

# 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.

- Level 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.

