

MESMERIST

While mesmerists typically concentrate on purely mental arts, many look outward as well, focusing on physical combat or the creation of powerful tools with which to practice their craft.

CULT MASTER (ARCHETYPE)

The leaders of some cults are simply charlatans, bathing in the adulation of their followers. Others believe themselves to be truly in touch with an unknown power, bringing their unique messages to those willing to follow and obey them.

Insidious Personality (Ex): A cult master adds 1/2 his class level (minimum 1) as a bonus on all Diplomacy checks. This ability replaces consummate liar.

Fanatical Stare (Su): At 1st level, a cult master can turn his gaze on a creature to fill it with fervent belief in the cult master. The target of the gaze gains a +1 competence bonus on attack rolls and weapon damage rolls. This bonus increases by 1 for every 6 mesmerist levels the cult master possesses, to a maximum of +4 at 18th level. Instead of taking the hypnotic stare's penalty on Will saves, the target gains a bonus of an equal amount on Will saves. The bonuses don't apply to attacks against the cult master or on saves against the cult master's spells or abilities. The cult master can also suppress any penalties inflicted by his stare for the target. This ability replaces painful stare.

Cult Tricks (Su): The following new tricks can be selected by a cult master. These tricks can be implanted only in a cohort or follower of the cult master.

Double: An illusion makes either the cult master's cohort or one of his followers appear to be him. The cult master can trigger this trick when he is targeted by an attack, provided he is adjacent to the subject, to give the attack a 50% miss chance. If the attack misses the cult master, it targets the subject instead. This is an illusion (glamer) effect.

Extol: A mental compulsion causes a cohort or follower to extol the virtues of the cult master. The cult master can trigger this trick whenever he attempts a Diplomacy check, as long as he is within 60 feet of the subject. The subject takes the aid another action on the cult master's Diplomacy check. If the subject is successful, the cult master gains a +4 bonus on his check. This is an enchantment (compulsion) effect.

This ability alters mesmerist tricks.

False Healing (Su): At 3rd level, a cult master can provide temporary healing by using his psychic powers to trick the mind a number of times per day equal to 3 + his Charisma modifier. Using the ability is a standard action (or a swift action if the cult master uses it on himself), and the cult master must be able to touch his target. The cult master grants a number of temporary hit points equal to 1d8 + his Charisma modifier to the target. At 6th level, the cult master can either grant a number of temporary hit points equal to 2d8 + his Charisma modifier to the target or temporarily remove 1d4 points of ability damage. A creature can receive the effect of the false healing only once per day. The temporary hit points or reduction in ability damage lasts a number of hours equal to the cult master's class level. This ability replaces the 3rd- and 6th-level touch treatments.

Faithful Followers (Ex): At 7th level, a cult master begins to attract followers to his espoused beliefs, thanks to his magnetic personality. The cult master gains Leadership as a bonus feat. This ability replaces the 7th-level bold stare.

Fanatical Devotion (Ex): At 10th level, a cult master has manipulated his cohort and followers into becoming utterly devoted to him. The cult master no longer takes a penalty to his Leadership score for being aloof or cruel. Additionally, the DCs of all enchantment spells the cult master casts on his cohort and followers increase by 4. At 14th level, the cult master no longer takes a penalty to his Leadership score for any cohorts or followers he has killed or caused to be killed. This ability replaces the 10th- and 14th-level touch treatments.

Masterful Cult Tricks (Su): The following new master tricks can be selected by any cult master of 12th level or higher. These tricks can be implanted only in a cohort or follower of the cult master.

Avenge Me: The cult master creates a compulsion for one of his followers to avenge him. Whenever the cult master takes hit point damage from an attack, he can trigger this trick as long as he is within 60 feet of the subject. The subject is immediately affected as if by the *rage* spell for 1 round per mesmerist level.

Die for Me: The cult master instills within either his cohort or one of his followers the desire to give her life for him. The cult master can trigger this trick whenever he would take hit point damage from an attack, spell, or effect and the subject is within 60 feet of him. Half the damage is psychically transferred to the subject. This is an enchantment (compulsion) effect.

This ability alters masterful tricks.

Reborn (Su): At 20th level, a cult master can ensure his own survival upon his death. The cult master can perform a 1-hour ceremony costing 5,000 gp in rare materials in which he uses his psychic powers to implant a small portion of his essence into his cohort, who must be a minimum of 17th level. When the cult master dies, in 7 days the cohort physically and mentally transforms into the cult master as if *clone* had been cast, except that the cohort's body takes the place of the inert body. The cult master can't use this ability again until he gains a new cohort of at least 17th level and performs the necessary ceremony. The cohort can't be brought back to life except through *miracle* or *wish*. This ability replaces rule minds.

SPIRIT WALKER (ARCHETYPE)

Some mesmerists specialize in dominating and controlling undead rather than the living.

Spells: A spirit walker adds additional spells to his spell list at the spell levels indicated: *hide from undead* (1st), *command undead* (2nd), *halt undead* (3rd), and *speak with haunt*^{ACG} (4th). He can choose these as spells known, but doesn't gain them automatically. This ability alters the mesmerist's spell list.

Undead Inception (Su): At 1st level, a spirit walker can affect undead creatures with his hypnotic stare as the

psychic inception bold stare ability. This allows him to affect only undead; he must actually choose the psychic inception bold stare improvement if he wants to also affect other mindless creatures. At 3rd level when the spirit walker uses this ability, undead targets don't receive a saving throw bonus (if they did to begin with), have only a 25% chance of ignoring the spirit walker's mind-affecting spells and abilities, and no longer need to be under the spirit walker's gaze to be affected. At 5th level, when the spirit walker uses his mind-affecting spells and abilities, they affect all undead normally, with no chance of failure. This ability replaces consummate liar and mental potency.

Continued Animation (Su): At 3rd level, when a spirit walker is using hypnotic stare on a humanoid target and the target dies, as an immediate action the spirit walker can force the target's soul to remain in the body. The spirit walker can then control the target as if using *dominate person* for a number of rounds equal to 1/2 the spirit walker's class level. The creature gains a number of temporary hit points equal to 2 × the spirit walker's class level and continues acting as though it were alive and conscious until it loses those temporary hit points or the duration expires. During this time, the creature counts as undead, but it can't be healed by negative energy. The spirit walker can use this ability once per day for every 3 mesmerist levels he possesses. The target receives a Will saving throw (DC = 10 + 1/2 the spirit walker's class level + his Charisma modifier) to avoid this effect and die normally. This ability ends immediately if at any point the target's body is completely destroyed (such as by *disintegrate*) or restored to life. At 14th level, the spirit walker can apply this ability to any type of target as if using *dominate monster*. This ability replaces the 3rd- and 14th-level touch treatments.

Command Undead (Su): At 6th level, a spirit walker gains Command Undead as a bonus feat. A spirit walker can use Command Undead a number of times per day equal to 1 + his Charisma modifier (minimum 1), using his mesmerist level as his cleric level. At 10th level, the DC to resist this effect increases by 2. This ability replaces the 6th- and 10th-level touch treatments.

Master of the Dead (Su): At 20th level, a spirit walker gains mastery of the undead. Once per day, a spirit walker can use *control undead* as a spell-like ability on one target. If that creature fails its saving throw and has 20 or fewer Hit Dice, it falls permanently under the spirit walker's control until the spirit walker dies. A creature that fails its save but has more than 20 HD suffers the effect of *command undead*. A creature that succeeds at its save can't be affected by master of the dead for 24 hours. A spirit walker can control only one undead creature in this fashion at a time. If he permanently controls a new undead creature, the previous one is set free. This ability replaces rule minds.

