

Dementia Mage- Summoner Archetype

MrRumato 5/4/2018

While most summoners focus on shaping his eidolon into perfection, the Dementia Mage seeks only to add more Nightmares to his collection while tapping into his opponents' deepest fears.

Alignment- Any Evil

Class Skills- The Dementia Mage adds Intimidate to their list of class skills

Spells

In addition to his normal spells, Dementia Mages gain access to spells with the fear, phantasm, and shadow sub-schools up to level 6, except he uses his Charisma modifier and summoner level. This alters his spell ability.

Dementia Space

Foregoing the typical route his fellow summoners take, a Dementia Mage exchanges his eidolon for the power to control any monster or creature or monster they've acquired. A Dementia Mage may perform a ritual for one minute on a creature or monster they knocked unconscious to add that creature or monster to his Dementia Space. They cannot add a creature or monster with more HD than twice his caster level, or control more creature or monsters than 4 HD per his caster level. Each creature or monster successfully added to the Dementia Mage's Dementia Space gains the Nightmare template.

When a Nightmare is defeated, it returns back to the Dementia Space and cannot be re-summoned for another 24 hours. A Nightmare can be summoned with a full-round action, and only one Nightmare can be summoned at a time. This replaces the eidolon ability, and all abilities that affect an eidolon affects the active Nightmare instead.

Additional Nightmare

At 4th level a Dementia Mage has the ability to summon one extra Nightmare from his Dementia Space. He gains this ability again at 8th level, 16th level, 19th level, and 20th level. This ability replaces shield ally, transposition, merge form, gate, and twin eidolon.

Demented Weapon

At 6th level, a dementia mage can harness their prowess to create weapons of their choosing. Only weapons he is proficient with and in his size category can be created, and it lasts until the created weapon leaves the dementia mage's hands. When the dementia mage successfully deals damage to any enemy, it casts the *scare* spell on that enemy as a swift action.

He can use this ability a number of times per day equal to 3 + his Charisma modifier.

This replaces Maker's Call.

Fearful Touch

At 10th level, a Dementia Mage gains the *fearful touch* ability, as the cleric subdomain only he uses his Charisma modifier and summoner levels.

True Nightmare

At level 12, a Dementia Mage's ability to instill fear supersedes even the most brave of life forms. Creatures that would normally be immune to fear affects are now vulnerable to spells and Intimidate checks made or cast by the Dementia Mage. This ability replaces *greater shield ally*.