## **MYSTIC THEURGE**

PRESTIGE CLASS

| MYSTIC THEURGE             |  |                                |                                |  |  |
|----------------------------|--|--------------------------------|--------------------------------|--|--|
| Mystic<br>Theurge<br>Level |  | Arcane<br>Spellcaster<br>Level | Divine<br>Spellcaster<br>Level |  |  |
| 1                          |  | +1                             | +1                             |  |  |
| 2                          |  | +2                             | +2                             |  |  |
| 3                          |  | +3                             | +3                             |  |  |
| 4                          |  | +4                             | +4                             |  |  |
| 5                          |  | +5                             | +5                             |  |  |
| 6                          |  | +6                             | +6                             |  |  |
| 7                          |  | +7                             | +7                             |  |  |
| 8                          |  | +8                             | +8                             |  |  |
| 9                          |  | +9                             | +9                             |  |  |
| 10                         |  | +10                            | +10                            |  |  |

## COMBINED SPELLS

Prepare and cast spells from any of your spellcasting classes using available slots from any other spellcasting class.

Spells prepared in this way take up a slot 1 level higher.

| Mystic<br>Theurge<br>Level | Spell<br>Level | Эффективный<br>Уровень |  |
|----------------------------|----------------|------------------------|--|
| 1                          | 1              | 2                      |  |
| 3                          | 2              | 3                      |  |
| 5                          | 3              | 4                      |  |
| 7                          | 4              | 5                      |  |
| 9                          | 5              | 6                      |  |
|                            |                |                        |  |

Spells from a prepared casting class can only be case if they were prepared that day, even if being cast as a spontaneous caster.

## SPELL SYNTHESIS

Once a day, cast two spells from different classes as a single action.

 $y_{\mbox{\scriptsize pobehb}}$  The two spells must have the same casting time.

- Any target affected by both spells takes a -2 penalty on saves made against each spell.
  - +2 to caster level checks to overcome spell resistance.