

# SPIRITUALIST LEVEL 1

*Caring but a touch mischievous, Estra learned a great deal about empathy upon the death of her beloved husband, Honaire. She now uses her psychic magic and Honaire's loyal spirit to guide others.*

## ESTRA

Female human spiritualist 1

NG Medium humanoid (human)

**Init** -1; **Senses** Perception +4

## DEFENSE

**AC** 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

**hp** 10 (1d8+2)

**Fort** +3, **Ref** +1, **Will** +6; +2 vs. illusions

## OFFENSE

**Speed** 30 ft.

**Melee** silver dagger +0 (1d4-1) or  
sap +0 (1d6)

**Ranged** sling -1 (1d4)

**Spiritualist Spells Known** (CL 1st; concentration +4)

1st (2/day)—*mindlink*<sup>OA</sup>, *shield*

0 (at will)—*daze* (DC 14), *grave words*<sup>OA</sup>, *guidance*, *light*

## STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 18, **Cha** 15

**Base Atk** +0; **CMB** +0; **CMD** 9

**Feats** Lightning Reflexes\*, Spiritualist's Call<sup>OA</sup>

**Skills** Bluff +6 (+7 to fool others), Diplomacy +7, Linguistics +5, Sense Motive +8, Spellcraft +5, Use Magic Device +6; **Armor Check**

**Penalty** -1

**Traits** skeptic<sup>APG</sup>, trustworthy<sup>UCA</sup>

**Languages** Common, Halfling, Varisian

**SQ** etheric tether, phantom (Honaire, dedication), shared consciousness

**Combat Gear** *scroll of comprehend languages*, *scroll of cure light wounds*, *scroll of obscuring mist*, acid; **Other Gear** studded leather armor, sap, silver dagger, sling with 10 bullets, backpack, bedroll, belt pouch, censer, flint and steel, incense (10 sticks), torches (2), trail rations (5 days), waterskin, 12 gp

\* The effects of this ability have been calculated into Estra's statistics.

## SPECIAL ABILITIES

**Etheric Tether** Estra can sacrifice any number of hit points to prevent the same amount of damage to Honaire, but only if an attack would send him back to the Astral Plane. Honaire can travel up to 50 feet away from Estra. If he travels farther, she must succeed a concentration check (DC = 10 + 1 per 10 feet between them) as a full-round action each round or Honaire transports to the Ethereal Plane and cannot return for 24 hours. If Honaire is outside Estra's line of

effect for longer than 1 round, he returns to the Ethereal Plane.

**Phantom** Estra's dedication phantom, Honaire, may dwell inside her mind, or manifest fully as an incorporeal or ectoplasmic creature with a 1-minute ritual. When Honaire manifests as ectoplasmic creature, he may interact with the material world and gains DR 5/slashing. When he manifests as an incorporeal creature, he gains the incorporeal ability (making him immune to physical attacks, and reducing damage from magical attacks by half) and can attack incorporeal creatures, but cannot affect material creatures.

**Shared Consciousness** When Honaire isn't manifested, Estra gains a +4 bonus on saving throws against mind-affecting effects and gains the following bonus feats: Iron Will, Skill Focus (Diplomacy), Skill Focus (Sense Motive); these grant her a +2 bonus on Will saves and a +3 bonus on Diplomacy and Sense Motive checks. Once per day, she can reroll a failed saving throw against a mind-affecting effect, but doing so removes her other shared consciousness bonuses for the spell's durations.

**Skeptic** Estra gains a +2 bonus on all saving throws against illusions.

**Spiritualist's Call** For 10 minutes after he is first summoned, Honaire gains a +2 bonus to his Strength, Dexterity or Charisma for 10 minutes.

**Trustworthy** Estra gains a +1 bonus on Bluff skill checks to fool others and a +1 bonus on Diplomacy checks.

**Spells** Estra can cast the following spells. For full descriptions of the spells listed below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

*Daze*: Estra dazes one humanoid creature within 25 feet, causing it to lose its next turn (Will DC 14 negates). Once a creature is dazed by this spell, it is immune to it for 1 minute.

*Grave Words*: Estra can cause a corpse she touches to begin babbling for 1 round. There is a 10% chance the corpse's ramblings are useful in some way (determined by the GM). Once a corpse has been targeted by this spell, it is immune to it forever.

*Guidance*: Estra can give a target she touches a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

*Light*: An object Estra touches sheds light for 10 minutes. She can't have more than one copy of this spell active at a time.

*Mindlink*: Estra can communicate large amounts of information to a creature she touches, as if she'd spent 10 minutes in discussion. She and her target do not need to share a language.

*Shield*: Estra gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

**Combat Gear** Estra has the following combat gear.

*Scroll of Comprehend Languages*: Estra can understand all



"Respect your elders, child. I'm a forgiving sort, but my husband not so much..."

languages she reads or hears for 10 minutes, but she can't speak those languages.

*Scroll of Cure Light Wounds*: A touched creature regains 1d8+1 hit points.

# SPIRITUALIST LEVEL 1

*Scroll of Obscuring Mist:* Estra causes a cloud of mist to form around her in a 20-foot radius, blocking all sight beyond 5 feet. Creatures 5 feet away have concealment, and those farther away have total concealment. Fire or a strong wind can disperse this fog.

## HONAIRE

N Medium outside (phantom)

**Init** +1; **Senses** darkvision 60 ft.

## DEFENSE

**AC** 14, touch 12, flat-footed 12 or **AC** 15, touch 15, flat-footed 11 in incorporeal form

**hp** 9 (1d10+4)

**Fort** +1, **Ref** +3, **Will** +5

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +2 (1d6+1)

**Special Attacks** dutiful strike

## STATISTICS

**Str** 12 **Dex** 14 **Con** 13, **Int** 7, **Wis** 10, **Cha** 13

**Base Atk** +1; **CMB** +2 (ectoplasmic), +3 (incorporeal); **CMD** 14 (ectoplasmic), 16 (incorporeal)

**Skills** Diplomacy +5, Intimidate +5, Perception +4, Sense Motive +4

**Feats** Iron Will<sup>®</sup>, Toughness

**SQ** link, share spells

## SPECIAL ABILITIES

**Dutiful Strike** Honaire gains a +2 bonus on attack rolls against creatures that have attacked Estra in the past minute, and his slam attack deals 1d8+1 points of damage to those creatures.

**Link** Estra can direct Honaire as a free action.

**Share Spells** Estra can cast spells with a range of personal on Honaire as if it had a range of touch.

Estra never wanted to commune with spirits: she only wished for others to believe she did, and profit from that belief.

Born the daughter of a poor miner in Isger, Estra fell in with a small gang of faux spiritualists who needed a convincing actress to play the role of their spirit-channeling medium. The group engaged in fraudulent seances targeting grieving mourners, who paid dearly for confirmation of the smooth passing of their loved ones into the hereafter.

Within darkened chambers and ramshackle theaters, Estra and her confederates spent nearly 10 years bilking the grief-stricken. Estra proved a talented actress, falling into convincing trances to channel the dead and dispense the carefully gathered information her associates had gleaned on their targets. Sessions typically culminated with the

full-form “manifestation” of a bereaved subject’s lost relative: actually a confederate dressed in luminous robes and clumsy disguises.

The arrival of a handsome knight named Honaire changed all that. Stationed in Elidir, Honaire had left behind an ailing mother, and in his absence she had passed. Honaire sought some comfort in his loss, and turned toward the seances of Estra’s troupe for assurance that his mother rested in peace. Relieved of his grief by the assurances of the spirit-seer, the young knight became smitten with Estra’s quick wit and streetwise charm. Estra, for her part, found the knight’s combination of physical strength and gentle courtesy enchanting, even as his strict code of honor made her regret her own life of lies. When at last she confessed the truth—that she’d never contacted Honaire’s mother at all—she expected him to fly into a rage. Instead, he thanked her for her courage and proposed marriage. Accepting his proposal, Estra left behind the life of a charlatan, and the two spent several happy decades together.

Yet this life, too, came to an abrupt end when rumors of a rising alliance of goblin tribes reached the capital. Seeing her husband’s frustration at the government’s slow response, Estra urged him to volunteer to investigate, with no way of knowing that the goblin assemblies were the precursor to the deadly Goblinblood Wars. There in the dark expanse of the Chitterwood, Honaire and his unit were unexpectedly ambushed by a horde of maniacal goblins and their green dragon ally. Though he fought bravely and saved the lives of many comrades in their retreat, Honaire was bathed in the dragon’s toxic breath.

Wracked by guilt and loss, Estra turned to her old means of supporting herself, training several new associates in the tricks of the faux spiritualist trade. Yet during the group’s first performance, Estra’s fake trance became something more. A wispy, greenish vapor coalesced from her mouth, eyes, and nostrils. To the wonderment of those assembled, a spectral figure emerged through the curtain of ectoplasmic mists. The ghostly apparition was not a confederate but rather the very real specter of her fallen husband. Comforted and shamed, the burgeoning spiritualist pledged again to never allow deceit to rule her life.

Though age stoops her body, Estra has learned to strengthen her spiritual bond with Honaire so that his ectoplasmic form might walk the world again. She uses her strange powers to provide comfort and consolation—for real this time—to those who’ve lost loved ones to the ceaseless violence of the world. Yet all the while, doubt plagues her. She wonders if her phantom husband’s presence is the result of the depth of their love, some god’s attempt to shepherd her toward righteousness, or a manifestation of her own guilty conscience.



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