

Mystic of the One True God

An Old-School RPG Class

v 0.1

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DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Mystic

Requirements: None

Prime requisite: WIS

Hit Dice: 1d6

Maximum level: 14

Armour: Any, including shields

Weapons: Any blunt weapons

Languages: Alignment, Common

Mystics are holy warriors who have sworn to serve the One True God. They are the front line in the war against the forces of chaos and can invoke miracles.

Combat

Mystics can use all types of armor. Strict holy doctrine prevents mystics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, warhammer.

Mystic Level Progression

				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	11	12	14	16	15
2	1,500	2d6	19 [0]	11	12	14	16	15
3	3,000	3d6	19 [0]	11	12	14	16	15
4	6,000	4d6	19 [0]	11	12	14	16	15
5	12,000	5d6	17 [+2]	9	10	12	14	12
6	25,000	6d6	17 [+2]	9	10	12	14	12
7	50,000	7d6	17 [+2]	9	10	12	14	12
8	100,000	8d6	17 [+2]	9	10	12	14	12
9	200,000	9d6	14 [+5]	6	7	9	11	9
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Invoking Miracles

Mystics may attempt to invoke miracles from the One True God by rolling on the table below.

Invocations

4d6	Invocation
18-24	Success
15-17	Minor/Situational Devotion
13-14	Major Pact
7-12	Inn opportune Favor
4-6	Brilliant Manifestation of Destiny

Favor may be used in one of two ways for Invocation:

- Before rolling, a mystic can offer any number of Favor points to allow them to re-roll that many dice. They can stop at any time but have to keep the final result.
- After rolling, if the result is more than 12 they can use Favor points, but can't re-roll each dice more than once.

Duration

If the mystic's Invocation has an ongoing effect or if they gain Inopportune Favor, they must roll below to determine how long it lasts. When the time ends they can offer another Favor point to roll again and prolong the effect.

Invocation Duration

1d12	Duration x d6
1-9	Rounds
10-11	Turns
12	Days

Minor/Situational Devotion

Invocation requires either something immediately obvious that would please the One True God, or the result of this table:

Devotion Cost

1d4 Minor Devotion

1	Promise of a pleasing offering
	Short-term abstinence or
2	indulgence
3	Bestowed Mark
4	Perform a sacred ritual
	Recount your deeds (offer d4 Favor
5	points)
	Religious fever (roll on Duration
6	table)

Bestowed Mark

The One True God's influence manifests as a mutation or phantasm attached to the subject. Roll on the *Duration* table unless you used Favor for the roll, in which case the effect is permanent.

Religious Fever

Mindless, uncontrollable worship until the duration ends.

Major Pact

The mystic must agree to undertake a quest or something equally weighty for the One True God in order for the Invocation to be successful. If they already have one unfinished and they roll another, the Invocation simply fails.

Inopportune Favor

The mystic is honored with a manifestation of the One True God’s blessing, though the timing could be better. They must roll on the *Duration* table unless they used Favor for the roll, in which case the effect is permanent.

Gain 1d4 points of Favor.

Brilliant Manifestation of Divinity

The mystic’s body is consumed in a blaze of holy fire that damages nearby chaotic creatures. Roll on *Duration* table then roll up a new character.

Sin Cleanser

Mystics may attempt to heal wounds, sickness, and curses. Only one attempt may be made.

As with invoking miracles, the Mystic roles 4d6 and consults the table below.

Cleansing Sin	
4d6	Restore/Purge
18-24	Success
15-17	Success/Bestowed Mark
13-14	Bestowed Mark
7-12	Malpractice
4-6	Brilliant Manifestation of Destiny

Favor can be used in the same manner as Invoking Miracles, and if the subject of the healing is part of the Church of the One True God, the mystic can re-roll one dice without using Favor.

Malpractice

If the result of the attempt to cleanse sin is Malpractice, the GM rolls on the Malpractice table to determine the outcome.

Gaining Favor

Mystics gain Favor with the One True God by performing actions that please him.

1 Point

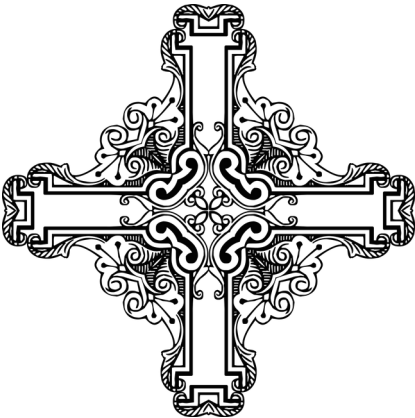
- Protect the weak.
- Induct a convert into the Church of the One True God.
- Feed, cloth, or shelter the needy.

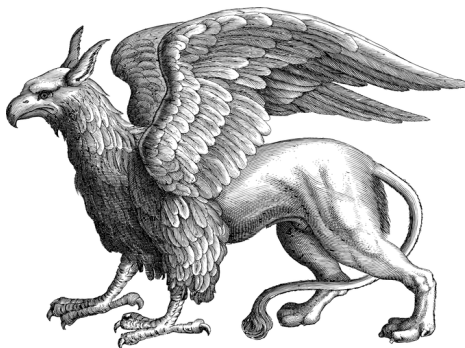
5 Points

- Reclaim a lost holy site or relic.
- Purge a den of chaos.
- Convert an agent of chaos.

15 Points

- Found a new temple or sect.
- Restore order to a fallen town or village.





Liturgies

The Liturgies of a mystic's faith are a contextual guide to the levels of power they can call upon.

Calling Upon a Liturgy Beyond Reach

If the mystic's level is lower than the requirement for a higher liturgy, they must offer a number of Favor points equal to double the levels they are missing in order to attempt to Invoke it. These Favor points don't grant any re-rolls.

The First Liturgy

Mystic Level 2

In the order of man, the removing of minor ailments, the detection of and protection from Chaos, and the purification of food and water.

The Second Liturgy

Mystic Level 4

In the order of the bull, the imparting of blessings, the nullification of witchcraft, and the communion of nature.

The Third Liturgy

Mystic Level 5

In the order of the lion, the removal of curses, the location of lost things, and the striking down of enemies.

The Fourth Liturgy

Mystic Level 6

In the order of the eagle, the removal of major ailments, the creation of water, and the neutralizing of poison.

The Fifth Liturgy

Mystic Level 7

In the order of the griffin, the imparting of quests, the creation of food, and raising of dead.

After Reaching 9th Level

A mystic may establish or build a stronghold. So long as the mystic is currently in favor with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the mystic will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the mystic, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

The following table is intended for GM use. Player's are advised to turn back!

Malpractice

d20 Result

1	The radiance of the One True God is overwhelming causing an additional d4 damage.
2	Ritual succeeds, but the target is stricken temporarily blind by the glory of the One True God. (roll on <i>Duration</i> table)
3	The target takes on the appearance of a corpse for a period of time during which they cannot be mystically healed or cured. During this period of time they gain a 1d4 bonus to Saves vs. Death. (roll on <i>Duration</i> table)
4	Ritual succeeds, but the target can now see all the spirits in their immediate vicinity. Whether they want to or not.
5	For a period of time the target is only able to speak in strange tongues. (roll on <i>Duration</i> table)
6	Ritual succeeds, but target is subject to a permanent effect or alteration.
7	Wounds open up on the target in the spots at which past martyrs were tortured. Take d6 damage.
8	Ritual succeeds, but target is subject to a permanent effect or alteration.
9	The ritual succeeds, but rays of light shine from the closing wounds hurting the Mystic for d6 damage.
10	Ritual succeeds, but the target is blessed with a permanent connection to the One True God overwhelming the sense effected, roll d4: 1: Deaf 2: Blind 3: Anosmic (Smell Blind) 4: Numb
11	Target is subject to an ongoing effect or alteration. (roll on <i>Duration</i> table)
12	Ritual succeeds, but target is subject to a permanent effect or alteration until they perform a task to remove it.
13	Major mishap involving detrimental alteration, loss of hp or stats, etc.
14	Target is subject to a major permanent effect or alteration.
15	The target is transformed into a pillar of salt.
16	Target is subject to a permanent effect or alteration.
17	Area affect that everyone within 30' must make a save to avoid.

