

# 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.

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*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.



“Respect your elders, child. I’m a forgiving sort, but my husband not so much...”



# SPIRITUALIST LEVEL 4

*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 4

N Medium humanoid (human)

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

## DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor, +1 deflection, -1 Dex)

**hp** 31 (4d8+8)

**Fort** +6, **Ref** +3, **Will** +9; +2 vs. illusions

## OFFENSE

**Speed** 30 ft.

**Melee** mwk silver dagger +4 (1d4-1) or  
sap +3 (1d6)

**Ranged** mwk sling +4 (1d4)

**Spiritualist Spells Known** (CL 4th; concentration +8)

2nd (2/day)—*ghoul touch* (DC 16), *resist energy*, *spiritual weapon*

1st (4/day)—*detect evil*, *invisibility alarm*<sup>ACG</sup>, *mindlink*<sup>OA</sup>, *remove fear*, *shield*

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

## STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 18, **Cha** 16

**Base Atk** +3; **CMB** +3; **CMD** 12

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

**Skills** Bluff +10 (+11 to fool others), Diplomacy +11, Linguistics +8,  
Sense Motive +11, Spellcraft +8, Use Magic Device +10; **Armor Check  
Penalty** -1

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

**Languages** Azlanti, Common, Gnome, Halfling, Skald, Varisian

**SQ** bonded manifestation (7 rounds/day, ectoplasmic shield),  
bonded senses (4 rounds/day), etheric tether, phantom (Honaire,  
dedication), shared consciousness, spiritual interference

**Combat Gear** +1 cold iron bullets (10), *potion of lesser restoration*, *scroll of faerie fire*, *scroll of ghostbane dirge*<sup>APG</sup>, *scroll of scare*, *wand of cure light wounds* (7 charges), acid; **Other Gear** +1 studded leather armor, mwk silver dagger, mwk sling with 10 bullets, sap, *cloak of resistance* +1, *ring of protection* +1, backpack, bedroll, belt pouch, censer, flint and steel, incense (10 sticks), magnetized paper<sup>OA</sup> (7 sheets), torches (2), trail rations (5 days), waterskin 3 gp, 5 sp

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

## SPECIAL ABILITIES

**Automatic Writing** Once per week, Estra may scribble on paper for 1 hour, then attempt a DC 20 Linguistics check to determine if a specific action will benefit her, harm her, or both. There is a 60% chance her reading is accurate, plus 5% for every point by which she exceeds the Linguistics check's DC (to a maximum of 90%). This increases by 5% if she uses a sheet of her magnetized paper.

**Bonded Manifestation** While Honaire is within Estra's mind, as a swift action she can grant herself either a +4 shield bonus to AC or concealment against ranged attacks. She may use this ability for up to 7 rounds per day.

**Bonded Senses** As a standard action, Estra can see, hear, smell, taste, and touch with Honaire's senses for up to 4 rounds per day.

**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 4 rounds, 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, +2 bonus on Will saves, and a +3 bonus on Diplomacy and Sense Motive checks. Once per day, she may 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.

**Spiritual Interference** Whenever Estra is adjacent to ectoplasmic Honaire, she gains a +2 shield bonus to AC and a +2 bonus on saving throws. Whenever she is within 30 feet of incorporeal Honaire she gains a +2 bonus to saving throws against mind-affecting effects instead.

**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.



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

**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 35 feet, causing

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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.

**Ghoul Touch:** One humanoid touched by Estra is paralyzed for 1d6+2 rounds. All creatures vulnerable to poison within 10 feet of the paralyzed creature are sickened. Fortitude DC 16 negates for both.

**Grave Words:** Estra can cause a touched corpse 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 touched target a +1 competence bonus on any attack roll, saving throw, or skill check in the next minute.

**Invisibility Alarm:** Estra wards a 20-foot-radius area within 35 feet. If an invisible creature enters this ward, an alarm sounds or Estra receives a silent notification. The ward lasts 8 hours.

**Light:** An object Estra touches sheds light for 40 minutes. She can't have more than one copy of this spell active at a time.

**Message:** Estra can whisper messages to a target for 40 minutes as long as it is within 140 feet and isn't obstructed, and the target can respond each time Estra sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

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

**Remove Fear:** Estra selects two creatures within 35 feet of herself and within 30 feet of each other. Estra suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against fear effects.

**Resist Energy:** For 40 minutes, a target Estra touches gains resistance 10 to her choice of acid, cold, electricity, fire, or sonic damage.

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

**Spiritual Weapon:** Estra creates a floating longsword of pure force anywhere within 140 feet that lasts for 4 rounds. It attacks on its own each round with a +7 bonus, dealing 1d8+1 points of force damage.

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

**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 Faerie Fire:** All creatures in a 5-foot-radius burst within 440 feet are outlined in a pale glow that sheds light like a candle. Outlined creatures take a -20 penalty on Stealth checks and do not benefit from concealment granted by darkness, *blur*, *invisibility*, or similar effects for 1 minute.

**Scroll of Ghostbane Dirge:** Estra causes one incorporeal creature within 30 feet to become semi-physical for 3 rounds (Will DC 13 negates). While affected, the creature takes half damage from nonmagical attacks and full damage from magical, supernatural and spell-like effects.

**Scroll of Scare:** Estra causes one living creature (with 6 or fewer Hit Dice) within 130 feet to become frightened for 3 rounds. If the creature succeeds at a DC 13 Will save, it is instead shaken for 1 round.

**Wand of Cure Light Wounds:** A touched creature regains 1d8+1 hp.

## HONAIRE

N Medium outside (phantom)

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

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 natural, +2 Dex) or **AC** 18 touch 18, flat-footed 14 (+4 deflection, +2 dodge, +2 Dex) in incorporeal form

**hp** 22 (3d10+6)

**Fort** +2, **Ref** +5, **Will** +7

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +4 (1d6+1)

**Special Attack** dutiful strike, magic attacks

## STATISTICS

**Str** 12 (— in incorporeal form) **Dex** 15 **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

**Base Atk** +3; **CMB** +4 (ectoplasmic), +3 (incorporeal); **CMD** 16 (ectoplasmic), 15 (incorporeal)

**Skills** Diplomacy +8, Intimidate +8, Perception +6, Sense Motive +6

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

**SQ** deliver touch spells, link, share spells

## SPECIAL ABILITIES

**Deliver Touch Spells** Honaire can make touch attacks to deliver any touch-range spells Estra casts while within 30 feet.

**Dutiful Strike** Honaire gains a +2 bonus on attack rolls against any creature that has attacked Estra in the past minute, dealing 1d8+1 points of damage.

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

**Magic Attacks** Honaire's attacks count as magic for overcoming DR.

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

When the spirit of her departed husband returned to her, Estra vowed to use her spiritualist gifts to help others. She aids the helpless wherever they're afflicted, though her impatience and sharp tongue sometimes get the better of her.



“Respect your elders, child. I’m a forgiving sort, but my husband not so much...”



# SPIRITUALIST LEVEL 7

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 7

N medium humanoid (human)

**Init** +3; **Senses** Perception +4

## DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armor, +1 deflection, -1 Dex)

**hp** 52 (7d8+14)

**Fort** +8, **Ref** +5, **Will** +11; +2 vs. illusions

## OFFENSE

**Speed** 30 ft.

**Melee** +1 silver dagger +6 (1d4) or  
mwk sap +6 (1d6)

**Ranged** mwk sling +5 (1d4)

**Spiritualist Spell-Like Abilities** (CL 7th)

At will—*detect undead*

1/day—*calm spirit*<sup>OA</sup>

**Spiritualist Spells Known** (CL 7th; concentration +11)

3rd (2/day)—*cure serious wounds*, *heroism*, *spirit-bound blade*<sup>OA</sup>

2nd (4/day)—*aid*, *ghoul touch* (DC 16), *lesser restoration*, *resist energy*, *spiritual weapon*

1st (5/day)—*detect evil*, *expeditious retreat*, *invisibility alarm*<sup>ACG</sup>, *mindlink*<sup>OA</sup>, *remove fear*, *shield*

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

## STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 18, **Cha** 16

**Base Atk** +5; **CMB** +5; **CMD** 14

**Feats** Combat Casting, Emotional Conduit<sup>OA</sup>, \* Improved Initiative\*, Lightning Reflexes\*, Spiritualist's Call<sup>OA</sup>

**Skills** Bluff +13 (+14 to fool others), Diplomacy +14, Linguistics +11, Sense Motive +14, Spellcraft +11, Use Magic Device +13; **Armor Check Penalty** -1

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

**Languages** Azlanti, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Skald, Varisian

**SQ** bonded manifestation (10 rounds/day, ectoplasmic shield), bonded senses (7 rounds/day), etheric tether, phantom (Honaire, dedication), phantom recall (1/day), shared consciousness, spiritual interference

**Combat Gear** +1 cold iron sling bullets (10), oil of daylight, lesser

reach metamagic rod, scroll of fly, scroll of gaseous form, scroll of see invisibility, wand of cure moderate wounds (7 charges), wand of dispel magic (6 charges); **Other Gear** +2 chain shirt, +1 silver dagger, mwk sling with 10 bullets, cloak of resistance +2, handy haversack, ring of protection +1, bedroll, belt pouch, censer, flint and steel, incense (10 sticks), torches (10), trail rations (5 days), waterskin, 818 gp

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

## SPECIAL ABILITIES

**Bonded Manifestation** While Honaire is within Estra's mind, as a swift action she can grant herself either a +4 shield bonus to AC or concealment against ranged attacks. She may use this ability for up to 7 rounds per day.

**Bonded Senses** As a standard action, Estra can see, hear, smell, taste, and touch with Honaire's senses for up to 7 rounds per day.

**Etheric Tether** Estra can sacrifice any number of hit points to prevent the same amount of damage to Honaire, 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 7 rounds, 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.

**Phantom Recall** As a swift or immediate action, Estra can teleport Honaire to a square adjacent to her, or into her mind.

**Lesser Reach Metamagic Rod** Three times per day, Estra can increase the range of a spell from touch to 40 feet to 170 feet to 680 feet. She can only apply this increase once per spell.

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

**Spiritual Interference** Whenever Estra is adjacent to ectoplasmic



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Honaire, she gains a +2 shield bonus to AC and a +2 bonus on saving throws. Whenever she is within 30 feet of incorporeal Honaire, she gains a +2 bonus to saving throws against mind-affecting effects instead.

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

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

*Aid*: Estrā grants one touched creature a +1 bonus on attack rolls, on saving throws against fear, and 1d10+7 hit points for 7 minutes.

*Calm Spirits*: One incorporeal undead within 40 feet of Estrā will not take any hostile actions for 7 minutes, or one haunt within 40 feet will not trigger for 7 rounds.

*Cure Serious Wounds*: Estrā's touch heals 3d8+7 points of damage.

*Daze* Estrā dazes one humanoid creature within 40 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.

*Detect Undead*: Estrā can detect undead creatures in a 60-foot cone. If she concentrates, she can find out the number of undead and the strength of the strongest undead aura. On the round after that, she can determine the strength and location of each undead aura.

*Expeditious Retreat*: Estrā's speed increases to 60 feet for 7 minutes.

*Ghoul Touch*: Estrā touches and paralyzes a humanoid for 1d6+2 rounds. All creatures vulnerable to poison within 10 feet of the target are sickened. Fortitude DC 16 negates for both.

*Grave Words*: Estrā can cause a touched corpse 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*: Estrā can give a touched target a +1 competence bonus on any attack roll, saving throw, or skill check in the next minute.

*Heroism*: Estrā can grant a touched creature a +2 morale bonus on attack rolls, saving throws, and skill checks for 70 minutes.

*Invisibility Alarm*: Estrā wards a 20-foot-radius area within 40 feet. If an invisible creature enters this ward, an alarm sounds or Estrā receives a silent notification. The ward lasts 8 hours.

*Lesser Restoration*: After 3 full rounds of casting, a touched target heals 1d4 points of damage to any ability score or loses most magical effects reducing ability scores. The target is no longer fatigued, and reduces exhausted to fatigued.

*Light*: An object Estrā touches sheds light for 70 minutes. She can't have more than one copy of this spell active at a time.

*Mage Hand*: Estrā can point at one object up to 40 feet away that weighs up to 5 pounds and move it as far as 15 feet in any direction. The spell ends if the object travels more than 25 feet away from her.

*Message*: Estrā can whisper messages to the target for

70 minutes as long as it is within 170 feet and isn't obstructed, and the target can respond each time Estrā sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

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

*Remove Fear*: Estrā selects two creatures within 40 feet of herself and within 30 feet of each other. Estrā suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against fear effects.

*Resist Energy*: For 70 minutes, a target Estrā touches gains resistance 20 to her choice of acid, cold, electricity, fire, or sonic damage.

*Shield*: Estrā gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

*Spirit-Bound Blade*: Estrā can touch a weapon to grant it the *ghost touch* special quality and one of the following special abilities for 7 minutes: *cruel*, *cunning*, *keen*, *menacing*, *mimetic*, *returning*, or *vicious*.

*Spiritual Weapon*: Estrā creates a floating longsword of pure force anywhere within 170 feet that lasts for 7 rounds. It attacks on its own each round with a +9 bonus, dealing 1d8+2 force damage.

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

*Oil of Daylight*: A touched object emits bright light for 60 feet and increases the light level by one step for the next 60 feet for 70 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

*Scroll of Fly*: A touched target gains a 60-foot fly speed and a +3 bonus to Fly checks (+2 total if Estrā targets herself) for 7 minutes.

*Scroll of Gaseous Form*: A touched creature becomes misty and insubstantial for 10 minutes. Its material armor becomes worthless, but it gains DR 10/magic and a fly speed of 10 feet, and can move through small holes or narrow openings.

*Scroll of See Invisibility*: Estrā gains the ability to see invisible and ethereal creatures normally for 30 minutes.

*Wand of Cure Moderate Wounds*: A touched target regains 2d8+3 hit points.

*Wand of Dispel Magic*: Estrā can attempt to end a magical effect within 170 feet. She rolls 1d20+7, and the result must equal or exceed 11 plus the target effect's caster level to end the magical effect. Alternatively, Estrā can ready an action to counter an enemy spellcaster's spellcasting. This works in much the same way, but if successful, she causes the enemy's spell to fail.

## HONAIRE

N Medium outside (phantom)

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

## DEFENSE

**AC** 22, touch 14, flat-footed 20 (+2 deflection, +8 natural, +3 Dex) or  
**AC** 25, touch 25, flat-footed 20 (+10 deflection, +2 dodge, +3 Dex) in incorporeal form

**hp** 51 (6d10+18)

**Fort** +6, **Ref** +10, **Will** +9; +4 vs. enchantments

**Defensive Abilities** defending aura

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +7 (1d8+1)

**Special Attack** dutiful strike, magic attacks

## STATISTICS

**Str** 12 **Dex** 16 **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

**Base Atk** +6; **CMB** +7 (ectoplasmic), +6 (incorporeal); **CMD** 21 (ectoplasmic), 20 (incorporeal)

**Skills** Diplomacy +11, Intimidate +11, Perception +9, Sense Motive +9

**Feats** Bodyguard<sup>APG</sup>, Combat Reflexes, Iron Will<sup>B</sup>, Toughness

**SQ** deliver touch spells, link, share spells

## SPECIAL ABILITIES

**Bodyguard** When an adjacent creature is attacked, Honaire may use his attack of opportunity to attempt a DC 10 check using his attack bonus. If he succeeds, his ally's AC increases by 2 against that attack.

**Defending Aura** All allies within 10 feet gain a +2 bonus to AC and CMD and a +2 bonus on saving throws.

**Deliver Touch Spells** Honaire can make touch attacks to deliver any touch-range spells Estrā casts while within 30 feet.

**Dutiful Strike** Honaire gains a +2 bonus on attack rolls against creatures that attacked Estrā in the past minute. and his slam deals 2d6+1 points of damage to those creatures.

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

**Magic Attacks** Honaire's attacks count as magic for overcoming DR.

**Share Spells** Estrā can cast spells with a range of personal on Honaire.

A former charlatan, Estrā amended her ways when she met her husband, a warrior named Honaire. When he died, she began bilking mourners again, but now she walks beside the spirit of Honaire, who has returned to inspire her to provide real comfort to mourners.