d8
16	-6	270'	4	3d12

Mystic Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4

Mystic Saving Throws

Level	Breath Attack	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	14	13	16

4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16	4	4	5	4	7

Extra Mystic Abilities

In addition to the abilities outlined in the Mystic Special Abilities Table above, the mystic also receives the following abilities.

Thief Abilities: The mystic may use the thief's Find and Remove Traps, Move Silently, Climb Wall, and Hide in Shadows abilities as if they were a thief of the same level.

Awareness: At 2nd level, a mystic may only be surprised on a roll of 1 (see LLRPG p.50).

Heal Self: At level 4, a mystic may heal himself once per day. This healing restores a number of hp equal to the mystic's level.

Speak with Animals: At 6th level, the mystic may speak with and understand any normal or giant animal.

Resistance: At 8th level the mystic only receives 1/2 damage from spells and breath weapons that inflict damage. A successful saving throw reduces the damage to one quarter (rounded down, minimum of 1).

Speak with Anyone: At 10th level the mystic may speak with any living creature which possesses a language.

Mind Block: At 12th level the mystic gains immunity to the following spells; ESP, Hold Person, Geas, Quest, as well as magical charms.

Blankout: Upon reaching 14th level the mystic gains the ability to become invisible for 1 round per level of the mystic. This ability is usable once per day.

Gentle Touch: At 16th level a mystic's touch may produce effects similar to the following spells; Charm Person, Heal, Death Spell, Quest, or Hold Person. The effects (except for Death Spell) last for 24 hours. A successful to hit roll is required to deliver the touch and the victim does not benefit from a saving throw (although Gentle Touch has no effect on characters of higher level or creatures with greater hit dice than the mystic's level). The exact effect of the Gentle Touch ability must be declared before the mystic rolls to hit. This ability is usable once per day.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative

Material of Open Game Content;

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.