

The cover art depicts a spiritualist in a dark, misty forest. The spiritualist, a man with a goatee wearing a green robe, holds a book and summons a spectral figure with long white hair and glowing eyes. The spectral figure's hands are outstretched, and a bright light emanates from the spiritualist's raised hand. The title "Occult Secrets" and "The Spiritualist" is written in a large, white, serif font across the center.

Occult Secrets The Spiritualist

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Zenith Games

Occult Secrets: The Spiritualist



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Examining the Spiritualist

The spiritualist occupies a unique position between life and death, serving as the anchor for a soul that clings to its time among the living. The spiritualist also plays a unique role with her own necromantic spellcasting alongside the phantom's scouting and front-line combat.

Between the two of them, the spiritualist and phantom have incredible flexibility and plentiful storytelling opportunities. The phantom is far more than a blank slate: it is a being with its own history, personality, and motivations. It needs the spiritualist to perpetuate its existence, just as the spiritualist needs the phantom for its skills and abilities.

Parting the Veil

The priest looked up from his prayers as a hawk-headed figure strode into the room. All horns and spines and spectral flesh, it reached a boney hand toward him.

Abandoning his ritual, the priest called out for his mercenary god's power. Holy energy burned around the creature, but left it unharmed as though it were not undead at all.

An eldritch voice hissed in the priest's ear. "For crimes against the veil and the cycle, you will be forgotten." It seemed likely, he realized, as he could not even remember his attacker's appearance from moment to moment or how the terrible wounds on his body had opened.

A second voice, harsh and female, rolled from the hall. "Stone Hawk, stop playing with the target." The spectral form paused its savagery, then tore the priest's body brutally apart, sending him hurtling towards the darkness beyond the world. But perhaps, by the grace of his god, he would remember his crimes before the final cold took him.

What happens when we die? It's a question that's occupied philosophers and religious leaders since the dawn of time, even those with the power to ask their gods' directly. Most learned folk know mortal souls are judged and pass on to the planes to spend eternity in their gods' domains. But not every soul is willing to pass on, and thus not every soul is judged. The most common of these rebellious souls are the undead, such as wraiths, ghosts, and haunts, but others reject existence beyond the pale.

Phantoms are less known and even less understood, manifesting in the mortal world through their bond with spiritualists. Unlike true undead, phantoms



seem to have left the world and returned, speaking to an even more terrifying level of strength.

Only phantoms with powerful emotions can maintain their bond to the living world. As phantoms grow older, some untangle their emotional ties or find their emotions slowly fading. Others focus inward, growing in intensity until they can no longer take a coherent humanoid form.

For any spiritualist, possession by a phantom is life-altering. The reason a phantom chooses a specific individual are as varied as they are significant. Most phantoms claim spiritualists on an instinctual level, finding psychically gifted individuals able to tie them to life. Although these instinctual bonds are often formed with spiritualists who share the phantom's emotional focus, the strongest bonds are forged between beings who balance one another.

A phantom may instead seek out someone it knew in life. A phantom motivated by curiosity may bond to a favored student or intellectual rival. Other phantoms possess their descendants, sometimes continuing on down through the generations.

In many cases, however, the origin of the bond between a spiritualist and phantom is not immediately apparent. One may know the reason while the other is kept guessing, or the truth may elude both beings until a moment of clarity strikes. Phantoms are nothing if not complex.

Spiritualist Archetypes

The dead bind themselves to the living in many ways, some so strange they cannot be represented by the standard spiritualist. Some spirits share totemic powers, while others have been forgotten by time, and a strange few are so unhinged they can't even hold a consistent physical form.

Forgotten

Tied to spirits that have vanished from history, the forgotten can exploit gaps in the world's memory.

The forgotten archetype is available only to the spiritualist class.

CLASS SKILLS: A forgotten gains Stealth as a class skill in place of Intimidate. This alters the spiritualist's class skills.

VEILED BONDED MANIFESTATION (SU): At 3rd level, a forgotten must choose either the veiled or incorporeal form when using bonded manifestation. She may not choose the ectoplasmic form.

Veiled Bonded Manifestation: When a spiritualist uses this ability and chooses veiled form, she hides from the world within the cracks of history. The forgotten gains sneak attack +1d6. In addition, any creature attempting to directly attack the forgotten or target her with a spell must attempt a Will save (DC 10 + 1/2 the forgotten's class level + the forgotten's Wisdom modifier). On a failed save, the creature can't follow through with the attack, spell or other action; that part of its action is lost, and it can't attempt another such action until the start of its next turn. Whether or not the creature succeeds on its save, it may attack the forgotten normally for the next 24 hours. At 8th level, the forgotten's sneak attack increases to +3d6, and a creature who fails its save against this effect is also denied its Dexterity bonus to AC (if any) until the start of its next turn. At 13th level, the forgotten is protected from divinations and mind-affecting effects as though under the effects of *mind blank*, and her sneak attack increases to +5d6. At 18th level, her sneak attack increases to +7d6. Any creature that fails its Will save to target the forgotten loses all memories of the forgotten's appearance, voice, and name as per *modify memory*.

This ability modifies Bonded Manifestation.

OBSCURE SIGNIFICANCE (SP): At 5th level, the forgotten can wipe away the history from objects,

using *obscure significance** at will as a spell-like ability with a caster level equal to her class level. This replaces *detect undead*.

INVISIBILITY (SP): At 9th level, the forgotten can remove herself from sight as well as memory. She gains the ability to use *invisibility* as a spell-like ability once per day with a duration of 10 minutes. This replaces *see invisibility*.

Poltergeist

Some spirits spend so long obsessing over their emotional foci that they lose themselves, becoming mindless masses of emotion and energy. The spiritualists bound to these mad entities eventually learn to channel their wild forces.

POLTERGEIST BLAST (SU): A poltergeist can use a telekinetic blast as a kineticist of the same level, except that the damage dice of her blast is reduced by one die type (d4 instead of d6 for the typical poltergeist). At 2nd, 5th, 12th, and 17th level, she gains an infusion wild talent that can modify telekinetic blast. She uses her Wisdom modifier instead of her Constitution modifier to determine her damage with wild talents, the save DCs of Constitution-based wild talents, and all other Constitution-based effects of all her wild talents.

The poltergeist cannot accept burn. Whenever a poltergeist would be required to accept burn, she must instead sacrifice a spell slot of a level at least equal to the total burn. For example, to use the many throw infusion, the poltergeist would have to sacrifice a 4th-level (or higher) spell slot.

This ability replaces phantom and bonded senses.

POLTERGEIST UTILITY (SU): At 4th, 6th, 12th, and 14th level, a poltergeist gains a utility wild talent. She must be of the appropriate level and meet the prerequisites to take a wild talent. This ability replaces spiritual interference, phantom recall, fused consciousness, and spiritual bond.

COMPOSITE POLTERGEIST (SU): At 10th level, a poltergeist gains access to the force composite blast, except that the damage dice of this blast is reduced by one die type (d4 instead of d6 for the typical poltergeist). This replaces fused consciousness.

Totem Bound

Chosen by a totem's follower or a totem itself, these spiritualists can call a totem's power into themselves.

TOTEMIC FOCUS: The totem bound must select the totemic emotional focus for her phantom.

TOTEMIC MANIFESTATION (Su): At 3rd level, as a swift action, a totem bound can partially manifest the totemic phantom in her own body. When she does, she enhances her abilities while the phantom is still bound to her consciousness. For the totem bound to use totemic manifestation, the phantom must be confined in the spiritualist's consciousness; it can't be manifested in any other way.

During the totemic manifestation, the phantom can't be damaged, dismissed or banished. A totem bound can use totemic manifestation a number of rounds per day equal to 3 + her spiritualist level. The rounds need not be consecutive. She can dismiss the

totemic manifestation as a free action, but even if she dismisses a bonded manifestation on the same round that she used it, it counts as 1 round of use.

When a totem bound uses this ability, her phantom pushes her physical abilities beyond her usual limits. The totem bound takes a -2 penalty to AC, and gains a +2 bonus on melee attack and damage rolls, thrown weapon damage rolls, and to Will saving throws. Totemic manifestation counts as rage for the purposes of using rage powers, but unlike a normal rage, this is not a mind-affecting effect and does not prevent spellcasting.

At 3rd level, the totem bound can use her phantom's lesser totem ability in this state. At 8th level, she can use the totem ability. And at 13th, she can use the greater totem ability. At 18th level, the totem bound's bonuses to melee attack and damage rolls, thrown weapon damage rolls, and Will saving throws increase to +4.

This ability replaces bonded manifestation.

DUAL MANIFESTATION (Su): At 17th level, the totem bound can use her totemic manifestation ability a number of rounds per day equal to 3 + twice her spiritualist level.

Emotional Foci

There are many reasons for spirits to cling to life in the Material Plane. Some are attached to their descendants, a location, or their tribe. Others simply need to learn everything there is to know, whether in this world or the next.

Ancestral

A visitation by an ancestor is a cause for celebration in many cultures—but even those societies often reject the unnatural aid of ancestral phantoms. These phantoms watch over their descendants, including the spiritualist. Ancestral phantoms naturally share some physical traits with their descendants. Those physical traits are vibrant, easily recognizable within the phantom's faded echo.

SKILLS: The phantom gains a number of ranks in Knowledge (history) and Sense Motive equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

GOOD SAVES: Fortitude and Will.



ANCESTRAL AID: Whenever the phantom successfully performs an aid another action, it grants a +4 bonus instead of the usual +2.

ANCESTRAL STRIKE (Su): Each time the phantom hits a creature with a melee attack, that creature takes a -2 penalty on all attack rolls against the spiritualist for 1 round. The duration stacks with multiple attacks.

TIME TESTED (Su): When the spiritualist reaches 7th level, the phantom retains magical auras longer. Whenever the spiritualist casts a spell with the phantom as its sole target, the spell is extended as if under the effects of the Extend Spell metamagic feat (the spell doesn't require higher-level slots).

RECALLED SPELL (Su): When the spiritualist reaches 12th level, her phantom can temporarily recall ancient magic. Once per day, the phantom can begin casting any spell from the cleric/oracle, psychic, or sorcerer/wizard spell list as a standard action. The spiritualist can finish casting that spell within 1 round as if it were one of her spiritualist spells known, using the spell's normal casting time and expending a spiritualist spell slot of the same spell level to cast the desired spell. The spirit must be fully manifested to perform its half of the spell. If the spiritualist does not complete casting the spell within 1 round, the spell is lost (but does not expend a spell slot) and the use of this ability is expended.

DUAL RECALL (Su): When the spiritualist reaches 17th level, her phantom can use the recalled spell ability twice per day.

Curiosity

Trapped by a lust for knowledge, some spirits are unable to accept their fate and pass on to the afterlife. Phantoms with this focus join with their spiritualist to gain what knowledge they couldn't accumulate in life. Curiosity phantoms often have freakishly large eyes or cover their flesh in shifting letters. When they speak, it is to whisper conspiratorially or proclaim the truth.

SKILLS: At the start of each day when the spiritualist regains spell slots, she chooses two Knowledge skills. The phantom gains a number of ranks in these skills equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

GOOD SAVES: Reflexes and Will.

PHANTOM'S KNOWLEDGE: The phantom adds half its Hit Dice (minimum 1) to all Knowledge checks. While confined in the spiritualist's consciousness, the phantom grants her this bonus instead.

INQUIRING STRIKE (Su): If the phantom hits a creature with a slam attack, that creature must succeed at a Will saving throw (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) or the phantom learns the creature's surface thoughts, as *detect thoughts*.

EXPLORER'S DRIVE (Su): When the spiritualist reaches 7th level, the phantom is capable of exploring longer in incorporeal form. It can move more than 100 feet away or out of line of effect from the spiritualist for a number of rounds equal to twice the spiritualist's level before the tether breaks.

DELVING STRIKE (Su): When the spiritualist reaches 12th level, the phantom gains more knowledge from its inquiring strike. In addition to surface thoughts, it learns about creature as though the phantom rolled a 20 on an appropriate Knowledge check to identify a monster's strengths and weaknesses.

PRESCIENT CURIOSITY (Su): When the spiritualist reaches 17th level, the phantom can call on its knowledge to foresee one moment. Once per day, it gains a bonus to one roll as it had cast *moment of prescience*. The phantom uses its Hit Dice as its caster level for this effect.



Location

Connection to a home or a nation's soil are among the most powerful bonds, sometimes transcending even those of blood. Location phantoms are still tied to a place dear to them in life, drawing power from the ground and the memories built there. They wear these bonds on their physical form, small bits of that terrain woven into their being. Scholars unfamiliar with these phantoms often mistake them for fey or kami.

SKILLS: The phantom gains a number of ranks in Knowledge (geography) and Survival equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

GOOD SAVES: Fortitude and Reflex.

TRACKING: The phantom adds half its number of Hit Dice (minimum 1) to Survival skill checks made to follow tracks.

SNARING STRIKE (SU): Upon creation, a location phantom must choose a home terrain type (select from the ranger's favored terrain list). Once made, this choice cannot be changed.

Each time the phantom hits a creature with its melee attack, the creature must succeed at a Reflex save ($DC = 10 + 1/2$ the phantom's Hit Dice + the phantom's Charisma modifier) or be entangled for one round. The entangling material is drawn from the phantom's home terrain. If the target is within the phantom's home terrain, the creature is also anchored in place, preventing movement.

TERRAIN KNOWLEDGE (SU): When the spiritualist reaches 7th level, the phantom gains insight into its home terrain. It gains a +2 bonus on initiative checks and Perception, Stealth, and Survival checks while in its home terrain. This bonus increases to +4 when the spiritualist reaches 12th level, and +6 when she reaches 17th level. While confined in the spiritualist's consciousness, the phantom grants her this bonus instead.

FAVORED TRAVEL (SP): When the spiritualist reaches 12th level, once per day the phantom may move itself and other willing creatures between areas of its home terrain as the *greater teleport* spell. If this puts the phantom beyond the range of the spiritualist's etheric tether, the tether is immediately broken. The phantom uses its Hit Dice as its caster level for the effect, and the DC of the effect is $10 + 1/2$ the phantom's Hit Dice + the phantom's Charisma modifier.

LIVING TERRAIN (SU): When the spiritualist reaches 17th level, the phantom can create a shell of earth around itself whenever it manifests in ectoplasmic form. This shell resembles the ground of its home terrain (sand for desert, sod for plains, and so on), but the phantom does not need to be in its home terrain to activate this ability. While the shell is intact, the phantom's damage reduction is increased by 5 and its size is increased by one step. After a phase lurch the shell is disrupted, but the phantom may rebuild it as a full-round action.



Totemic

Totems pass between the realms of the living and the dead, making them a frequent focus for phantoms. Some phantoms are even bound totems themselves, particularly those totems whose tribes have been wiped out. Totemic phantoms carry physical signs of their totem, which become all the more prominent during battle. Most prefer not to speak to the uninitiated, working only with their spiritualist.

SKILLS: The phantom gains a number of ranks in Knowledge (religion) and Survival equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

GOOD SAVES: Fortitude and Reflex.

TOTEM'S FURY: The phantom gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. It also takes a -2 penalty to Armor Class. For the purposes of rage powers, the phantom is considered to be in rage for the duration of each combat.

LESSER TOTEM (SU): The phantom gains a lesser totem power from the rage power list.

TOTEM (SU): When the spiritualist reaches 7th level, the phantom gains the totem power associated with its lesser totem.

GREATER TOTEM (SU): When the spiritualist reaches 12th level, the phantom gains the greater totem power associated with its lesser totem.

IMPROVED FURY (SU): When the spiritualist reaches 17th level, the bonuses from totem's fury increase to +4.

Other Focused Abilities

Certain spiritualist-related abilities change based on the phantom's emotional focus. Add the following to these character options for spiritualists.

Emotional Conduit (Feat)

ANCESTRAL: 1st—*burst of insight*, 2nd—*owl's wisdom*, 3rd—*dispel magic*, 4th—*tongues*, 5th—*death ward*, 6th—*greater dispel magic*.

CURIOSITY: 1st—*object reading*, 2nd—*analyze aura*, 3rd—*scrying*, 4th—*speak with dead*, 5th—*remote viewing*, 6th—*greater scrying*.

LOCATION: 1st—*entangle*, 2nd—*protection from energy*, 3rd—*ectoplasmic snare*, 4th—*poison*, 5th—*commune with nature*, 6th—*find the path*.

TOTEMIC: 1st—*enlarge person*, 2nd—*rage*, 3rd—*haste*, 4th—*freedom of movement*, 5th—*mass enlarge person*, 6th—*mass bull's strength*.

Fractured Mind (Archetype)

ANCESTRAL: *ancient guidance** (5th), *spiritual weapon* (7th), *bless* (9th), *spell immunity* (16th)

CURIOSITY: *comprehend languages* (5th), *detect thoughts* (7th), *psychic reading* (9th), *mind probe* (16th)

LOCATION: *longstrider* (5th), *bear's endurance* (7th), *speak with animals* (9th), *teleport* (16th)

TOTEMIC: *burst of adrenaline* (5th), *rage* (7th), *true strike* (9th), *spiritual ally* (16th)

Spirit-Bound Blade (Spell)

ANCESTRAL: The weapon also gains the *benevolent* special ability.

CURIOSITY: The weapon also gains the *cunning* special ability.

LOCATION: The weapon also gains the *hunter* special ability.

TOTEMIC: The weapon also gains the *furious* special ability.

Spells

The power of the spiritualist lend itself to certain strange veins of magic, drawing on the power and wisdom of their phantoms. Their connection to the gates of death also allows them to pierce souls, damaging mortals and the spirits that walk with them.

ANCIENT GUIDANCE

School divination; **Level** bard 1, medium 1, shaman 1, spiritualist 1

CASTING

Casting Time 1 swift action

Components V, S

EFFECT

Range personal

Target you

Duration 1 round

Saving Throw no; **Spell Resistance** no

DESCRIPTION

You call on the wisdom of ancient spirits, gaining a small boon from their knowledge for a single round.

When you cast this spell, select one of the following effects:

- Choose a weapon. You are proficient in that weapon for the duration.



- Choose a skill. That skill is a class skill for the duration. If you do not have any ranks in that skill, you gain 1 rank in that skill for the duration.
- Choose a cantrip from the sorcerer/wizard spell list, a knack from the psychic spell list, or an orison from the cleric/oracle spell list. Add that spell to your spells known for the duration.

DETONATE PHANTOM

School evocation; **Level** spiritualist 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Area 30-ft.-radius burst

Duration 1 round/level

Saving Throw Reflex partial; **Spell Resistance** yes

DESCRIPTION

You cause a fully manifested and willing phantom within range to explode from within, showering the area with burning ectoplasm. The phantom takes no damage, but is immediately banished to the Ethereal Plane, and all creatures within 30 feet of its last position take 1d6 points of damage for each Hit Die the phantom possessed. This damage is half bludgeoning and half fire damage.

The phantom's spiritualist retains a connection to the ectoplasm even after the phantom is gone. The ectoplasm clinging to the spell's targets can deliver her touch spells (as the phantom in incorporeal form). A creature affected by the spell may remove the clinging ectoplasm as a standard action, ending this effect.

Targets who succeed at their Reflex saves take half damage and are not affected by the clinging ectoplasm.

ECTOPLASMIC HARVEST

School necromancy; **Level** spiritualist 3

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one incorporeal creature or haunt

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

DESCRIPTION

You can tear ectoplasmic material from incorporeal creatures or manifested haunts to reinforce your phantom. The target takes 1d6 points of damage per two caster levels (maximum 10d6). If you have a phantom fully manifested or residing in your consciousness, you may heal the phantom for an amount equal to the damage dealt.

PHANTOM CHARGE

School necromancy; **Level** spiritualist 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw no; **Spell Resistance** no

DESCRIPTION

You temporarily call your phantom from your consciousness to make a single attack at range. This attack is resolved as single slam attack as if the phantom were in ectoplasmic form (or incorporeal form if attacking an incorporeal target). Your phantom must be housed within your consciousness to make this attack.

The phantom passes through all intervening squares in a straight line, as though charging. It ignores difficult terrain, but does provoke attacks of

opportunity as normal. After the attack, your phantom returns to your consciousness.

This spell has no effect if you don't have a phantom or the phantom is not confined to your consciousness.

PIERCE SOUL I

School necromancy [mind-affecting]; **Level** psychic 1, spiritualist 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one living creature and any entities sharing its consciousness

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

DESCRIPTION

You expose the target's mind and soul to a glimpse of death. This attack deals 1d4 points of damage per caster level (maximum 5d4).

If a target creature is sharing its consciousness with another, such as a phantom confined to a spiritualist's consciousness or a possessing entity, the attack deals damage to both the primary target and to those creatures sharing its consciousness. In the case of a possessing entity that does not have hit points (such as an intelligent magic item), the primary target can attempt a new saving throw against the entity's possession.

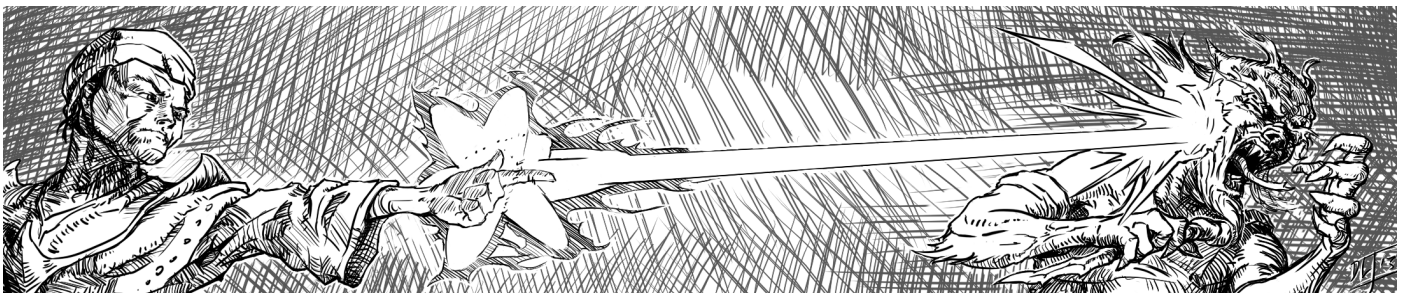
This attack has no effect on undead creatures or creatures without an Intelligence score.

PIERCE SOUL II

School necromancy [mind-affecting]; **Level** psychic 2, spiritualist 2

This functions as *pierce soul I*, but the targets take 1d6 points of damage per caster level (maximum 5d6).

This spell can be undercast.



PIERCE SOUL III

School necromancy [mind-affecting]; **Level** psychic 3, spiritualist 3

This functions as *pierce soul II*, but the primary target must immediately attempt new saving throws against all mind-affecting or possession effects that allow them (even if those effects are harmless). You may choose to spare the primary target of any damage. This spell can be undercast.

PIERCE SOUL IV

School necromancy [mind-affecting]; **Level** psychic 4, spiritualist 4

This functions as *pierce soul III*, but the targets take 1d6 points of damage per caster level (maximum 10d6). This spell can be undercast.

PIERCE SOUL V

School necromancy [mind-affecting]; **Level** psychic 5, spiritualist 5

This functions as *pierce soul III*, but the targets take 1d6 points of damage per caster level (maximum 15d6). This spell can be undercast.

PIERCE SOUL VI

School necromancy [mind-affecting]; **Level** psychic 6, spiritualist 6

This functions as *pierce soul V*, but any additional targets are banished to the ethereal plane if they fail their save. Phantoms can return as normal after 24 hours, but other types of possessing entities must find their own way back (as *plane shift*). This spell can be undercast.

OBSCURE SIGNIFICANCE

School illusion (glamer); **Level** occultist 1, psychic 1, spiritualist 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one object touched weighing up to 5 lbs./level

Duration 1 day/level (D)

Saving Throw no; **Spell Resistance** no

DESCRIPTION

You alter an item's aura so that it registers to the psychometry psychic skill unlock, *detect psychic significance*, and similar spells and abilities as though it were of no significance. If a creature casts *object reading*

on the object and the caster succeeds at a Will save, she recognizes the deception and finds the object's actual significance.

Feats

Spiritualists have a unique opportunity to learn from the past, but they are not the only ones who can benefit from a phantom's presence.

BONDED MOVEMENTS

Your phantom helps you avoid being surprised or flanked.

Prerequisites: Bonded senses class feature

Benefit: While you are using bonded senses, neither you nor your phantom are surprised or flanked unless you are both surprised or flanked.

CLEANSING RECALL

Your phantom's return purges negative mental effects.

Prerequisites: Phantom recall class feature, shared consciousness class feature

Benefit: When you use phantom recall to call your phantom back into your consciousness, you immediately receive another saving throw (if one was allowed to begin with) against any number of ongoing mind-affecting spells or effects. If successful, the spell or effect ends on you.

Special: If your shared consciousness class ability provides a bonus to saving throws against other types of effects, this feat applies to those effects as well.

EXTRA BONDED MANIFESTATION

You can use your bonded manifestation more often.

Prerequisite: Bonded manifestation class feature

Benefit: You can use bonded manifestation for 3 additional rounds per day.

Special: You can take this feat multiple times. Its effects stack.

PHANTOM INSIGHT

A lifetime of experience lets you draw on past skills.

Prerequisites: Phantom class feature, shared consciousness class feature

Benefit: The skills granted by your phantom's emotional focus always count as class skills for you. When the phantom is confined in your consciousness, you can also take 10 on those skills, even when distracted or threatened.

SHARED TETHER (TEAMWORK)

You share phantoms' etheric tethers.

Prerequisite: Knowledge (planes) 1 rank

Benefit: When you are near the phantom of an ally who also has this feat, the phantom measures its distance and line of sight from either its spiritualist or you, whichever the phantom prefers. The spiritualist can still sacrifice hit points to prevent damage to the phantom.

SPIRITUAL ADOPTION (COMBAT)

You've learned to accept the aid of phantoms.

Prerequisites: Psychic Sensitivity or the ability to cast psychic spells, base attack bonus +4

Benefit: When you are within reach of a friendly ectoplasmic manifested phantom, you gain a shield bonus to AC and a circumstance bonus to saving throws as though you were that phantom's spiritualist.

Occult Rituals

Although many spiritualists are forged by accidents or chosen by their phantoms, some gain their power through occult rituals.

CHILD'S GUARDIAN

School necromancy; **Level** 6

Casting Time 60 minutes

Components V, S, M (holy or unholy water), F (pair of ivory bracelets worth 2,500 gp each)

Skill Checks Heal DC 24; Knowledge (nobility) DC 24, 2 successes; Knowledge (religion) DC 24, 3 successes

Range touch

Target one creature

Duration permanent

Saving Throw Will negates (harmless); **SR** yes (harmless)

Backlash The caster takes 1 temporary negative level (DC = 16 + primary caster's Charisma bonus to remove after the first day) and is exhausted for as long as the negative level lasts.

Failure The caster takes 1 permanent negative level.

Effect: The caster imbues one of his children with a special protection: the caster himself as a phantom after his death. The child can be unwilling, but must be helpless if that is the case.

The child cannot take levels in the spiritualist or summoner class while the caster is alive. When the caster dies, he cannot be raised by any means. At that point, the child immediately gains one level of the

spiritualist class with the caster as an ancestral* phantom. If the child had class levels, she must immediately retrain one of them to spiritualist (see *Pathfinder RPG Ultimate Campaign*).

This effect can be removed as though it were a curse, but it also fades immediately if the caster performs this ritual again on a different child.

COMMAND THE FORGOTTEN

School conjuration (calling); **Level** 4

Casting Time 60 minutes

Components V, M (blood from the primary caster), F (a silver mirror worth 50 gp)

Skill Checks Bluff DC 19, 2 successes; Knowledge (history) DC 19, 2 successes

Range primary caster

Duration instantaneous

Backlash All casters become exhausted

Failure A soulsilver (*Pathfinder RPG Bestiary* 4) rises from the mirror. Participants in the ritual who are killed by the soulsilver join the forgotten and cannot be returned to life by magic short of *miracle* or *wish*.

Effect: At the site of an unmarked grave on the night of the full moon, the caster calls out to an ancient queen who murdered hundreds or thousands of her subjects during her reign, their names and histories erased to hide the extent of her depravity.

Upon completion of the ritual, the queen lends one of her forgotten subjects to the primary caster. The caster may immediately retrain (see *Ultimate Campaign*) one level of an NPC class to spiritualist with the forgotten* archetype. A caster who is already a spiritualist may immediately gain the forgotten* archetype.



Sample Spiritualists

Some spiritualists seek out the ways of the occult, while others have their path thrust upon them. Below are two spiritualists, one from each camp.

KALARI, VENGEFUL SURVIVOR, CR 7

XP 3,200

Female human totem bound* spiritualist 8

NE Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 52 (8d8+16)

Fort +8, **Ref** +4, **Will** +9

Defensive Abilities spiritual interference

OFFENSE

Speed 30 ft.

Melee +1 *scythe* +10/+5 (2d4+13/x4)

Special Attacks phantom recall (1/day), totemic manifestation (10 rounds/day)

Spiritualist Spell-Like Abilities (CL 8th)

At will—*detect undead*

1/day—*calm spirit* (DC 12)

Spiritualist Spells Known (CL 8th; concentration +11)

3rd (2/day)—*bestow curse* (DC 15), *blindness/deafness* (DC 15), *ectoplasmic harvest** (DC 15), *haste*

2nd (5/day)—*detect thoughts* (DC 14), *invisibility*, *pierce soul II** (DC 14), *rage*, *resist energy*

1st (5/day)—*alarm*, *ancient guidance**, *doom* (DC 13), *enlarge person*, *magic fang*, *remove fear*

0 (at will)—*bleed* (DC 12), *detect magic*, *detect psychic significance*, *grave words*, *light*, *phantom charge**

TACTICS

During Combat At the start of combat, Kalari casts *haste* on herself, Stone Hawk, and any allies. Kalari prefers to fight side-by-side with Stone Hawk to gain the benefits of spiritual interference, but she isn't too proud to let the totem cover her retreats. Otherwise, if Stone Hawk seems in danger of being banished (or Kalari is subjected to mind-affecting effects), she pulls Stone Hawk back into her consciousness with phantom recall and activates totemic manifestation.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Cleansing Recall*, Emotional Conduit, Power Attack, Skill Focus (Knowledge [religion], Survival)^B, Toughness, Weapon Focus (scythe)

Skills Heal +13, Intimidate +11, Sense Motive +13, Survival +10

Languages Common

SQ bonded senses (8 rounds/day), etheric tether, phantom (Stone Hawk, totemic), shared consciousness

Combat Gear *potion of fly*; **Other Gear** +1 *chain shirt*, +1 *scythe*, *cloak of resistance* +1, bedroll, belt pouch, flint and steel, trail rations (15 days), waterskin



STONE HAWK (KALARI'S PHANTOM)

NE Medium outsider (phantom)

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 16 (+8 natural, +3 Dex, -2 fury) or

AC 22, touch 22, flat-footed 17 (+9 deflection, +2 dodge, +3 Dex, -2 fury) in incorporeal form

hp 53 (6d10+18)

Fort +7, **Ref** +8, **Will** +2

Defensive Abilities fiend totem; **DR** 5/magic

OFFENSE

Speed 30 ft.

Melee 2 slams +9/+4 (1d8+3), horns +9 (1d8+3)

Special Attacks totem's fury, lesser fiend totem, magic attacks

TACTICS

During Combat Stone Hawk likes to be in the center of things, trying to keep Kalari and any enemy spellcasters within reach, and revels in the damage her fiend totem spines deal those who attack her.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 7, **Wis** 10, **Cha** 16

Base Atk +6; **CMB** +7 (ectoplasmic), +6 (incorporeal); **CMD** 18 (ectoplasmic), 27 (incorporeal)

Skills Intimidate +12, Knowledge (religion) +7, Stealth +12, Survival +9

Feats Combat Reflexes, Improved Initiative, Toughness

SQ deliver touch spells (30 ft.), link, phase lurch, share spells

As a young girl, Kalari watched as necromantic rivals butchered her tribe and turned her friends and family into undead. In the intervening years, her quest for vengeance has twisted her and the tribe's totem, Stone Hawk. Both are increasingly tainted by fiendish influences; the proud hawk-headed warrior totem now grows horns and spines as its fury grows. Kalari can be a dangerous ally for heroes fighting necromancers, but is just as likely to be found hunting civilized humanoids to keep them out of the wild lands.



DARAG CHAINWALKER, WARDEN OF THE FORGOTTEN, CR 14

XP 38,400

Male dwarf forgotten* spiritualist 15

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 21, touch 10, flat-footed 21 (+5 armor, +1 deflection, -1 Dex)

hp 127 (15d8+60)

Fort +13, **Ref** +4, **Will** +14; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, greater spiritual interference

OFFENSE

Speed 20 ft.

Melee +2 *adamantine battleaxe* +13/+8/+3 (1d8+2/x3)

Special Attacks bonded manifestation (21 rounds/day), hatred, phantom recall (1/day)

Spiritualist Spell-Like Abilities (CL 15th)

At will—*obscure significance**

1/day—*invisibility* (10 minutes)

3/day—*calm spirit* (DC 12)

Spiritualist Spells Known (CL 15th; concentration +20)

5th (4/day)—*break enchantment*, *call spirit* (DC 20), *feblemind* (DC 20), *locate creature*, *remote viewing*, *pierce soul* I* (DC 20)

4th (5/day)—*detonate phantom** (DC 19), *dimension door*, *inflict critical wounds* (DC XX), *freedom of movement*, *speak with dead*

3rd (6/day)—*bestow curse* (DC 18), *cure serious wounds*, *dispel magic*, *ectoplasmic harvest** (DC 18), *phantom steed*, *screy*

2nd (6/day)—*analyze aura*, *cure moderate wounds*, *detect thoughts* (DC 17), *emotive block* (DC 17), *inflict moderate wounds* (DC 17), *inflict pain* (DC 17), *touch of idiocy*

1st (7/day)—*cause fear* (DC 16), *comprehend languages*, *detect chaos*, *detect undead*, *object reading*, *protection from chaos*, *psychic reading*

0th (at will)—*detect magic*, *detect psychic significance*, *grave words*, *guidance*, *phantom charge**, *read magic*

TACTICS

Before Combat Darag prefers to attack from ambush, using *invisibility* to make sure his first attack is a surprise.

During Combat If his phantom is fully manifested, he uses it to distract enemies while he uses spells like *feblemind* and *pierce soul* from range. Otherwise, he

uses his veiled bonded manifestation and targets anyone he can successfully sneak attack.

STATISTICS

Str 10, **Dex** 8, **Con** 18, **Int** 14, **Wis** 20, **Cha** 11

Base Atk +11; **CMB** +11; **CMD** 20 (24 vs. bull rush or trip)

Feats Combat Casting, Emotional Conduit, Extra Bonded Manifestation*, Improved Initiative, Logical Spell, Outflank, Skill Focus (Knowledge [arcana, local]^B, Stealth), Vigilant Phantom

Skills Knowledge (arcana) +32, Knowledge (local) +32, Perception +20 (+28 when phantom is in reach, +22 to notice unusual stonework), Profession (barrister) +23, Sense Motive +23, Stealth +28;

Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Terran, Undercommon

SQ bonded senses (15 rounds/day), etheric tether, fused consciousness, phantom (Nameless Seeker, curiosity), shared consciousness

Combat Gear *merciful metamagic rod*, *scroll of dispel magic*; **Other Gear** +2 *shadow studded leather*, +2 *adamantine battleaxe*, *belt of mighty constitution* +4, *cloak of resistance* +2, *ring of protection* +1, book of dwarven law, ink, flask of brandy, note paper, quill





NAMELESS SEEKER (DARAG'S PHANTOM)

LN Medium outsider (phantom)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 30, touch 16, flat-footed 24 (+14 natural, +6 Dex) or

AC 34, touch 34, flat-footed 26 (+16 deflection, +2 dodge, +6 Dex) in incorporeal form

hp 90 (12d10+24)

Fort +5, **Ref** +14, **Will** +8

OFFENSE

Speed 30 ft., fly 40 ft. (good) in incorporeal form

Melee 2 slams +18 (3d6+1/19–20)

Special Attacks delving strike*, magic attacks, inquiring strike*

TACTICS

During Combat If Darag is forced into melee, the phantom will move to flank with him using Outflank.

STATISTICS

Str 12, **Dex** 22, **Con** 13, **Int** 8, **Wis** 10, **Cha** 19

Base Atk +12; **CMB** +13 (ectoplasmic), +12 (incorporeal); **CMD** 29 (ectoplasmic), 44 (incorporeal)

Skills Intimidate +19, Knowledge (arcana, local, planes) +20, Stealth +21

Feats Combat Reflexes, Improved Critical, Improved Natural Attack (slam), Outflank, Toughness, Weapon Finesse

SQ deliver touch spells (60 ft.), devotion, explorer's drive*, link, share spells

Under dwarven law, those who break fundamental laws are struck from history. The Chainwalker family is responsible for remembering these figures and making certain others do not make the same mistakes. Darag is the presumptive next head of the family, being their most powerful warden and under a hundred years old. However, for now he spends his time enforcing laws inside and outside of dwarven settlements. He considers all of those who tamper with the boundaries of life and death, even clerics who resurrect followers of other gods, to fall under his judgment.

OGI

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