

PLAYER Paraphernalia



THE MYSTAGOGUE
(HYBRID CLASS)

#60

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PLAYER PARAPHERNALIA #60

By the Knotty-Works

Welcome to the sixtieth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the mystagogue, an original concept by Palak Shah. Another look at the Cleric/Sorcerer hybrid, this version focuses on bloodlines rather than domains and divine spells rather than arcane spells.

The Mystagogue

Concept and original class description by Palak Shah, edited and formatted by John Buckley.

Unlocking the secrets of the multiverse is not the purview of the eldritch scholars, there are those that forge mystical connections to powers and energies from other planes of existence and dimensions of alien reality. The mystagogue seeks to find enlightenment and the truth of existence through existential discipline and meditation. Whether through a cabal of sycophants or a cadre of cultists, the mystagogue forges a bond between realities to harness energies normally restricted by the gods.

Funneling the divine energies normally granted to an abject servitor, the mystagogue gains a certain level of freedom in her ability to use her powers as she desired. However, she is much more restricted on those energies she gains access. However, her mystical link grants the mystagogue additional abilities and powers not seen by the traditional

clergy and the liberation to use those energies as she sees fit.

Role: The mystagogue's mystical energies grant her the ability to aid her allies in several roles including minor excursions, providing aid and sustenance, or dealing with enemies with deadly effect. While her stamina and defensive stance can compare to other divine inspired individuals, her access to other energies easily outshine others without access to eldritch energies.

Alignment: Any.

Hit Die: d8.

Parent Classes: Cleric and Sorcerer.

Starting Wealth: 4d6 X 10 gp (average 140 gp) and an outfit worth 10 gp or less.

Class Skills

Appraise, Bluff, Craft, Diplomacy, Fly, Heal, Knowledge (arcane), Knowledge (planes), Knowledge (religion), Profession, Sense Motive, Spellcraft, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: The mystagogue is proficient with simple weapons as well as light armor or medium armor. She is not proficient with shields of any sort.

Spells: The mystagogue casts divine spells drawn from the [Cleric/Oracle Spell List](#) without needing to prepare the spell ahead of time. She can cast any spell she knows as long as her wisdom is equal to 10 + the

Mystagogue Progression Table

Level	Base	Fort	Ref	Will	Special	Spells per Day								
	Attack					1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+0	+2	+0	+2	Mystic focus, mystic spell, mystic tradition, orisons	3	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Bloodline power, channel energy 1d6	4	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Akashic aura +1, bloodline spell	5	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Bloodline power, mystic consumption	6	3	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Bloodline spell, channel energy 2d6	6	4	—	—	—	—	—	—	—
6	+4	+5	+2	+5	Mystic spell	6	5	3	—	—	—	—	—	—
7	+5	+5	+2	+5	Akashic aura +2, bloodline spell	6	6	4	—	—	—	—	—	—
8	+6/+1	+6	+2	+6	Channel energy 3d6, mystic consumption	6	6	5	3	—	—	—	—	—
9	+6/+1	+6	+3	+6	Bloodline spell	6	6	6	4	—	—	—	—	—
10	+7/+2	+7	+3	+7	Bloodline power	6	6	6	5	3	—	—	—	—
11	+8/+3	+7	+3	+7	Akashic aura +3, bloodline spell, channel energy 4d6	6	6	6	6	4	—	—	—	—
12	+9/+4	+8	+4	+8	Mystic spell, mystic consumption	6	6	6	6	5	3	—	—	—
13	+9/+4	+8	+4	+8	Bloodline spell	6	6	6	6	6	4	—	—	—
14	+10/+5	+9	+4	+9	Channel energy 5d6	6	6	6	6	6	5	3	—	—
15	+11/+6/+1	+9	+5	+9	Akashic aura +4, bloodline spell	6	6	6	6	6	6	4	—	—
16	+12/+7/+2	+10	+5	+10	Bloodline power, mystic consumption	6	6	6	6	6	6	5	3	—
17	+12/+7/+2	+10	+5	+10	Bloodline spell, channel energy 6d6	6	6	6	6	6	6	6	4	—
18	+13/+8/+3	+11	+6	+11	Mystic spell	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+11	+6	+11	Akashic aura +5, bloodline spell	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+12	+6	+12	Channel energy 8d6	6	6	6	6	6	6	6	6	6

spell level. The Difficulty Class for any saving throws required for her spells is equal to 10 + the spell level + her wisdom modifier.

The mystagogue may cast a number of spells per day as listed in the Mystagogue progression table. In addition, the mystagogue gains additional spells she may cast per day based on his Wisdom (per the [Ability Modifiers and Bonus Spells Table](#) found in the [Pathfinder Roleplaying Game Core Rule Book](#)). She is very limited in the number of spells she knows as listed in the Spells Known table, starting with two 1st level spells and 4 orisons (0-level spells). She gains additional spells as listed in the Spells Known Table and through

her chosen bloodline and mystic spell class abilities (see below). Once a mystagogue learns a spell, she cannot change it until she reaches 4th level when she may replace one existing known spell of the same level. She may swap out one spell every even level thereafter.

The mystagogue regains use of her spells after resting for 8 hours (does not need to be consecutive) and meditating for 1 hour to revitalize her personal energies.

The mystagogue does not worship a particular deity, but is granted powers through her ancestral bloodline and ability to forge mystic connections to other

Spells Known

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

planes of existence, siphoning off energies for her own personal use. As a result, the mystagogue is limited when it comes to casting spells that are associated to the polar aspects of alignment (chaos, evil, good, and law). She may not cast a spell that is opposed to any polar aspects of her own alignment that has the particular alignment descriptor.

Orisons: The mystagogue may cast her known orisons (0-level spells) as desired, she expends no real energy when initiating the orison.

Mystic Focus (Ex): The mystagogue begins with a physical object used as a focus for her energies. This item has a base worth of 10 gp or less and may be a trinket, light weapon, or a piece of jewelry. If the focus is a ring or other piece of jewelry worn on the body, it takes the effective body slot and is considered to be active as a divine focus unless removed or hidden. When casting a spell that requires a divine focus, she may use her mystic focus

in its place, holding it aloft to focus her energies. She may also use the mystic focus in place of any material component worth 1 gp or less for any of her known spells.

The mystagogue may upgrade her mystic focus when she achieves a new level, either improving or replacing the item for another worth a 100 gp per class level. For every 100 gp worth of value, the mystic focus may be used in place of a material component worth $\frac{1}{20}$ the value of the mystic focus or less. The mystagogue must spend the full amount when replacing or improving the focus, even if she has upgraded the mystic focus at a prior level. Thus, a 5th level mystagogue may replace her mystic focus for another by spending 500 gp, treating her focus as a material component worth 25 gp or less.

If the mystagogue's mystic focus is lost or destroyed, she must make a concentration check to cast any of her known spells with a DC equal to 20 + the spell's level. She may replace a lost or destroyed focus by spending 24 hours of meditation with a new focus item whose cost is at least 100 gp per class level (gaining the effective material component worth as listed above).

Mystic Spell (Sp): The mystagogue may choose one 1st level arcane spell at 1st level and add it to her list of known spells. This represents her connection to the spiritual planes of knowledge. She must have a Wisdom equal to at least 10 + the spell level of the chosen spell and the difficulty class for any saving throws associated with the mystic spell uses the mystagogue's Wisdom modifier.

At 6th level and every six levels thereafter she may choose another arcane spell to add to her list of known spells. She must have access to cast the spell level for any spell chosen. Unlike her divine spells, the mystagogue cannot replace any arcane spells she has learned from this class ability.

This class ability does not grant the mystagogue access to the [Sorcerer/Wizard Spell List](#) in regards to using spell trigger or other magic items that

generate spell effects. However, if the mystagogue learns an arcane spell from this class ability, she may use a spell trigger or other magic item as a spell caster of the same level. This is not true for other arcane spells granted from other class abilities including the mystagogue's bloodline.

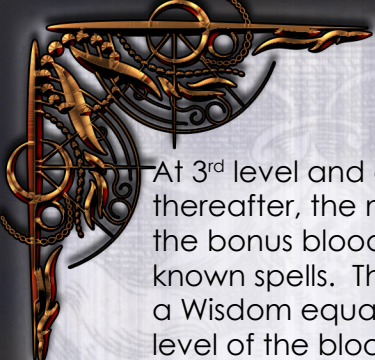
Mystic spells are arcane energy, but the mystagogue suffers no chance of arcane failure while wearing light or medium armor. If she chooses to adorn heavy armor or pick up a shield for defensive purposes, she suffers the normal chance of arcane spell failure for mystic spells she attempts to cast.

Mystic Tradition: The mystagogue has a mystic connection forged from powers of beyond, either from an ancestral or spiritual

tradition connection. The mystagogue must choose a bloodline at 1st level from the list of available bloodlines granted to sorcerers. She gains the associated bloodline skill as a class skill.

Beginning at 2nd level the mystagogue gains the bloodline power treating her effective sorcerer class level equal to her class level - 1 for both determining the effective casting ability of the mystagogue, the difficulty class for any saving throws granted for a bloodline power, and bonus effects for the power based on the level of the sorcerer. She gains additional bloodline powers at higher levels, treating her effective sorcerer class level equal to her own class level - 1 to determine when she receives access to the power.





At 3rd level and every odd level thereafter, the mystagogue adds the bonus bloodline spell to her list of known spells. The mystagogue must have a Wisdom equal to at least 10 + the spell level of the bloodline spell and the difficulty class for any saving throws associated with the bloodline spell uses the mystagogue's Wisdom modifier.

The mystagogue does not gain the benefits of the bloodline arcana or the bloodline bonus feats normally granted to sorcerers.

Channel Energy (Su): By presenting her mystic focus, at 2nd level the mystagogue may send forth a wave of spiritual energy as a 30 ft burst that may be used to heal or harm. The type of energy is dependent on the mystagogue's alignment, a good mystagogue will channel positive energy while an evil mystagogue will channel negative energy. A neutral mystagogue must choose which type of energy she wishes to channel, and once chosen it cannot be changed. The mystagogue chooses whether or not the effect heals or harms when initiating the channeling. Positive energy heals the living and harms undead while negative energy heals undead and harms the living.

The amount of damage dealt or healed is equal to 1d6 points at 2nd level, increasing by an additional 1d6 points for every three mystagogue levels thereafter through 17th level. She gains an additional 2d6 points of channeling energy at 20th level to a maximum of 8d6 points of healing or harming damage.

Creatures that take damage from channeled energy receive a **Will** save to halve the damage. The DC of this save is equal to 10 + ½ the mystagogue's class level + her Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

The mystagogue may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a **standard action** that does not provoke attacks

of opportunity and she may choose to include herself or not when the mystagogue channels. The mystagogue regains her ability to channel when she meditates for 1 hour after resting for 8 hours while she renews her spiritual connections for the day.

This ability partially stacks with the channel ability from another class the mystagogue may possess as long as the type of energy channeled is the same (positive or negative). She may add ½ her class level from either class to the other to determine the effective channeling damage that heals or harms, taking the better of the two classes to determine her effective channeling level. Once chosen this ratio between the two classes cannot be changed.

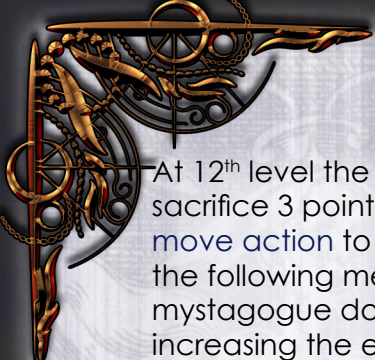
This class ability does grant the mystagogue access to feats that modify or enhance the Channel Energy class feature including feats that grant a certain measure of authority over undead such as **Command Undead** or **Turn Undead**.

Akashic Aura (Su): At 3rd level, the mystagogue may spend a **standard action** to generate an aura of mystical energy that grants herself and any ally within 10 feet a +1 **luck bonus** to saving throws, skill checks, and ability checks until the beginning of the mystagogue's next turn. This bonus increases by an additional +1 every four levels thereafter with a maximum of +5 at 19th level.

The mystagogue may use this ability a number of times per day equal to her class level.

Mystic Consumption (Su): At 4th level, the mystagogue may sacrifice some of her mystical energies to increase the difficulty class of a single spell cast by +1 as a **move action**. She loses 1 point of constitution as ability damage which may be regained as listed below.

At 8th level the mystagogue may sacrifice 2 points of constitution to increase the effective spell effect (range, duration, area of effect, and other variable spell effects) as if she was one level higher than her current class level for a single spell cast as a **move action**.



At 12th level the mystagogue may sacrifice 3 points of constitution as a **move action** to apply the effects of one of the following metamagic feats even if the mystagogue does not have the feat without increasing the effective spell level for a single spell: **Empower Spell**, **Enlarge Spell**, **Extend Spell**, or **Widen Spell**.

At 16th level the mystagogue may sacrifice 4 points of constitution to change the die from a d6 to a d8 when using her Channel Energy for a single use to heal or harm. If the mystagogue has class levels in another class that grants channeling, the dice changed to d8's is restricted to the number granted based solely on her mystagogue class level, any additional dice remain d6's.

Constitution lost from this class ability is treated as ability damage any may be regained through normal rest. Magical means may be used to restore the mystagogue's constitution, but if a spell or **spell-like ability** is being used, the caster must be at least one level higher (or one additional hit die for non-classed creatures) than the mystagogue's class level.

Ex-Mystagogues

Although not beholden to a deity or specific faith, mystagogues have their own personal tenets and beliefs which forge their connection to the planes of mystical energy from which they draw their power. If the mystagogue radically changes her alignment (such as good to evil or law to chaos) she loses her connection resulting in the loss of the ability to cast spells of any sort, her bloodline powers, akashic aura, and mystic consumption. She may attempt to restore the connection by restoring her original alignment and atoning for her actions (such as through the use of the Atonement spell).

The Preternaturalist [Mystagogue archetype]

Ties that bind to the metaphysical worlds beyond provide this mystic additional means to tap into those energies

granted by that connection. The preternaturalist draws forth additional power from his extended relationship with the beyond, using the nexus between those energies and his own inner self.

Class Abilities

Preternatural Tradition: At 1st level the preternaturalist gains the bloodline arcana associated with his chosen mystic tradition. At 4th level the preternaturalist may choose one of the bloodline feats as a bonus feat as long as he meets the prerequisites for the chosen feat. He may choose an additional bloodline feat as a bonus feat every fourth level thereafter through 16th level.

This class ability modifies the Mystic Tradition class ability the mystagogue gains at 1st level and replaces the Mystic Consumption class abilities gained at 4th, 8th, 12th, and 16th levels.

New Feats

Extra Akashic Aura

You can tap into the spiritual energies of your mystical connection a little bit longer.

Prerequisites: Akashic Aura class ability.

Benefit: You gain an additional 3 rounds to employ your akashic aura per day.

Special: You may take this feat multiple times, gaining an additional 3 rounds each time it is taken.

Improved Akashic Aura

You can quickly surround yourself and your allies with your spiritual energies.

Prerequisites: Akashic Aura class ability.

Benefit: You may initiate your akashic aura as a **move action** rather than a **standard action**.

Improved Mystic Consumption

You reduce the amount of time it takes to sacrifice your energies to your benefit.

Prerequisites: Mystic Consumption class ability.

Benefit: You may initiate your mystic consumption as a **swift action** rather than a **move action**.

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