

The Complete Guide to Doppelgangers

Geistspeakers

By Keith Baker

The dominant religion of the Doppelgangers is outlined in *The Complete Guide to Doppelgangers*. In brief, Doppelgangers believe that the world is alive and that all living creatures are a part of this overall life force. In time, a single Doppelganger clan – a *gestalt* – will spread across the entire world, encompassing the planet with its telepathic field. This gestalt will become the *Zeitgeist*, the spirit of the age. The *Zeitgeist* will ascend to a new plane of existence, the world will be repopulated, and the struggle will begin anew.

Doppelgangers are not given to extravagant displays of religious ritual. By existing, by expanding the scope of their gestalt, they are fulfilling the precepts of their religion. But the urban doppelgangers – those adapted to live among sentient humanoids – have developed a mystical tradition known as the *geistspeaker*. Geistspeakers commune with the *Zeitgeists* of ages past, drawing on the knowledge and experience of these powerful spirits to guide their gestalt in its quest to embody the current age. Geistspeakers also learn to tap into the lifeforce of their own gestalt, channeling this energy to heal or empower their kindred. In short, knowledge comes from the spirits of ages past; physical effects are powered by the pure mental energy of the gestalt.

The Geistspeaker

Geistspeakers are clerics that venerate the *Zeitgeists* of the former ages. They possess all of the normal abilities and limitations of clerics, and channel positive energy. Information on the *Zeitgeists*, the Gestalt domain, and the two new spells it contains are provided below.

The Zeitgeists

Alignment: Neutral

Domains: Gestalt, Sun, Trickery

Typical Worshippers: Doppelgangers

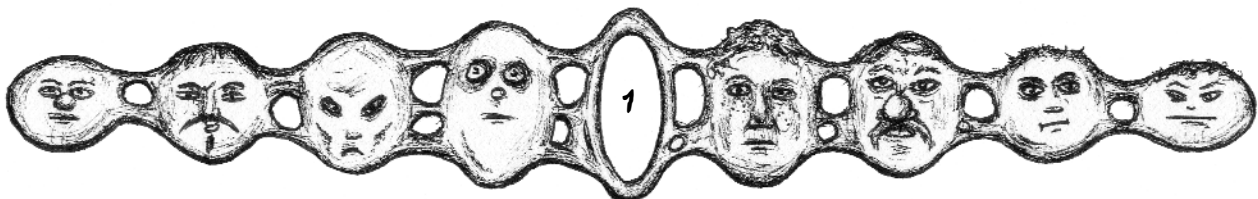
Description: According to myth, the *Zeitgeists* are the spirits of the former ages – doppelganger gestalts that have spread across the entire world and ascending to a higher state. The Doppelgangers believe that the major celestial bodies are the *Zeitgeists*, while the stars are the gestalts that failed in the fight. As a general rule, the *Zeitgeists* have no interest in the activities of the current age, but they may provide guidance to the doppelgangers of the modern world if they are properly invoked.

The symbol most commonly used to represent the *Zeitgeists* is a circular medallion, with a crescent moon overlaid on a stylized sun. The favored weapon of their followers is the unarmed strike.

Gestalt Domain

Deities: The *Zeitgeists*

Granted Power: A geistspeaker may lend its skill to another of its kind. By taking a standard action, the cleric may add a bonus to the attack roll or skill check of another doppelganger of the same gestalt. The target must be clearly visible and within 60 feet. The bonus is equal to the number of daily uses of Turn Undead that the cleric expends on the action; however, this bonus cannot exceed the cleric's own attack bonus or ranks in the skill in question. This effect lasts for one round.



Gestalt Domain Spells

- 1 *bless**. Allied Doppelgangers gain +1 attack and +1 on saves against fear.
- 2 *augury*. Learns whether an action will be good or bad.
- 3 *imbue with skill**. Transfers skills to target Doppelganger.
- 4 *imbue with spell ability**. Transfers spells to target Doppelganger.
- 5 *commune*. Zeitgeist answers one yes-or-no question per level.
- 6 *Rary's telepathic bond**. Link lets allied Doppelgangers communicate.
- 7 *channel personality*. Channel personality from memory well or corpse.
- 8 *mass heal**. As heal, but for several Doppelgangers.
- 9 *foresight*. "Sixth sense" warns of impending danger.

Spells marked with an asterisk can only be cast on Doppelgangers of the cleric's gestalt.

New Spells

Channel Personality

Enchantment [Mind-Altering]

Level: Gestalt 7

Casting Time: 30 minutes

Components: V, S

Range: Personal

Target: You

Duration: See text

Saving Throw: No

Spell Resistance: No

This spell serves two purposes. The first is identical to the Channel Personality action associated with the Thoughtweaving skill (see *The Complete Guide to Doppelgangers*). If the cleric has access to a memory well (and, except in unusual circumstances, all geistspeakers do), it can channel the skills and abilities of any personality contained within the well, and it does not need to make a Thoughtweaving check or possess the Avatar skill. The class levels, skills, and feats of the character are replaced by those of the assumed personality; the only thing that remains are the statistics of the original host. The new personality has access to the general memories (though not the skills) of the host body. The spellcaster can release the channeled personality as a standard action, in which case all record of its time in the host body is lost.

However, the spell has a second application. The priest can also use it to channel the personality of a doppelganger who has been slain. In this case, the priest must be able to touch the corpse of the doppelganger; in all other respects, it is the same as if the cleric was drawing the personality from a memory well. This action does require a successful Thoughtweaving check; the DC

has a base value of 20, and is increased by 1 for every day that the doppelganger has been dead. Many gestalts prefer to use this ritual instead of raise dead, which results in a loss of experience; the loss of the physical body of the original doppelganger is not as significant as the destruction of knowledge. Once the cleric has absorbed the personality, it can be deposited in a memory well, where Avatars and geistspeakers can access it in the future. Since the actual spirit of the slain doppelganger is not being affected, this does not require the cooperation of the deceased.

This spell lasts until the geistspeaker voluntarily releases the personality or deposits it in a memory well. See the description of the Thoughtweaving skill for complete details.

Imbue with Skill

Enchantment [Mind-Altering]

Level: Gestalt 3

Casting Time: 10 minutes

Components: V, S

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By using this spell, a Doppelganger cleric transfers some of its own knowledge and experience to another member of its gestalt. The target must possess an Intelligence score of at least 5 and a Wisdom score of at least 9. The cleric can pass some or all of its ranks with a single skill, with the following restrictions:

- The cleric cannot transfer a greater number of skill ranks than its cleric level.
- If the target already possesses the skill, it uses its own value or the value of the spell, whichever is higher; the ranks are not cumulative.
- Any bonuses that the cleric possesses – for example, synergy bonuses based on other skills – are not transferred. However, the target may receive synergy bonuses due to its own skills.

This effect can allow the target to exceed the maximum number of ranks it would normally be allowed to possess in a skill based on its level.

This effect lasts until the cleric chooses to reclaim the skill. However, during this time, the cleric loses all benefits of the skill ranks it has given away. Further, it cannot prepare a 3rd level spell to replace imbue with skill until it has reclaimed the knowledge. Negating the spell is a standard action for the cleric; the spell is also negated if the target is slain.



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