

Mystic Studies

Taps into the powers of the Mystic

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: “[Basic Defense / Offense](#)”
2. Seeker Abilities: “[Combat Prowess](#)”
3. Seeker Abilities: “[Magical Prowess](#)”
4. Seeker Abilities: “[Metaphysical Studies](#)”

ForeScry

See through the eyes of a creature stalking him or her.

Modification Point cost: 2

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D4 +1 turn per 5 levels of the caster.

Effect time: Instant.

Explanation: This spell automatically has a chance of allowing the caster to see through the eyes of a creature stalking him or her.

Hand movement: None.

Healing: None.

Immunities: A creature that already has another seeing through its eyes cannot be effected by this spell.

Maximum adjustment: None.

Notes: Note that the caster can be vulnerable while seeing through the eyes of another stalking him or her. When this spell is in effect, the caster's awareness will be cut in half for the "Duration" of the spell (rounded down).

Range: 10 spaces (50') x the level of the caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: The caster must know that he or she is being stalked.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 19,000 white-gold / **Spell-rune:** 190 white-gold

Vision Path

Gives the Mystic a slight hint about his or her journey.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: Mental-strength check (mental-strength = % chance (and no luck can be used to succeed).

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: One dream.

Effect time: Instant.

Explanation: Gives the Mystic a slight hint about his or her journey, if a journey is being attempted

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: Caster must sleep after casting this spell.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 15,000 white-gold / **Spell-rune:** 150 white-gold