

# MYSTIC THEURGE

## PRESTIGE CLASS

### MYSTIC THEURGE

| Mystic Theurge Level |                          | Arcane Spellcaster Level | Divine Spellcaster Level |
|----------------------|--------------------------|--------------------------|--------------------------|
| 1                    | <input type="checkbox"/> | +1                       | +1                       |
| 2                    | <input type="checkbox"/> | +2                       | +2                       |
| 3                    | <input type="checkbox"/> | +3                       | +3                       |
| 4                    | <input type="checkbox"/> | +4                       | +4                       |
| 5                    | <input type="checkbox"/> | +5                       | +5                       |
| 6                    | <input type="checkbox"/> | +6                       | +6                       |
| 7                    | <input type="checkbox"/> | +7                       | +7                       |
| 8                    | <input type="checkbox"/> | +8                       | +8                       |
| 9                    | <input type="checkbox"/> | +9                       | +9                       |
| 10                   | <input type="checkbox"/> | +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 Theurge Level | Spell Level | Effective Level |
|----------------------|-------------|-----------------|
| 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.

Stufe 10 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.