

MESMERIST LEVEL 1

Raised as a slave in Cheliah, 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 1

N Small humanoid (halfling)

Init +2; **Senses** Perception +7

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 11 (1d8+3)

Fort +3, **Ref** +5, **Will** +4; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee sword cane +0 (1d4–1) or

cold iron dagger +0 (1d3–1/19–20)

Ranged dart +3 (1d3–1)

Special Attacks hypnotic stare (–2), mesmerist trick 4/day (mesmeric mirror)

Mesmerist Spells Known (CL 1st; concentration +6)

1st (2/day)—*charm person* (DC 14), *mental block*^{OA} (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *prestidigitation*, *unwitting ally*^{APG} (DC 13)

STATISTICS

Str 9, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** –2; **CMD** 10

Feats Improved Feint

Skills Acrobatics +4, Bluff +8, Climb +1, Diplomacy +7, Escape Artist +6, Intimidate +8, Perception +7, Sleight of Hand +6, Stealth +10

Traits bully^{UCA}, *, focused mind^{UCA}, *

Languages Common, Halfling, Vudrani

SQ consummate liar*, fearless*, halfling luck*, keen senses*, sure-footed*, weapon familiarity*

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, cold iron dagger, darts (6), sword cane, 21 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.

Consummate Liar Meligaster gains a +1 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 a 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 four 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 110 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.

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 1 additional point of damage. If Meligaster uses this ability to increase his own damage, it instead takes 1d6 extra points of damage.

Spells Meligaster can cast the following spells.

Charm Person: Meligaster is able to magically make one humanoid creature within 25 feet believe that it is his friend (Will DC 14 negates); a target threatened or attacked by Meligaster or his allies receives a +5 bonus on its saving throw. A creature under this effect is not under 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.

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.

Mental Block: Meligaster can prevent a creature from using its skill ranks, spells, feats, and abilities for 1 round (Will DC 14 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.

Unwitting Ally: The target of this spell is considered an ally for 1 round for the purposes of flanking enemies (Will DC 13 negates). This is a mind-affecting effect.

Combat Gear Meligaster has the following items.

Potion of Cure Light Wounds: Meligaster's potion heals 1d8+1 points of damage.



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

A former slave in a minor Chelish noble house, Meligaster used his mental powers to dominate the masters who had treated him so cruelly. He didn't stop there, though—he tyrannized the household's other halfling slaves. It was only when Meligaster's brother, the cheerful bard named Lem, found him that the slaves broke their psychic bonds and prompted a Hellknight investigation at the house. Meligaster fled and began an adventuring career in which he always seeks the easy route to wealth and the finer rewards of success.

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*^{OA} (DC 16), *suggestion* (DC 16)

1st (4/day)—*charm person* (DC 15), *demand offering*^{OA} (DC 15),
mental block^{OA} (DC 15), *vanish*^{APG} (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *open/close*
(DC 14), *prestidigitation*, *unwitting ally*^{APG} (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^{OA, *}, 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^{UCA, *}, focused mind^{UCA, *}

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.



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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

MESMERIST LEVEL 4

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.

MESMERIST LEVEL 7

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 7

N Small humanoid (halfling)

Init +2; Senses Perception +10

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 size)

hp 59 (7d8+21)

Fort +7, **Ref** +10, **Will** +14; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 sword cane +6 (1d4) or cold iron dagger +5 (1d3-1/19-20)

Ranged dart +8 (1d3-1)

Special Attacks bold stare (disorientation, psychic inception), hypnotic stare (-2), mental potency (+1), mesmerist tricks 10/day (levitation buffer, mesmeric mirror, psychosomatic surge, vanish arrow)

Mesmerist Spells Known (CL 7th; concentration +14)

3rd (2/day)—*dispel magic*, *synaptic pulse*^{OA} (DC 19)

2nd (4/day)—*aversion*^{OA} (DC 18), *babble*^{OA} (DC 18), *invisibility*, *suggestion* (DC 18)

1st (6/day)—*charm person* (DC 17), *demand offering*^{OA} (DC 17), *mental block*^{OA} (DC 16), *paranoia*^{OA} (DC 16), *vanish*^{APG} (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *open/close* (DC 15), *prestidigitation*, *unwitting ally*^{APG} (DC 16)

STATISTICS

Str 9, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +3; **CMD** 16

Feats Extra Mesmerist Tricks^{OA*}, Improved Feint, Mesmerizing Feint, Spell Focus (enchantment)*

Skills Acrobatics +3 (-1 to jump), Bluff +18, Climb +0, Diplomacy +15, Escape Artist +7, Intimidate +15, Perception +10, Sense Motive +8, Sleight of Hand +7, Stealth +15, Use Magic Device +15

Traits bully^{UCA, *}, focused mind^{UCA, *}

Languages Common, Halfling, Vudrani

SQ consummate liar*, fearless*, halfling luck*, keen senses*, sure-footed*, touch treatment 8/day (moderate), weapon familiarity*

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of fly*, *potion of lesser restoration*, *scroll of glitterdust*, *wand of slow* (13 charges); **Other Gear** +2 chain shirt, +1 sword cane, cold iron dagger, darts (6), cloak of resistance +2,

headband of alluring charisma +2, lesser talisman of beneficial winds, ring of protection +1, everburning torch, 73 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.

Psychic Inception: Meligaster's hypnotic stare can affect mindless creatures and creatures immune to mind-affecting effects. He can also partially affect such a creature with mind-affecting spells and abilities when it's under the effects of his stare; it gains a +2 bonus on its saving throw and still has a 50% chance each round of ignoring the effect for 1 round.

Consummate Liar Meligaster gains a +3 bonus on Bluff checks. He also qualifies for Improved Feint even if he doesn't have Combat Expertise.

Extra Mesmerist Tricks Meligaster can use his mesmerist tricks 2 additional times per day.

Hypnotic Stare As swift action, Meligaster can target a 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.

Mental Potency Meligaster can increase the Hit Dice limit and total Hit Dice of his enchantment or illusion spells by 1.

Mesmerist Tricks Meligaster can implant a hypnotic suggestion in an ally's mind up to 10 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 170 feet.

Levitation Buffer: When the subject of this trick begins its turn with one or more enemies adjacent to it or an enemy moves adjacent to it, Meligaster can either lift the enemies in the air causing them to move at half speed and take a -4 penalty to their CMDs against bull rush, drag, or reposition combat maneuver checks for 1 round (Will DC 18 negates), or he can perform a bull rush combat maneuver against them with an effective Combat Maneuver Bonus of +12.

Mesmeric Mirror: This trick creates a decoy duplicate of the subject



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when the subject is attacked or is targeted by a spell that requires an attack roll. The triggering attack has a 50% chance of striking the decoy rather than the subject. 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.

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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.

Mesmerizing Feint Instead of taking a -4 penalty when feinting against non-humanoid creatures, Meligaster takes only a -2 penalty.

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 3 extra points of damage. If Meligaster uses this ability to increase his own damage, the creature instead takes 2d6 extra points of damage.

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

Spells Meligaster can cast the following spells.

Aversion: A creature within 40 feet avoids an object or area up to 50 feet to a side designated by Meligaster (Will DC 18 negates).

Babble: One target within 40 feet that fails a DC 18 Will save babbles incoherently and is nauseated for 7 rounds. Other creatures within 30 feet of the babbling creature must succeed at Will saves or become fascinated for as long as the babbling persists.

Charm Person: Meligaster magically makes one humanoid creature within 40 feet his friend (Will DC 17 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 Meligaster's complete control, but views his actions and suggestions in the most favorable way. This is a mind-affecting effect.

Dancing Lights: Meligaster creates up to 4 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 17 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.

Dispel Magic: Meligaster can attempt a caster level check (+7 total) to shut down a spell or magical effect within 170 feet.

Invisibility: A touched target vanishes for 4 minutes or until the target attacks. While the target is invisible, it gains a +20 bonus on Stealth checks (+40 if standing perfectly still), it gains a +2 bonus on the attack roll for any attack it makes before becoming visible, and the enemy likely loses its Dexterity bonus to AC.

Mage Hand: Meligaster can move a nonmagical unattended object weighing 5 pounds or less up to 15 feet as a move action. The object must remain within 40 feet of Meligaster.

Mental Block: Meligaster prevents a creature within 40 feet from using its skill ranks, spells, feats, and abilities for 7 rounds (Will DC 17 negates). This is a mind-affecting effect.

Open/Close: Meligaster can open or close an object weighing 30 pounds or less or a portal that can be opened or closed from a distance of 40 feet.

Paranoia: One target within 40 feet treats all other creatures as enemies (Will DC 17 negates). The target must attempt attacks of opportunity whenever a creature provokes it, and when the target is adjacent to two or more creatures, it takes a -2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Prestidigitation: Meligaster performs simple magic tricks for 1 hour, such as cleaning his outfit, chilling drinks, or flavoring meals.

Suggestion: Meligaster influences the actions of a target within 170 feet that fails its saving throw by suggesting a course of action that is limited to a sentence or two (Will DC 18 negates). Asking the creature to perform some obviously harmful act automatically negates the spell's effect. This is a mind-affecting effect.

Synaptic Pulse: Meligaster emits a mental blast that stuns creatures in a 30-foot-radius spread centered on him for 1 round (Will DC 19 negates).

Unwitting Ally A creature within 40 feet is considered an ally for 1 round for the purposes of flanking enemies (Will DC 16 negates). This is a mind-affecting effect.

Vanish: One target Meligaster touches becomes invisible for 7 rounds or until the target attacks. See *invisibility* above for more details.

Gear Meligaster has the following items.

Lesser Talisman of Beneficial Winds: The first time Meligaster falls at least 5 feet, he is automatically affected by *feather fall*. The talisman crumbles to dust after it is activated.

Potion of Cure Moderate Wounds: The potion heals 2d8+3 points of damage.

Potion of Cure Serious Wounds: The potion heals 3d8+5 points of damage.

Potion of Fly: A touched target gains a 60 foot fly speed and a +7 bonus on Fly checks for 7 minutes.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if exhausted, she is fatigued instead.

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.

Wand of Slow: Meligaster can affect up to 7 targets, no two of which can be more than 30 feet apart. Creatures that fail a DC 14 Will



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save can take only a single move action or standard action each turn, and take a -1 penalty on attack rolls, to AC, and on Reflex saves. A slowed creature moves at half its normal movement speed.

Meligaster used his mental powers to dominate both his cruel slave masters and other halfling slaves until his brother, Lem, found him and helped the slaves break their psychic bonds. Meligaster fled and began an adventuring career, seeking wealth and comfort.