

This document details the progression and class details for dwarven mystics.



Dwarven Mystic

Description: Most dwarves abhor the use of eldritch powers and supernatural powers, rather relying on their strong arms and stout backs to make their mark on the mountain. But the world works in mysterious ways, and some members of this stalwart race hear the mystical song of the spheres and give in to the beconing call of the aether. Few and far between, these dwarves are known as mystics, and are more often than not outcasts of their clans.

Hit Points: A dwarven mystic gains d7 hit points on each level up.

Weapon training: A dwarven mystic is trained in the use of the dagger, shortsword, longsword, two-handed sword staff, club, mace, warhammer, maul, handaxe, battle axe and pole arm. For ranged combat they can utilize slings and crossbows. Dwarven mystics rarely wear armor, as it hinders their spellcasting.

Alignment: Most dwarven mystics are chaotic: their powers spring from a deep connection to the magical flow of power as manifested in leylines and the aether of the sky, and this addles their mind away from the usual lawful tendencies of their race. Neutral mystics are not uncommon though, as meditation seems to help focus the dwarves' innate magical forces further. Lawful mystics are very rare, and the few who are known are often respected smiths and loremasters of their clans: their magical prowess is simply accredited to their venerable age and experience.

Infravision: A dwarven mystic retains their racial 60' infravision.

Slow: Dwarven mystics have a base movement speed of 20', as opposed to the 30' of taller races.

Mystical sense of smell: Dwarven mystics are as apt in sniffing out treasure as the rest of their brethren. A dwarven runepriest can tell the direction of a strong concentration of gold and gems within 100', and smaller amounts down to a single coin can be smelled as well, but have lower scent ranges (down to 40') and require concentration. Additionally, the dwarven mystic's attunement to the waves of the aether allow them to sense magic in a similar fashion, with more powerful concentrations of magical power experienced as more powerful scents. Sometimes some inkling of the magic's type can also be gleaned from the type of the odour (Judge's discretion).

Sense of Non-Euclidian geometry: Much like their mundanely capable brethren, the dwarven mystics are apt scholars of architecture and geometry. Unlike other dwarves, the dwarven mystics architectural senses are attuned to the strange and extranormal. A dwarven mystic adds their class level as a bonus when interpreting structures of non-Euclidian geometry, magical leylines or transdimensional constructs.

Caster level & spell checks: Dwarven mystics have a caster level equal to their class level. They roll their spell checks as ACTION DIE + CL + INT mod. and they gain bonus spells based on their Intelligence modifier.

Dwarven mysticism: For the most part, the magic of dwarven mystic's follows the rules governing arcane, wizardly magic as detailed in the DCC rulebook. There are a few variations to these rules, which are outlined below:

- *Runes must be drawn:* Among their racial brethren dwarven mystics are unusually adept at controlling and channeling magical powers, but when compared to other races their magical prowess requires considerably more work. A dwarven mystic's castings require extensive somatic and vocal components to coax the spell out of the aether. For most mystics this means tracing mystical runes and sigils in the air, but some mystics channel magical forces through chaotic glossolalia or improvised dance routines. Consequently, any non-ritual spell a dwarven mystic casts has a casting time of at least 1 round, during which they may take no other actions including movement. This

overrides any shorter casting duration listed in the spell's description, and effectively means that a dwarven mystic can only cast one spell per turn.

- *Artefact magic*: Dwarven mystics are masters of craft, much like other members of their industrious race. Accordingly, they receive a +1d bonus on casting spells to craft magical items, such as *Wizard staff* and *Runic alphabet, mortal*. This bonus increases to +2d when the dwarven mystic reaches 6th level.
- *Aversion of bondage*: Most dwarves find deities, demons and other supernatural powers suspicious and unreliable, and in the case of dwarven mystics this aversion is mutual. Dwarven mystics are an anomaly in the face of the arcane worlds, and as such most patron powers will not deign to grant them power. Any learning and use of *Patron bond* spells by dwarven mystics is strictly at Judge's discretion.

Languages: A dwarven mystic knows common and dwarven, and gains two extra languages per point of Intelligence modifier. Roll d100 (re-roll duplicates): (01-05) Alignment tongue; (06-08) Chaos; (09-11) Neutrality; (12-14) Law; (15-20) Undercommon; (21-23) Elf; (22-26) Halfling; (27-30) Gnome; (31-33) Bugbear; (34-36) Goblin; (37-39) Gnoll; (40-42) Harpy; (43-45) Hobgoblin; (46-48) Kobold; (49-51) Lizardman; (52-54) Minotaur; (55-57) Ogre; (58-60) Orc; (61-63) Serpent-man; (64-66) Troglodyte; (67-68) Angelic; (69-71) Centaur; (72-73) Demonic; (74-76) Doppelganger; (77-79) Dragon; (80-83) Pixie; (84-86) Giant; (87-88) Griffon; (89-91) Naga; (92-94) Eagle; (95-97) Ferret; (98-00) Spider.

Action dice: Dwarven mystics use their action dice on casting spells, attack rolls and skill checks.

Table A: Dwarven Mystic Advancement								
Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Known spells	Max spell level
1	+1	1d4/III	1d20	+ 0	+ 1	+ 1	4	1
2	+2	1d5/III	1d20	+ 0	+ 1	+ 2	5	1
3	+2	1d7/III	1d20	+ 1	+ 2	+ 3	6	2
4	+3	1d8/III	1d20	+ 1	+ 2	+ 3	7	2
5	+4	1d10/III	1d20 + 1d14	+ 2	+ 3	+ 4	9	3
6	+5	1d10/IV	1d20 + 1d14	+ 2	+ 3	+ 4	10	3
7	+5	1d12/IV	1d20 + 1d16	+ 3	+ 3	+ 5	11	4
8	+6	1d12/IV	1d20 + 1d16	+ 3	+ 4	+ 5	12	4
9	+6	1d14/IV	1d20 + 1d20	+ 4	+ 4	+ 6	13	5
10	+7	1d14/IV	1d20 + 1d20	+ 4	+ 4	+ 6	14	5

Titles: Dwarven mystics usually carry titles cast upon them by others, either when they are cast out of their homes below the mountain or based on their position within their community. These range from shameful to the grand, and often have some connection to how their magic manifests to the world.

