

[The purpose of this document is to clarify and codify changes made to the Mystic of Nog class in DC's campaign world; while a neat idea, it's clear that no one really played the rules presented in the Complete Sha'ir's Handbook. It is pointless to present the class in its entirety here. Please refer to the CSH as needed, except as indicated below. Supplemental material drawn from the Al-Qadim Netbook, specifically idea by Pelle Boström]

## MYSTIC OF NOG

Mystics of Nog are a mystery-shrouded mage sub-class found almost exclusively in the jungles of the Ruined Kingdom of Zakhara. The special skills and abilities of these unusual men and women is a product of the lost nation of Nog; unfortunately, most of their secrets died with their near-forgotten empire. Mystics of Nog should therefore be exceptionally rare, enigmatic, and unfathomable.

Here are the clarifications and changes needed for the actual class:

- 1) Only humans may be Mystics of Nog. This art is a great secret, passed on only to descendants of the empire.
- 2) Mystics of Nog use the Arabian spell list. Spells from other lists may be learned normally, as appropriate.
- 3) Because of their focus on using magic to augment their physical powers and prowess, Mystics of Nog are very conscious of their bodies and thus may use any martial art style, just as a wu jen. PCs are **STRONGLY** encouraged to choose styles appropriate for their culture (think Thailand, Siam, and Burma) such as the Tiger style or Heaving Earth.
- 4) Mystics of Nog must still use at least half of their spell levels for special abilities (round up), and may not break up or cash out a given spell level (a 3rd level spell must be used for three levels of abilities, NOT a 2nd level spell and one level of ability, for instance), but the character can refigure his distribution of spells and abilities at each level, subject to the caveats below.
- 5) Once a Mystic of Nog is capable of casting a given number or level of spells, this ability may **NEVER** be decreased in order to afford some ability at future levels. In order to gain the ability to cast higher level spells, the Mystic must be able to cast at least one spell of all lower levels.
- 6) The abilities a Mystic of Nog gains are permanent. These abilities, once taken, can **NEVER** be changed, even if the Mystic advances in level. Whenever a new level is gained, however, the character can change his distribution of spells, so long as none of his previous personal powers or spell casting abilities are diminished.
- 7) The permanent abilities of a Mystic of Nog do **NOT** require any "maintenance" cost as the character advances in level and are always computed using the character's **CURRENT** level, not the one at which the ability was gained.
- 8) Mystics of Nog may use their permanent abilities **AT WILL**, even if the description limits the uses per day.

The following powers of a Mystic of Nog require slight modifications as well, as indicated:

**Fast Healing** -- the wizard recovers an additional d4 hps per day of rest, but the cost is only one spell level

**Silent Movement** -- works as the thief skill to **move silently** at the mystic's level. If this ability is taken multiple times the percentage chance of success is multiplied commensurately.

**Steelskin** -- is not cumulative with bracers (the better AC of the two applies), but is cumulative with rings and cloaks.

**True Target** -- works with any weapon the caster uses and lasts for the entire combat.

**Weapon Proficiency** -- the cost is 1 spell level for weapons normally allowed by wizards, 2 spell levels for weapons capable of inflicting up to 8 hps damage, and 4 spell levels for weapons capable of inflicting 9+ hps of damage to man-sized creatures, with both short and long bows included in this last delineation regardless of the type of arrow used.

Mystics of Nog are also allowed to choose any of the following abilities, in addition to those presented in the Complete Sha'ir's Handbook:

**Camouflage** -- allows a character to blend in with his surroundings, fooling normal, infra-, ultra- and magical vision. The change affects only the mystic's body and those items of clothing in direct contact with it which are made of material of organic origin such as hide, fur, snakeskin, leaves, straw, cloth, rope, wood, etc. Material such as stone or metal will not be camouflaged and might reveal the character. When camouflaged the character will appear as an outcrop on a tree, a part of a bush, a stone, a bump on a field, etc. This ability cannot emulate the sheen of metal nor complex, non-organic patterns, so it works best in a natural setting. In such a local, if the character is motionless, only observers within 10' can discern the mystic, although in other settings (in a library or dungeon corridor, for instance) the character can be spotted up to 40' distant. The camouflaged person can move up to 10' per round with only a 1 in 10 chance to be discovered, although movement above this rate automatically ends the camouflage. Spell casting or the use of a magical item also instantly negates the camouflage, although use of the caster's other powers do not. This ability costs three spell levels.

**Deny Damage** -- allows the wizard to remain conscious and functional even if reduced to negative hit points. The character continues to feel pain in any form (physical or magical in nature) but can continue to fight even as his bones crack and all his blood is drained from his body, as his magic sustains him. Upon reaching -10, however, the wizard is doomed to die and will continue to take an additional -1 hit point per round of damage. In order to function while within his "stable" threshold (i.e. 0 hps for levels 1st through 6th, -1 hps for levels 7th through 12th, etc), the character must devote one spell level to this power. In order to function at any hit point total as low as minus the caster's level, the character must devote a total of three spell levels to this power.

**Deny Food & Drink** -- allows the wizard able to go without food and water for one day per spell level spent on the ability. At the end of this time the character will be as hungry as if the intervening time had not passed, although the wizard must consume a full day's worth of food and drink in order to recharge this ability between uses.

**Deny Rest** -- allows the wizard's body to work without rest for one day per spell level spent on this ability. The character is able to remain active 24 hours a day without penalty. During this time he does not gain hit points or the ability to study spells (due to restful sleep) if he does not stop and relax for the time required. Food and drink are still required as normal. The wizard may study, guard, walk, swim, or even jog for 1 day per spell level spent on the ability. More tiring activities, including running or combat, require a CON check with a cumulative -2 penalty every turn. If a check fails the character collapse for one hour and may not attempt more tiring actions until he has rested. A character must rest for a full 8 hours in order to recharge this power between uses.

**Endure Pain** -- allows the wizard to ignore the sensation of pain within the body, regardless of the cause, be it wound, spell, or psionic trauma. The character gains a +4 on all saving throws to avoid the consequences of pain (pain touch, stunning blow, monkish stun ability, *symbol of pain*, called shots, flinching, etc) and gains a save vs petrification if no saving throw is normally allowed (some critical hits, 1/2 hits in a single blow, *power word STUN*, etc). Please note that most stunning effects in the game actually involve pain. The cost is three spell levels.

**Enhanced Hearing** -- enables the ears of the wizard to note the slightest and softest of noises. He may also listen through doors, along walls, and down corridors to determine the presence of creatures, functioning as the thief skill to **hear noise** at the mystic's level. If the character is exposed to intense sound (lion's roar, *shout* spell, emerald dragon breath, etc) while using this power, he will have a headache due to input overload for 8 hours with a -1 penalty on all rolls/checks. The cost is two spell levels, although if this ability is taken multiple times the percentage chance of success is multiplied commensurately.

**Farsight** -- enhances the vision of the wizard by a factor of 10 times, much like binoculars. The cost is one spell level per x10 factor.

**Improve THAC0** -- enables the wizard to use a different combat chart (Thief, Cleric, or Fighter) to determine his THAC0. The cost for this improvement is one spell level to achieve the Thief chart, two additional spell levels to achieve the Cleric chart, and three additional spell levels to achieve the Fighter chart.

**Lasting Breath** -- allows the wizard to hold his breath for up to one turn per spell level spent on the ability.

**Levitation** -- enables the wizard to defy gravity in order to float or walk on air. This ability requires concentration, limiting the caster to half movement and preventing spell casting or melee attacks. The cost is three spell levels.

**Limbs of the Snake** -- allows the caster to loosen all of his joints. In this manner, the mystic can slip through cracks, bars and other spaces up to the width of his head (approximately 1' foot diameter). If he is tied with rope or chains or put in irons, the mystic can free himself whenever he wishes. First the wizard must concentrate for one round, carefully unhinging his skeletal and muscular structure. In this state, the character's body mechanics will be impaired, effectively precluding combat and reducing the character's strength and dexterity scores to 1/3 normal (rounded up), until the mystic takes another round to reunify his skeleton and musculature. The cost is two spell levels.

**Night Vision** -- enables the eyes of the wizard to use the light from the moon and the stars to see as well and as far as a normal human at dusk. Other sources of light can also be used; this ability doubles their range (a torch's radiance becomes 30', a campfire's range become 70'). If the character is exposed to sudden light or flashes (light, pyrotechnics, lightning bolt, fireball, etc) while using this power, he is blinded for 1D6 rounds. The cost is one spell level.

**Weapon Expertise** -- costs one spell level per weapon and may only be taken with a weapon that the wizard already has expertise with. There is no upper limit in how many weapons the wizard can have expertise with.

**Weapon Specialization** -- costs one spell level per weapon and may only be taken with a weapon that the wizard is already proficient with. There is no upper limit in how many weapons the wizard may be specialized with.

I would be comfortable with additional special abilities along these lines. The trend seems to be toward martial arts special maneuvers and other abilities which mirror psionic psychometabolic disciplines in general. PCs would be limited to the number of new abilities (say, no more than 1 or 2) in order to reflect and highlight the core talents of the class. A modern example of this class might be the character Dhalsim from Street Fighter II.

#### **Summary of Special Abilities:**

Camouflage: 3

Deny Damage: 1 or 3

Deny Food and Drink: 1+

Deny Rest: 1+

Endure Pain: 3

Enhanced Hearing: 2+

Farsight: 1+

Fast Healing: 1+

Hammerblow: 3

Hands of Stone: 5

Improve THAC0: 1, 3, or 6

Immovability: 2

Lasting Breath: 1+

Leap: 1+

Levitation: 3

Limbs of the Snake: 2

Night Vision: 1

Raise Attribute up to 13: 1+

Raise Attribute up to 17: 3+

Raise Attribute to 18: 5

Silent Movement: 1+

Steelskin: 2

Stunning Blow: 3

Sudden Speed: 3

True Target: 1

Weapon Expertise: 1+

Weapon Proficiency: 1+, 2+, or 4+

Weapon Specialization: 1+