

Weekly Wonders

# *Archetypes of the Afterlife*

Volume II



## *The Saved*

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*Necromancers  
of the Northwest*





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## Introduction

The afterlife is, by its nature, a strange and mysterious realm, not meant to be fully understood by mortals. Even in games like the *Pathfinder Roleplaying Game*, where characters may die and live again, or magically travel all the way to the afterlife to check in on how the souls of some of their departed friends and enemies are getting on, death and what comes after manages to hold a few secrets that the living will never truly understand. In each installment of *Weekly Wonders: Archetypes of the Afterlife*, we look at a particular way that characters may be touched or affected by a brush with the afterlife, and present several archetypes that explore that premise.

For this installment, we focus on the saved, those lucky or worthy souls who, whether through dying and being brought back to life, powerful divination, a cosmic messenger, or some other means, have learned that their souls have already been judged, and that their ultimate fate awaits in the heavenly paradise of the upper planes. Often such characters, blessed with this knowledge, turn their concerns to those around them, attempting to spread the word and help others to gain entrance to the upper planes through good works. In other cases, their salvation is based on deeds they have yet to perform, but have been foretold, and so they soldier on with eyes and care only for fulfilling their divine purpose.

## New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

### Seeker of Salvation (Inquisitor)

While most inquisitors focus on passing judgment and seek to condemn the sinners they find in their investigations, some instead try to bring these black sheep back into the fold, attempting to find redemption and atonement for those that have done wrong. Both physical and spiritual healers, these seekers of salvation root out sin not to punish the sinners, but to help them to become better people, telling them of the glorious afterlife that can await them if they change their ways.

**Faith Healing (Su):** At 1st level, the seeker of salvation can help allies shake off harmful conditions—especially those that affect their spirits—by channeling divine energy through her healing hands. She can use this ability once per day at 1st level, plus one additional time per day at 4th level and every three levels thereafter. Using the ability is a standard action, and the seeker of salvation must be able to touch her target. She can remove one condition from one target each time she uses this ability. At 1st level, she can remove any condition on the minor conditions list. At 8th level, she can remove any condition on the minor or moderate conditions list, and at 16th level, she can remove any condition on the minor, moderate, or greater conditions list.

**Minor Conditions:** Fascinated, shaken.

**Moderate Conditions:** Confused, dazed, frightened, sickened.

**Greater Conditions:** Cowering, nauseated, panicked, stunned.

This ability replaces the judgment, second judgment, and third judgment class features.

**Orator (Ex):** A seeker of salvation is an impassioned and powerful public speaker, able to sway others to her way of thinking. She gains a bonus equal to 1/2 her inquisitor level (minimum +1) on Diplomacy and Intimidate checks.

This ability replaces the stern gaze class feature.

**Religious Savant (Ex):** A seeker of salvation is intimately connected with her faith on a spiritual level, and adds her Wisdom modifier in addition to her Intelligence modifier on all Knowledge (religion) checks.

This ability replaces the monster lore class feature.

**Adept Healer (Su):** At 2nd level, a seeker of salvation's faith empowers her magical healing. Whenever she casts a spell that causes a creature to heal 1 or more hit points, she may choose a single creature affected by that spell. That creature heals a number of additional hit points equal to the seeker of salvation's Wisdom modifier.

This ability replaces the cunning initiative class feature.

**Spiritual Guide (Su):** At 5th level, a seeker of salvation turns her attention to helping those souls who have already died, but are unable to move on. By spending 1 minute studying and interacting with an undead creature, haunt, or similar manifestation of a restless spirit, she can attempt a DC 20 Sense Motive check to determine the reason why the creature or haunt has not moved on to the afterlife. If it chooses, the creature can oppose this check with a Bluff check, or, in the case of a haunt, a d20 roll with a bonus equal to its CR. If the result of the seeker of salvation's check exceeds both the DC and any opposed roll, she learns roughly why the creature or haunt exists, and what conditions (if any) will allow it to rest, such as the unfinished business tied to a ghost's rejuvenation ability, or any special means of permanently destroying a haunt, etc.

This ability replaces the discern lies class feature.

**Atonement (Sp):** At 14th level, a seeker of salvation is able to offer atonement and absolution to sinners. She can cast *atonement* as a spell-like ability once per day, but only to use the redemption or temptation option, and only to convert the target towards the alignment of the seeker of salvation or her deity.

This ability replaces the exploit weakness class feature.

**Lay to Rest (Su):** At 17th level, a seeker of salvation is able to use her divine power to force restless spirits to find peace and move on to the afterlife. Once per day, as a standard action, she can force a single undead creature within 60 feet to succeed on a Will save (DC 10 + 1/2 the seeker of salvation's inquisitor level + the seeker of salvation's Wisdom modifier)



or be instantly destroyed. Destroying an undead creature in this way counts as resolving any unfinished business it might have, preventing it from rejuvenating (although this does not apply to other types of undead rejuvenation, such as that of a lich). Alternatively, the seeker of salvation can use this ability to destroy a single haunt whose CR is less than her level.

This ability replaces the slayer class feature.

**Conversion (Su):** Beginning at 20th level, a seeker of salvation is able to bring atonement even to those who do not seek it. She can use the redemption or temptation versions of the spell *atonement* even on unwilling creatures. Such creatures are entitled to a Will save to resist the effect. In the case of the seeker of salvation's atonement class feature, the saving throw is equal to 10 + 1/2 the seeker of salvation's inquisitor level + the seeker of salvation's Wisdom modifier. If the spell is cast through other means, the saving throw is based on the spell's normal saving throw DC.

This ability replaces the true judgment class feature.

### Destined Martyr (Paladin)

Many paladins are willing to lay down their lives to serve a cause, but for some, they know that such a sacrifice is an inevitability. Rarely, when the scales of fate hang in the balance, divine powers may predestine a righteous warrior to die in a heroic sacrifice, averting a terrible fate in the process. In such cases, the destined martyr receives a vision from their deity, informing them in vague terms of the role they have to play, and promising them salvation as a reward for their sacrifice. These special paladins spend their lives preparing themselves for that one moment, to ensure that they are ready and able when they are called upon to fulfill their destiny and ensure their place in the afterlife.

**Detect Destiny (Su):** A destined martyr is unable to detect the presence of evil in the same way as other paladins, but as one touched by fate, she has a limited ability to perceive the hand of fate in the lives of others. By spending 3 full rounds concentrating on a single creature within 60 feet, she can sense whether or not fate has decreed anything in the fate of that particular creature. Ultimately, this is subject to GM discretion, but as a general rule, if the current adventure or campaign calls for certain actions to be undertaken by, or have a major effect on, the creature in question, or the creature otherwise has a specific role to play in the events of the campaign or adventure, the creature should be considered to be "touched by fate."

By studying a creature for a full minute, the destined martyr can attempt to gain some insight into the nature of the creature's fate. The GM should secretly make a DC 20 Wisdom check on behalf of the destined martyr. On a success, she gains a brief vision, empathic feeling, cryptic rhyme, or other insight into the specific nature of the creature's fate. The GM determines exactly what information is gained, and it is possible for this insight to be misleading and out-of-context. In general, it should allow the destined martyr to gain a rough idea of what role the creature will play,

without necessarily knowing exactly when or how it will play out. If the destined martyr fails the Wisdom check by 5 or more, the GM should provide a deliberately misleading or incorrect result, instead.

This ability replaces the detect evil class feature.

**Hard to Kill (Su):** Beginning at 3rd level, it becomes harder for a destined martyr to die by chance, as the time and place of her death has been foretold. She gains a +4 bonus on saving throws made to resist death effects, as well as on Constitution checks made to stabilize while dying. Additionally, she does not die until reduced to a number of negative hit points equal to twice her Constitution score.

This ability replaces the divine health class feature.

**Martyr's Channel (Su):** When a destined martyr gains the ability to channel positive energy at 4th level, she is unaffected by her own channeled energy. However, she can give of her own life energy in order to channel energy additional times per day. Whenever she channels energy, rather than expend two uses of her lay-on-hands ability, the destined martyr may choose to suffer an amount of damage equal to three times her paladin level.

This ability modifies the channel energy class feature.

**Free Soul (Su):** At 11th level, a destined martyr's soul is protected by her predestined sacrifice, allowing her to survive mortal perils to reach her promised end. She is immune to any effect that would consume, destroy, or trap her soul, and gains a +4 bonus on saving throws made to resist ability drain and energy drain. Finally, if she ever dies and is returned to life (such as by *raise dead* or similar) the number of negative levels she suffers as a result of this process is reduced by 1.

This ability replaces the aura of justice class feature.

**Final Sacrifice (Su):** By 14th level, a destined martyr is finally ready for the sacrifice that has been ordained for her, although the appointed time may not come until she reaches a higher level. As a swift action, the destined martyr can activate this ability to gain her choice of any three of the following benefits for 1 minute:

- A +5 sacred bonus on attack and damage rolls.
- DR 10/epic and evil.
- Spell resistance equal to her character level + 16.
- A second turn each round, taken 20 initiative points after her first turn (for example, if she rolled a 22 for initiative, she would act on initiative 22 and again on initiative 2 each round).
- An aura of divine wrath, which automatically deals 5d6 points of damage to each evil creature within 20 feet at the beginning of the destined martyr's turn each round.
- A +10 sacred bonus on all ability checks and skill checks.
- The ability to cast *miracle* as a spell-like ability once within the next minute.



## Sidebar: GMing the Final Sacrifice

The destined martyr archetype is unusual in that it has a class feature which can only be used once, and actively encourages the player to have his character go out in a blaze of glory. If one of your players selects this archetype, you should discuss their expectations. As a general rule, here are some things a GM can do to ensure their players get the maximum enjoyment from this archetype:

- Be sure to include the occasional encounter that is more challenging than the party can handle, especially after 14th level when the destined martyr gains access to the final sacrifice ability. While you don't want to force the player to sacrifice her character (and should always allow other ways for the party to escape or prevail), you do want to provide opportunities where she can.
- Don't punish the player for her character's death. Many GMs already allow players to make new characters at the same level as the rest of the party, and with the same amount of treasure. For those that don't, consider bending that rule if the destined martyr dies while heroically sacrificing herself, especially if she does so while using her final sacrifice ability.

In addition to the chosen effects, while this ability is active, the destined martyr is immune to death effects, does not become staggered at 0 hit points or become unconscious when reduced to fewer than 0 hit points, and does not die until reduced to a number of negative hit points equal to three times her Constitution score. She automatically suffers 1 point of damage each time she takes a standard action while at 0 or fewer hit points.

Once the destined martyr has used this ability, she can never use it again. Additionally, if she dies after using this ability (including during the duration of the ability), she cannot be returned to life by any means, as her sacrifice is complete.

This ability replaces the aura of faith class feature.

### Slayer of Heathens (Ranger)

In the teachings of some religions, those who devote their lives to fighting the good fight and doing battle with heretics, heathens, and infidels can be assured of the status of their own soul, promised heavenly rewards in the afterlife for their grueling campaigns in the here and now. The slayer of heathens is a ranger who devotes his life to battling for his faith, hunting down and mercilessly slaying those whose values and beliefs oppose his own.

**Favored Enemy:** When the slayer of heathens chooses a favored enemy, instead of choosing a creature type, he must instead choose a particular organization or faith, and his favored enemy bonuses apply to all members of that organization or faith. He must be aware that they belong to the organization or faith in question in order to apply his

favored enemy bonus. The faith or organization must be a specific and easily defined one, and the GM is the final arbiter of what is and is not an acceptable choice for favored enemy. Ideally, the organizations chosen should be ones that are in opposition to the slayer of heathens' own faith and beliefs.

This ability modifies the favored enemy class feature.

**Iron Will:** A slayer of heathens' will is tempered in his faith. He gains Iron Will as a bonus feat at 3rd level.

This ability replaces the endurance class feature.

**Assured Faith (Ex):** At 3rd level, a slayer of heathens' faith is enough to help protect him against anything that might shake his faith. He gains a +1 bonus on saving throws made to resist charm, death, and fear effects, as well as on any effect that would consume, destroy, imprison, or otherwise negatively impact his soul. He also receives a +1 bonus on Constitution checks made to stabilize. At 8th level, and every five levels thereafter, this bonus increases by 1 (to a maximum of +4 at 18th level).

This ability replaces the favored terrain class feature.

**Spellcasting:** When a slayer of heathens gains the ability to cast spells at 4th level, he draws from the inquisitor spell list, rather than the ranger spell list. All other aspects of his spellcasting remain the same.

This ability modifies the spells class feature.

### Salvation (Shaman)

Sometimes shards of divine will or power, projections or avatars of a deity, or in some cases manifestations of powerful angels, archons, and other good outsiders, spirits of salvation promise to lead shamans who follow them on a path of righteousness. They lend the powers of the heavens, asking that the shaman do good deeds, oppose evil, and spread the word of salvation in the afterlife. Those who do as they are asked are rewarded with salvation in the afterlife.

**Spirit Magic Spells:** *bless* (2nd), *bear's endurance* (4th), *heroism* (6th), *blessing of fervor*<sup>APG</sup> (8th), *hallow* (10th), *heroes' feast* (12th), *resurrection* (14th), *holy aura* (16th), *miracle* (18th).

**Hexes:** A shaman who chooses the salvation spirit can select from the following hexes.

**Divine Tutelage (Su):** The shaman is able to access magic normally reserved for the direct servants of the gods. For each spell level she can cast, she can choose a single spell from the cleric spell list, and treat it as though it appeared on the shaman spell list at the same spell level. Additionally, each time the shaman gains access to a new spell level of spells, she may choose a single spell that appears on the cleric spell list at that spell level and treat it as though it appeared on the shaman spell list at the same level.



**Intuition (Su):** The shaman has a strong intuition, guided in her thoughts by the divine. She can use her Wisdom modifier instead of her Intelligence modifier on Intelligence-based skill checks. Additionally, she is always aware of any action or item that could adversely affect her alignment and her standing with her deity, including magical effects, exactly as though she always had a *phylactery of faithfulness* in her possession.

**Meant for More (Su):** The shaman knows that she has a destiny to fulfill before her time is up, and so is able to fight her way through situations that might otherwise kill her. Once per day, when an attack or spell that deals damage would result in the shaman's death, she can attempt a DC 20 Will save. If she succeeds, she is instead reduced to 0 hit points (if she already has less than 0 hit points, she instead takes no damage). The shaman must be at least 7th level to select this hex.

**Protected (Su):** Choose one of the following: *protection from chaos* or *protection from evil*. The shaman is constantly affected as though by the chosen spell, with a caster level equal to her shaman level. If the effect is ever dispelled, she can resume it again as a full-round action.

**Tongues (Su):** The shaman is naturally gifted with languages. She can speak one additional language for each shaman level she possesses. At 7th level, she is constantly affected as though by the spell *comprehend languages*. At 14th level, she is constantly affected as though by the spell *tongues*.

**Spirit Animal:** The shaman's spirit animal moves with grace and poise, and project an air of both confidence and benevolence. Although difficult to observe directly, when viewed from the corner of the eye, the spirit animal appears to have a halo or similar glowing radiance.

The spirit animal gains a +4 bonus on saving throws made to resist energy drain and death effects, and is immune to any effect that would consume, destroy, or trap its soul.

**Spirit Ability:** A shaman who chooses the salvation spirit as her spirit or wandering spirit gains the following ability.

**Fated (Su):** The shaman gains a +1 luck bonus on all of her saving throws and to her AC whenever she is flat-footed. This bonus increases to +2 if she has access to the greater version of this spirit, to +3 if she has access to the true version of this spirit, and to +4 if she has this spirit's manifestation.

**Greater Spirit Ability:** A shaman who chooses the salvation spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

**Marked Soul (Su):** The shaman's soul has been marked for greatness, protecting it against a variety of dangers. She is immune to any effect that would consume, destroy, or trap her soul, and gains a +4 bonus on saving throws made to resist ability drain, death effects, and energy drain. Finally, if she ever dies and is returned to life (such as by *raise dead* or similar) the number of negative levels she suffers as a result of this process is reduced by 1.

**True Spirit Ability:** A shaman who chooses the salvation spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

**Aura of Menace (Su):** As a swift action, the shaman can project an aura of righteous fury. Any hostile creature within a 20-foot radius of the shaman must succeed on a Will save or suffer a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the shaman with an attack. A creature that has resisted or broken the effect is immune to it for 24 hours.

**Manifestation:** Upon reaching 20th level, the shaman becomes infused with the spirit's power, gaining immunity to acid, cold, and petrification, resist electricity 10, resist fire 10, a +4 racial bonus on saves against poison, and the ability to speak with any creature that has a language, as though using a *tongues* spell.

## Holy Vessel (Summoner)

Rarely, a powerful outsider chooses to manifest in the form of a mortal creature. Typically accomplished through immaculate conception, the outsider exists both in its normal state, and in the form of a humanoid, with the two sharing a single soul and essence. Sometimes, when the humanoid—often referred to as a holy vessel—realizes his unique heritage, he gains the ability to tap into the power of other self, including the ability to summon his other self. A holy vessel's eidolon is not a distinct entity, but actually a separate manifestation of the same soul, and when the two are together, they become even more powerful than they are apart.

**Blessings (Su):** Beginning at 1st level, a holy vessel gains the ability to cast a number of spells as spell-like abilities, manifesting a small portion of his divine essence directly. The spell-like abilities that he gains access to increase as he gains levels in summoner, and are listed on the table below. Regardless of what spell-like abilities he can cast, he can only use a total number of spell-like abilities in this way on any given day equal to 3 + his Charisma modifier (for example, a 3rd-level holy vessel with a Charisma score of 15 could cast *bless* five times, or *align weapon* three times and *consecrate* twice, and so on).

**Table 1: Blessings**

Level	Spell-Like Abilities
1st	<i>bless</i> , <i>shield of faith</i>
3rd	<i>align weapon</i> , <i>consecrate</i>
5th	<i>heroism</i> , <i>prayer</i>
7th	<i>blessing of fervor</i> <sup>APG</sup> , <i>death ward</i>
9th	<i>hallow</i> , <i>righteous might</i>
11th	<i>banishment</i> , <i>heroes' feast</i>

The holy vessel cannot cast these spells while his eidolon is summoned, and the effects of any spells cast in this way end immediately as soon as his eidolon is summoned.

This ability replaces the summon monster I class feature.



**Dual Essence (Su):** Because a holy vessel's eidolon is a manifestation of his own divine essence, as long as his eidolon is summoned, all damage dealt to either of them is divided evenly among both of them (with the one who initially suffered the damage rounding up, and the other rounding down). A holy vessel cannot sacrifice hit points to prevent his eidolon from being sent back to its home plane.

This ability modifies the life link class feature.

**Soul Resonance (Su):** Because the holy vessel's eidolon is a manifestation of his own divine essence, close proximity to one another allows both to draw upon the other, like fragments of a fractured whole coming together to form something greater than the sum of their parts. At 4th level, as long as the holy vessel is within his eidolon's reach, both the holy vessel and the eidolon gain a +1 circumstance bonus on attack rolls, ability checks, saving throws, and skill checks.

This ability replaces the shield ally class feature.

**Greater Soul Resonance (Su):** At 12th level, the bonuses from the holy vessel's soul resonance class feature increase to +2. Additionally, as long as the holy vessel is within his eidolon's reach, both of them gain an amount of spell resistance equal to 10 + the holy vessel's summoner level. If one or both of them already has spell resistance, their existing spell resistance is increased by 5, instead.

This ability replaces the greater shield ally class feature.

**True Form (Su):** At 20th level, the holy vessel can use his merge forms class feature at will. Additionally, while merged with his eidolon, his eidolon gains a +4 enhancement bonus to each ability score, and its natural armor bonus to AC is increased by +2.

This ability replaces the twin eidolon class feature.

## New Phantom Emotion

There is no class that is quite so intrinsically connected to the afterlife as that of the spiritualist, and, even more to the point, the spiritualist's constant companion, the phantom. For each installment of *Archetypes of the Afterlife*, we present a new emotional focus for phantoms that is thematically linked to the aspect of the afterlife that that installment explores. Although not emotions in the traditional sense, these new emotional foci provide exciting new flavor and mechanical options for phantoms, giving more breadth and depth to these spiritual companions.

### The Saved

Before becoming a phantom, your phantom's spirit briefly passed on to the afterlife, where it was met with a wondrous and heavenly paradise. It was so overwhelmed with this glorious nirvana that it wanted to return to the world of the living and serve as a guide to help ensure that others were able to reach this promised land.

**Skills:** The phantom gains a number of ranks in Diplomacy and Knowledge (religion) 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.

**Diehard:** The phantom gains Endurance and Diehard as bonus feats. Furthermore, when the phantom is within its master's consciousness, it grants the benefits of Endurance and Diehard to its master if its master doesn't have those feats.

**Blessings (Sp):** The phantom is able to pass on some small fraction of the blessings of spiritual paradise to those it has chosen to guide in the here and now. It can cast *bless* as a spell-like ability three times per day. Its caster level is equal to its Hit Dice.

**Aura of Courage (Su):** When the spiritualist reaches 7th level, the phantom projects an aura of courage that reassures its allies of the rewards that await in the afterlife. The phantom is immune to fear (magical or otherwise), and each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the phantom is conscious, not if it is unconscious or dead. Additionally, while confined in the spiritualist's consciousness, the phantom grants the spiritualist immunity to fear effects.

**Spiritual Guide (Su):** When the spiritualist reaches 12th level, the phantom gains the ability to help others atone for their sins and better guide them towards the eternal paradise that the phantom has briefly tasted. The phantom can cast *atonement* as a spell-like ability three times per week. Additionally, it intuitively knows the way that any action or item could adversely affect a creature's alignment or standing with the phantom's deity, as though the phantom possessed a *phylactery of faithfulness*. The phantom typically shares this information freely, and while the phantom is confined in the spiritualist's consciousness, the spiritualist automatically gains this knowledge as well.

**Strong Soul (Su):** When the spiritualist reaches 17th level, the phantom's soul becomes truly untouchable. The phantom is immune to death effects and any effect which would trap, consume, or otherwise negatively impact its soul and prevent it from reaching the afterlife. The phantom also gains immunity to ability drain and energy drain. Additionally, while confined in the spiritualist's consciousness or manifested within 10 feet of the spiritualist, the phantom grants the spiritualist a +4 bonus on saving throws made against ability drain, death effects, energy drain, and any effect that would trap, destroy, or otherwise harm her soul.



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# Blessed Be!

Adventurers have a special relationship with death in the *Pathfinder Roleplaying Game*. While for many, death is one of the few things in this world that is both certain and final, for an adventurer, especially at higher levels, it is more of an inconvenience than anything else. Some characters may even find themselves dying and being brought back to life with magic multiple times in a single fight. The *Weekly Wonders: Archetypes of the Afterlife* series explores some of the ways that a brush with death might affect PCs, with a variety of new afterlife-themed archetypes.

For this book, we focus on the saved, those blessed souls who know for a certainty that their soul is fated for one of the upper planes once they finally die and stay dead. Some characters might react to this revelation by trying to spread the good word of the Heavens, attempting to help others share in the rich rewards awaiting them in the hereafter. Others know that their salvation is a reward for heroic acts and deeds that they have not yet done, and dedicate themselves all the more to fulfilling their heroic destinies. This book includes the following archetypes:

- The seeker of salvation, an inquisitor archetype who chooses to focus on redeeming those that she finds, rather than condemning them.
- The destined martyr, a paladin archetype whose heroic and valiant sacrifice is foretold, and who spends her life in preparation of one final act of heroism.
- The slayer of heathens, a ranger archetype whose salvation comes from the war he wages against infidels and heretics.
- The salvation spirit, for shamans, which grants a number of salvation-themed powers and abilities.
- The holy vessel, a summoner archetype that is the manifestation of a powerful good-aligned outsider, taking humanoid form, who can call on the remainder of his own spiritual essence in the form of his eidolon.
- The Saved, a new emotional focus for spiritualist phantoms, representing phantoms who have been granted paradise in the afterlife, but choose to remain to aid those left behind.

Whether you're about to embark on a campaign where the afterlife features prominently (such as the official Paizo Adventure Path featuring an undead tyrant), or you just want to play a character touched by the grave, this book has lots of tantalizing options to offer. Even GMs can get in on the fun, as several of the archetypes here are perfect for deathly NPCs as well, and can make for exciting and memorable encounters.



*Necromancers  
of the Northwest*

