

# MESMERIST LEVEL 4

Raised as a slave in Cheliax, Meligaster learned how to channel his natural persuasive powers into powerful magical influence over others, making him a master manipulator with a cruel sense of humor.

## MELIGASTER

Male halfling mesmerist 4

N Small humanoid (halfling)

**Init** +2; **Senses** Perception +8

## DEFENSE

**AC** 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 size)

**hp** 35 (4d8+12)

**Fort** +5, **Ref** +8, **Will** +11; +2 vs. fear

## OFFENSE

**Speed** 20 ft.

**Melee** +1 sword cane +4 (1d4) or  
cold iron dagger +3 (1d3-1/19-20)

**Ranged** dart +6 (1d3-1)

**Special Attacks** bold stare (disorientation), hypnotic stare (-2),  
mesmerist tricks 8/day (mesmeric mirror, psychosomatic surge,  
vanish arrow)

**Mesmerist Spells Known** (CL 4th; concentration +10)

2nd (2/day)—*aversion*<sup>OA</sup> (DC 16), *suggestion* (DC 16)

1st (4/day)—*charm person* (DC 15), *demand offering*<sup>OA</sup> (DC 15),  
*mental block*<sup>OA</sup> (DC 15), *vanish*<sup>APG</sup> (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *open/close*  
(DC 14), *prestidigitation*, *unwitting ally*<sup>APG</sup> (DC 14)

## STATISTICS

**Str** 9, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 18

**Base Atk** +3; **CMB** +1; **CMD** 13

**Feats** Extra Mesmerist Tricks<sup>OA, \*</sup>, Improved Feint

**Skills** Acrobatics +3, Bluff +13, Climb +0, Diplomacy +11, Escape Artist  
+5, Intimidate +12, Perception +8, Sense Motive +8, Sleight of Hand  
+5, Stealth +12, Use Magic Device +11

**Traits** bully<sup>UCA, \*</sup>, focused mind<sup>UCA, \*</sup>

**Languages** Common, Halfling, Vudrani

**SQ** consummate liar\*, fearless\*, halfling luck\*, keen senses\*, sure-  
footed\*, touch treatment 7/day (minor), weapon familiarity\*

**Combat Gear** *potions of cure moderate wounds* (2), *potions of*  
*invisibility* (2), *scroll of glitterdust*; **Other Gear** +1 chain shirt, +1  
sword cane, cold iron dagger, darts (6), *cloak of resistance* +1, 48 gp

\* The effects of this ability are calculated into Meligaster's statistics.

## SPECIAL ABILITIES

**Alignment** As a precondition for joining the Pathfinder Society, Meligaster  
had to reform some of his crueler tendencies. For the purposes of the  
organized play campaign, he is neutral rather than neutral evil.

**Bold Stare** This ability improves Meligaster's hypnotic stare ability,  
allowing him to use the following ability with it.

*Disorientation:* Meligaster's hypnotic stare penalty also applies on  
attack rolls and damage rolls.

**Consummate Liar** Meligaster gains a +2 bonus on all Bluff checks. In  
addition, he qualifies for Improved Feint even if he doesn't have  
Combat Expertise.

**Hypnotic Stare** As swift action, Meligaster can target creature within 30  
feet that then takes a -2 penalty on Will saves. He can maintain this  
effect against only one creature at a time, and it ends if the target  
moves out of range, Meligaster uses this ability against a new target,  
or he falls unconscious or dies. Meligaster's target is not even aware  
that he is using this ability unless he wills it. Penalties from multiple  
hypnotic stares do not stack. This is a mind-affecting effect.

**Improved Feint** Meligaster can attempt a Bluff check to feint in  
combat as a move action.

**Mesmerist Tricks** Meligaster can implant a hypnotic suggestion in  
an ally's mind up to eight times per day. Doing so requires him  
to touch the ally as a standard action, and a creature can be the  
subject of only one mesmerist trick at a time. Meligaster can trigger  
an implanted trick as an immediate action so long as the subject is  
within 140 feet.

*Mesmeric Mirror:* This trick creates a decoy duplicate of the  
subject when the subject is attacked or becomes the target of a  
spell that requires an attack roll. The triggering attack has a 50%  
chance of striking the decoy rather than the intended target. Once  
hit, the image disappears; otherwise, it lasts for 1 minute. This is an  
illusion (figment) effect.

*Psychosomatic Surge:* When the subject of this trick takes  
damage, it gains 1d8+2 temporary hit points that last for 1 hour or  
until discharged. If the damage would have reduced the subject to  
0 or fewer hit points, the trick grants an additional 1d8 temporary  
hit points.

*Vanish Arrow:* When the subject of this trick is targeted with a  
ranged weapon attack, Meligaster can attempt a Sleight of Hand  
check opposed by the attacker's Perception to snatch the projectile  
before it's even fired, causing the attack to automatically miss.

**Painful Stare** Once per round, when an attack that deals damage  
hits the target of Meligaster's hypnotic stare, he can cause the  
creature to take 2 additional points of damage. If Meligaster uses  
this ability to increase his own damage, it instead takes 1d6 extra  
points of damage.

**Touch Treatment** Seven times per day as a standard action, Meligaster  
can touch a creature and remove the fascinated or shaken condition.  
This ability is a swift action if he uses it on himself.



“Look deep into my eyes. Everything will be so  
much easier when I am in complete control.”

**Spells** Meligaster can cast the following spells.

*Aversion:* A creature within 35 feet completely avoids an  
object or area measuring up to 50 feet to a side designated by  
Meligaster (Will DC 16 negates).

*Charm Person:* Meligaster magically makes one humanoid  
creature within 35 feet his friend (Will DC 15 negates); a target  
threatened or attacked by him or his allies receives a +5 bonus  
on its saving throw. A creature under this effect is not under

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Meligaster's complete control, but views his actions and suggestions in the most favorable way. This is a mind-affecting effect.

**Dancing Lights:** Meligaster can create up to four illusory torches or lights.

**Demand Offering:** A creature within 5 feet uses an immediate action to give Meligaster an object it is holding (Will DC 15 negates). If it is holding more than one object, it gives Meligaster one of the items at random. This is a mind-affecting effect.

**Detect Magic:** Meligaster notices magic in a 60-foot cone. If he concentrates, he learns how many magic auras there are on the next round. The round after that, he can try to find out more about one aura.

**Mage Hand:** Meligaster can move a nonmagical unattended object of 5 pounds or less up to 15 feet as a move action. While moving it in this way, the object must remain within 35 feet of Meligaster.

**Open/Close:** Meligaster can open or close an object weighing no more than 30 pounds or a portal that can be opened or closed from a distance of 35 feet.

**Mental Block:** Meligaster can prevent a creature within 35 feet from using its skill ranks, spells, feats, and abilities for 4 rounds (Will DC 15 negates). This is a mind-affecting effect.

**Prestidigitation:** Meligaster can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

**Suggestion:** Meligaster can influence the actions of a target within 140 feet that fails its saving throw by suggesting a course of action that is limited to a sentence or two (Will DC 16 negates). Asking the creature to perform some obviously harmful act automatically negates the spell's effect. This is a mind-affecting effect.

**Unwitting Ally:** A creature within 35 feet is considered an ally for 1 round for the purposes of flanking enemies (Will DC 14 negates). This is a mind-affecting effect.

**Vanish:** One target Meligaster touches becomes invisible for 4 rounds or until the target attacks. See *potion of invisibility* below for more details.

**Combat Gear** Meligaster has the following items.

**Potion of Cure Moderate Wounds:** This potion heals the creature that drinks it of 2d8+3 points of damage.

**Potion of Invisibility:** A creature that drinks this potion vanishes for 4 minutes or until the target attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

**Scroll of Glitterdust:** Creatures in a 10-foot radius take a -40 penalty on Stealth checks and lose the benefit of invisibility and the like for 3 rounds. If they fail DC 14 Will saves, they are also blinded,

but at the end of each of their turns, they can attempt new Will saves to end the blindness.

Born a slave, Meligaster spent his childhood as a plaything for the children of Lord Maskelyne, a minor noble in devil-obsessed Cheliax. While his aging mother toiled in the manor's laundry, Meligaster sat at tea in luscious gardens, a living doll dressed in stylish suits of silk and velvet. The young halfling soon found that his natural charm and wit engendered an especial affection in his masters, who offered him special privileges, and even in the household's other halfling slaves, who at first resented his luxurious treatment.

As the children became older, though, tea parties evolved into wrestling and rough play, and Meligaster's small stature became a liability. No longer did he receive a handsome new suit every fortnight, and no longer was he welcome at the feasting table. The loss of his beloved finery and his subtle change in status darkened Meligaster's good humor, further alienating him from his masters.

At the same time, Lord Maskelyne's political affairs grew dire and the family's fortunes diminished. One day, while sitting at his ailing mother's bedside, a half-dozen halflings accosted Meligaster. That morning, the Maskelyne children had given three slaves in sacrifice to the archdevil Mammon in hopes that the family's luck would improve, and the halflings planned to retaliate by torturing Meligaster. When desperate pleas did nothing, Meligaster looked deep into the interlopers' eyes and ordered them to leave him alone. To his surprise, they did.

Baffled, Meligaster delved deeper into this unexpected power. Eventually, he commanded the slaves who had threatened him to serve as his personal protectors; when this raised the ire of the house's taskmasters, Meligaster dominated them, too. He then bent his former playmates as well as the lord and lady of the house to his will. Meligaster took up residence in the manor with his mother, forcing nobles and halflings alike to serve him. He soon became a harsher taskmaster than the Maskelynes had ever been; to deflect any scrutiny, Meligaster closed the manor to the outside world.

It came as a surprise, then, when Meligaster found himself visited by Lem, a charming halfling bard who claimed to be born to the same mother. Though initially excited to finally meet his brother, Lem was horrified by the vacant stares of the manor's halflings and humans, and begged Meligaster to run away with him to Absalom. Stubbornly, in the presence of their dying mother, Meligaster commanded Lem to leave the estate and never return.

The following morning, Meligaster awoke to find Lem gone—along with their mother and the mental bonds that had kept the



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halfling slaves complacent. Angered at months of mistreatment, the slaves set fire to the house, bringing a squad of Hellknights to investigate. Meligaster was forced to flee, and in the years since, Lord Maskelyne's agents have kept him always on the move. Meligaster has now turned to a career in adventuring, in which he always seeks the finer comforts of success. When he finally finds Lem again, Meligaster plans to show his brother the folly of underestimating one who has total control over the minds of others.