

MYSTICS

By opening themselves up to the astral, a mystic allows the power of magic to flow through them self. The mystic becomes a pure channel for magic. Taishan crystals help to control the unleashing of this gathered power while also helping to keep the mystic's body from being torn apart by the chaotic forces coursing through their body. A mystic can cast spells without a crystal, but doing so may damage the mystic as well as their intended target.

Mystic Crystals can be stolen. They must be retrieved or the mystic will need to undergo a Taishan ritual to acquire a new one. Mystic crystals will resurrect with a mystic – that is it will travel with the mystic in spirit form. Without a crystal a mystic is forced to cast rank 1 and 2 spells only. Higher ranks will cost essence to cast at a rate of 1 essence for each mana. This damage is not aggravated and can be healed.

KNOWLEDGE SKILLS

Build Cost	Knowledge Name	Knowledge Description	Duration	Prerequisites
1	Small Weapon	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
2	Literacy	This skill grants a character the ability to read and write the common language.	Constant	None
3	Staff	This skill will allow the user the ability to wield a staff.	Constant	None
4	Teach	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	5th Circle Mystic Spell
3	Utilize Component	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
1	Caster Essence	The caster may purchase 1 healable essence for 1 build every other level. Starting at level 1.	Constant	None
1, 2	Mana	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
1, 2	Vigor	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

MYSTIC SPELLS

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By Will Alone I Channel Magic To...</i>							
1	2	1m	Return Your Damage	This spell will inflict damage on a target equal to the target's last physical attack with a weapon or claw that the target witnessed within 15 seconds. The amount of damage and type are the same as the target's last attack.	Instant	Instant	Any	Literacy
1	2	1m	Release You	This spell will destroy any binds or pins on the target, releasing the target.	Instant	Instant	Any	Literacy
1	2	1m	Summon a Shard of Steel	This spell will inflict 5 points of normal damage on the target.	Instant	Instant	Any	Literacy
1	2	1m	Empower Your Spell	When this latent spell is invoked, the next numerical damage spell cast by the target will deal +5 damage. This will not alter the type of damage, nor will it change the amount of essence or energy gained from a draining ability. If this is used on any spell that has its damage divided into multiple parts, this will affect only the first instance of damage for that spell.	6 Hours	Invoked	Any	Literacy
1	2	1m	Bestow a Lesser Damage Shield	This latent spell will automatically invoke the next time the target is struck with an attack or spell. The attacker will reactively take 5 normal damage.	6 Hours	Reactive	Any	Literacy
1	2	1m	Destroy Light	This spell will extinguish any magical light source. It will not stop any natural light provided by something like a candle, fire, or the sun.	Instant	Instant	Magical Light	Literacy
1	2	1m	Empower Your Blade	When this latent spell is invoked, the next physical attack for numerical damage by the target will deal +5 damage. This will not alter the type of damage, and this additional damage is added on after skills that multiply damage are used. This damage bonus is not multiplied. The additional damage of this spell is expended even if the attack misses.	6 Hours	Invoked	Any	Literacy
1	2	1m	Summon Spheres of Crystal	This spell will allow the caster to throw 5 separate packets with one casting of the spell. Each packet inflicts 1 normal damage.	15 seconds	Instant	Any	Literacy
1	2	1m	Channel Magic	This spell will inflict 5 points of magic damage on the target. For every additional point of mana the caster spends at the time of casting, the spell will inflict an additional +2 points of magic damage. There is no limit to the amount of mana that can be spent in this way other than the limit on the amount of mana the caster has.	Instant	Instant	Any	Literacy

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Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By Will Alone I Channel Magic To...</i>							
2	3	2m	Burn Your Enchantments	This spell will inflict 5 points of normal damage on the target for every latent and active magical effect on the target's person or equipment the target is carrying. This includes spell, prayer, ritual, and sacrament effects, as well as some special effects.	Instant	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Summon a Shard of Stone	This spell will inflict 10 points of stone or normal damage on the target. The damage type is chosen by the caster when the spell is cast.	Instant	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Summon Scald of Power	This spell will inflict 1 normal damage on the target when cast. The caster may then maintain this spell by holding her arm out and pointing at the target. Each time the caster repeats the full verbal for this spell, she may inflict 1 additional normal damage without needing to strike the target with a new packet.	30 minutes	Channeled	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Summon an Arc of Power	This spell is cast once and will inflict 5 points of normal damage on a target. Another packet can then be thrown at a second target for 4 points of damage, and so on, decreasing by one for each packet, until the final target takes 1 damage. These packets must be thrown within one second of each other.	5 seconds	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Destroy Your Concentration	This spell will end the effects of any spell being channeled or maintained by the target. This will not work on sanctuary effects since the spell cannot reach the target through the protection of the sanctuary.	Instant	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Cast You Away	This spell will force a target to move 10 feet farther away from the caster as directly as possible.	Instant	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Backlash your Weapons	The target of this spell will take 1 point of normal damage each time they swing or attempt to make any physical attack, whether the attack is successful or not. The caster may only have one instance of this spell active at a time.	1 minute	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Negate Your Defense	This spell will dispel one latent defense on the target. The caster must specify the name of the defense that will be dispelled, but if the target does not have that latent defense, the spell has no effect.	Instant	Instant	Any	Equal number of Rank 1 Mystic Spells
2	3	2m	Create Magical Feedback	The target of this spell will take 2 points of normal damage every time she casts a spell. The caster may only have one instance of this spell active at a time.	1 minute	Instant	Any	Equal number of Rank 1 Mystic Spells

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Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By Will Alone I Channel Magic From Realms Beyond To...</i>							
3	4	3m	Summon a Shard of Silver	This spell will inflict 15 points of silver or normal damage on the target.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Scar Your Flesh	This spell will inflict 10 points of essence damage on the target.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Destroy Your Mana	This spell will expend 5 points of mana from the target's unspent mana pool.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Break Your Limb	This spell will break a target's limb of the caster's choice.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Break Your Shield	This spell will break a target shield or shield of the caster's choice held by a target character.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Strip Your Stamina	This spell will inflict 5 point of aggravated essence damage on the target. A target cannot be affected by this spell more than once per hour.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Destroy Your Vigor	This spell will expend 5 points of vigor from the target's unspent vigor pool.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Bestow a Greater Damage Shield	This latent spell will automatically invoke the next time the target is struck with an attack or spell. The attacker will reactively take 15 normal damage.	6 Hours	Reactive	Any	Equal number of Rank 2 Mystic Spells
3	4	3m	Shock Your Mana/Vigor	This spell will inflict normal damage on the target in a numerical amount equal to half the target's current unspent mana or vigor pool (round up). The caster chooses whether this spell will be determined based on mana or vigor when the spell is cast. This spell cannot inflict more than 50 damage in a single casting before other effects are applied.	Instant	Instant	Any	Equal number of Rank 2 Mystic Spells

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Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By Will Alone I Channel Magic From Realms Beyond To...</i>							
4	5	4m	Summon a Shard of Mithril	This spell will inflict 20 points of mithril or normal damage on the target. The damage type is chosen by the caster when the spell is cast.	Instant	Instant	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Create a Volatile Component	This spell turns a component into a small orb of energy that will explode on impact inflicting 5 times the amount of mana or vigor in the component in normal damage on the target. When this spell is cast, the orb is represented with a packet which any character may then throw with no additional cost or verbal. Whether the orb is used or not, the component is consumed.	6 Hours	Instant	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Break Your Weapon	This spell will break a target weapon, or weapon of the caster's choice carried by a target character.	Instant	Instant	Any	Equal number of Rank 3 Mystic Spells
4	5	4m,3e	Raise a Banner of Power	This Banner will grant, all allies who can see it, a mana efficiency. All abilities that use mana cost 1 less mana to a minimum of 1 mana. This is a spell but still requires the help of a ritualist to raise. For more details on banners please see the banners section in the Ritualists section.	30 minutes	Channeled	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Shock Your Armor	This spell will inflict an amount of essence damage on the target equal to the amount of armor points the target is wearing if it were at full repair. This spell cannot inflict more than 50 damage in a single casting before other effects are applied.	Instant	Instant	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Create a Conduit of Magic	This spell will grant the caster mana efficiency. All abilities that use mana cost 1 less mana to a minimum cost of 1 mana. This reduction will stack with other mana reducing effects to a minimum of 1 mana cost. To maintain this spell the caster must hold one arm straight above her head for the duration.	30 minutes	Channeled	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Bestow Armor of Destruction	This latent defense can be invoked as a response to any successful weapon attack on the target. When invoked the weapon that delivered the attack reactively takes a break effect as per "Break Your Weapon."	6 Hours	Reactive	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Summon a Wall of Power	This spell will create a magical wall up to 10 feet in length where the packet lands, perpendicular to the caster. Passing through the wall, making an attack, or casting a single spell through the wall causes the character doing so to take 15 points of magic damage. This will happen for each spell or attack made through the wall, or every 5 seconds while standing in the wall. To maintain the wall, the caster must aim a flashlight beam on the wall and slowly pivot it to mark the length of the wall.	5 minutes	Channeled	Any	Equal number of Rank 3 Mystic Spells
4	5	4m	Destroy Seal	This spell will expend 3 charges of any seal without triggering the effects of that seal. If this expends the last charge of a seal, it is dispelled.	Instant	Instant	Any	Equal number of Rank 3 Mystic Spells

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal				<i>By Will Alone I Channel Magic From Realms Beyond This Mortal Plane To...</i>				
5	6	5m	Bestow Strength of Vigor	This spell does not alter the type of damage dealt. This spell will allow a target to spend any amount of vigor he has on any physical attack he makes while it is active. For each point of vigor spent, he increases the damage of the attack by +2 of the same type.	1 minute	Instant	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Summon a Shard of Crystal	This spell will inflict 25 points of magic or normal damage on the target. The damage type is chosen by the caster when the spell is cast.	Instant	Instant	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Summon a Scourge of Power	This spell will inflict 2 normal damage on the target when cast. The caster may then maintain this spell by holding her arm out and pointing at the target. Each time the caster repeats the full verbal for this spell, she may inflict 2 additional normal damage without needing to strike the target with a new packet.	30 minutes	Channeled	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Obliterate Your Mana	This spell will expend 10 points of mana from the target's unspent mana pool.	Instant	Instant	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Obliterate Your Vigor	This spell will expend 10 points of vigor from the target's unspent vigor pool.	Instant	Instant	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Summon a Greater Arc of Power	This spell is cast once and will inflict 10 points of normal damage on a target. Another packet can then be thrown at a second target for 9 points of damage, and so on, decreasing by one for each packet, until the final target takes 1 damage. These packets must be thrown within one second of each other.	10 seconds	Instant	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Obliterate Your Sanctuary	This spell will end any sanctuary or imprisonment type of effect.	Instant	Instant	Sanctuary or Imprisonment	Equal number of Rank 4 Mystic Spells
5	6	5m	Summon an Arcane Tempest	This spell will allow the caster to repeat the full verbal at any time while it is active to cast a spell that will inflict 5 magic damage on a target. To maintain this spell the caster must hold one arm straight above her head for the duration.	30 minutes	Channeled	Any	Equal number of Rank 4 Mystic Spells
5	6	5m	Create a Ward of Energy	This spell will create a ward that will inflict 1 magic damage on anybody within the area every 30 seconds. This ward will affect a single indoor room or structure, or an open area no larger than 10'x10'. For a room, note and a lit marking must be placed at each door to the room to show that there is a ward. Outdoors a marker and lighting must clearly denote the full area affected. The ward can be raised and lowered with a password set by the caster. The password must be kept on the closed section of the area notes.	1 hour	Instant	Any	Equal number of Rank 4 Mystic Spells