

STAR LOG.EM-008

MYSTIC THEURGE



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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: MYSTIC THEURGE

Hello, and thank you for purchasing *STAR LOG.EM008: MYSTIC THEURGE*! Mystic theurges represent an ancient tradition that, in the wake of the Regicide, have become more inclusive to a variety of traditions of magic. Originally, mystic theurges were wielders specifically of ancient designations of magic known as "arcane magic" and "divine magic," but as the separation between those designations began to deteriorate as spellcasters diversified and shared secrets, the overall tradition of mystic theurgy became virtually mainstream among modern spellcasters as new traditions like 'mystic' and 'technomancer' arose alongside the ancient classes like 'cleric' or 'wizard.' In this manner, many see mystic theurges as pioneers in regards to their respective magical traditions, always seeking new ways to incorporate new spellcasting techniques and ideas into their existing traditions.

While modern spellcasting was likely built on the backs of mystic theurges, the world simply does not truly understand the full extent to which mystic theurges have shaped modern spellcasting thanks to the Nova Age. Rather than push forward, many mystic theurges are stuck perpetually looking behind them, wondering what great secrets of eldritch knowledge they've forgotten in the wake of Osoro's collapse. More than one order of mystic theurges have since devoted themselves to recovering whatever scrapes of mystic knowledge they can find in an attempt to rebuild these ancient techniques, with the Arcana Lavos being the most vocal and best known of them.



MYSTIC THEURGE

Mystic theurges are undisputed masters of magic, keepers of arcane traditions thought of as esoteric even when magic ruled entire worlds. Now the tradition of mystic theurges is old and nearly forgotten, though the power they command certainly hasn't dwindled. In ancient times, mystic theurges harnessed the power of gods and men simultaneously, brandishing arcane and divine magic with equal skill. But as centuries passed and turned into millennia, the arts of the mystic theurge changed with them. As the lines between arcane, divine, and psychic magics blurred together, mystic theurges found themselves blurring together new, emerging traditions of magic to incredible effect. Today, a mystic theurge might be a master of the old ways and a devout follower to a god, a master of bardic music who dabbles in technomancy, or a mystic who has had the secrets of paladins revealed to them.

Mystic theurges place no boundaries on their magical abilities and find no irreconcilable paradox between the spellcasting classes they choose. They seek magic in all its forms, finding no reason or logic in denying themselves spellcasting instruction by limiting their knowledge to one stifling paradigm, though many are simply hungry for limitless power. No matter their motivations, mystic theurges believe in the worthwhileness of studying and mastering magic, even if the world around them has long since lost interest in eldritch secrets and the power that comes from discovering them. In the Azan-Ra System, mystic theurges often act much like arcane archaeologists, scouring the wrecked remains of their homes in secret of timeless magical secrets that were lost to the Nova Age. Spellcasting classes mentioned in these rules that are not in the Starfinder Core Rulebook can be found in Starfarer's Companion.

Special: You can only add this archetype to a class with the spells class feature.

ALTERNATE CLASS FEATURES

The mystic theurge grants alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th level.

ESOTERIC SPELL LORE; 2ND, 4TH, 6TH, 12TH, AND 18TH LEVEL

Choose one spell list other than your class's spell list. At 2nd, 4th, 6th, 12th, and 18th level, you choose one spell from your chosen spell list that is not on your class's spell list and add it to your class's spell list and to your list of spells known, if applicable. If you prepare spells from a familiar, spell cache, spellbook, or similar reciprocal, you add the chosen spell to your reciprocal instead. Once you have chosen a spell with this ability, it cannot be changed. However, if you choose a variable level spell with this ability and later choose a higher-level version of that spell you can replace the lower-level version of the spell with a different spell of the same spell level, as usual for variable-level spells. You cannot choose a spell list with this ability if the class associated with that spell

list has an alignment, race, or similar restriction that you do not meet. (For instance, you must be Lawful Good to choose the paladin spell list.) This ability doesn't allow you to access any bonus spells associated with the chosen spell list's class; for example, if you choose the mystic spell list, you cannot choose spells from a mystic connection.

When you chose a spell with this ability, you must choose a spell whose level is at least one level lower than the highest-level spell that you can cast. If your class gains access to 7th level and higher spells (such as cleric or wizard) and your chosen spell list's highest level of spell is 6th level or lower, the level of any spell that you choose with this ability cannot be higher than half the level of the highest-level spell slot that you possess +1.

SPELL SYNTHESIS (SU); 9TH LEVEL

You can cast two spells, one from your class's spell list and one that you chose with the esoteric spell lore alternate class feature, as a full action. Both spells must have a casting time of a standard action or less, and you must spend 1 Resolve Point to use this ability. You make any decisions concerning the spells independently.

If you spend 2 Resolve Points instead of 1, you can enhance these spells to be more difficult to resist. You gain a +2 bonus on caster level checks made to overcome the target's spell resistance with both spells, if any.

NEW FEAT

While the following feat complements the mystic theurge archetype, any character who meets its prerequisites can gain this feat.

COMBINE SPELLS

You can cast spells from one spellcasting class using another class's spell slots.

Prerequisites: Able to cast 1st-level spells in two or more different spellcasting classes.

Benefit: You can cast 1st-level or lower spells from one of your spellcasting classes using available spell slots from any of your other spellcasting classes. When doing so, the spell counts as being 1 level higher than normal for the purpose of determining the level of spell slot needed to cast the spell. (For instance, casting a 1st-level technomancer spell using a mystic spell slot requires a 2nd-level mystic spell slot.) This ability cannot be used to cast a spell at a lower level if the spell exists on both spell lists.

Special: You can select this feat multiple times. Each time you select it, it applies to spells that are 1 spell level higher. For instance, the second time you select Combine Spells, it applies to 2nd level or lower spells. The third time you select it, it applies to 3rd level or lower spells, and so on. You cannot select this feat an additional time if you would be unable to cast spells of this spell level. For example, you must be able to cast 2nd level spells in at least one spellcasting class to select this feat a second time, you must be able to cast 3rd level spells in at least one spellcasting class to select this feat a third time, and so on.

MYSTIC THEURGES IN XA-OSORO

The art of the theurge is an ancient one, dating back long before the mortal races of Xa-Osoro were capable of taking to the stars. In those ancient times, magic was a driving force in the everyday lives of the people of Xa-Osoro, and as a result those capable of casting a multitude of spells from the many primitive spellcasting traditions of the era were prized. In olden times, the rank of “mystic theurge” applied solely to those who combined the scholarly arts of wizardry and the divine teaching of a deity, usually the deity Ozari, Keeper of Spells and Secrets. As the first starships left their home worlds and began exploring their planetary neighbors, however, they brought their eldritch traditions along with them, and as each world’s traditions blended together into a seamless whole, so too did the traditional role of the mystic theurge grow and evolve into what it is today—a person who dabbles in the magical teachings of another tradition of magic alongside their primary one.

Most mystic theurges in Xa-Osoro today are clerics, mystics, or wizards, and usually dabble in one of these three spellcasting traditions. They remain most common among Ozari’s faithful, but have long since outgrown their divine origins and can largely be found among virtually any faith—including atheism, which typically happens when bards, magi, technomancers, and wizards dabble in other magical traditions. Yet despite all of their focus on spellcasting, the mystic theurges of today do not command even a fraction of the overwhelming assortment of spells once available to their predecessors, as many of the tradition’s mystic secrets since have become lost to the Nova Age. Yet despite this, many modern spellcasters work tirelessly to rediscover the ancient magic traditions of yore, rediscovering each forgotten secret one spell at a time. Through tireless research and experimentation, the spell sages of the Arcana Lavos have managed to reconstruct many of the old techniques of their mystic theurge members, including the ability to combine lesser spells together into a less powerful but more versatile whole. While not every member of the Arcana Lavos is a mystic theurge, many comprise the magic-using society’s ranks, and all agree that the rediscovery of mystic theurge techniques are likely to bring the society as a whole one step closer to its ultimate goal—the advancement and reestablishment of magic traditions throughout Xa-Osoro in the wake of the Regicide.

Of course, not all mystic theurges are as noble as those of the Arcana Lavos. Plenty of mystic theurges realize their powers entirely by mistake, their ability to cast spells from other traditions little more than a genetic fluke or the result of simple miscasting of a spell they already knew. These mystic theurges often have few cares or concerns regarding the advancement of magic in the Xa-Osoro System, and instead simply use their extraordinary talents to go through the motions of everyday living—or at least, as much as one with magical powers can go through such motions.

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