

Weekly Wonders

Archetypes of the Afterlife

Volume III



The Restless

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*



Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8302 2nd St NE
Lake Stevens, WA, 98258
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

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 restless, those souls who, unable to accept that their lives have ended, still linger, desperately trying to influence the world of the living. Often, these spirits carry the burden of some unfinished business, and only by setting their affairs in order will they ever find peace. Many of the archetypes in this book focus on characters who are able to interact with and heal these restless spirits, perhaps because of their own brush with death. In other cases, the character may be possessed by restless spirits, or may even prey upon them, consuming their spiritual essence for power.

New Archetypes

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

Spiritologist (Arcanist)

Not generally accepted in most arcane academic circles as a true science, spiritology concerns itself with the classification and study of a wide range of spirits, especially those that most traditional arcane disciplines are unable to interact with. Gifted with a unique ability to see and speak to spirits that elude others, spiritologists often find themselves absorbed in an intricate web of otherworldly creatures just beyond the perception of those around them.

Commune with Spirits (Su): A spiritologist has the unique ability to perceive and speak with spirits of all kinds, including those that are normally invisible and intangible except to members of certain classes. She can see and interact with entities such as shaman spirits, medium spirits, and so on, and can speak and interact with these spirits directly, although she is not able to perform séances like a medium or bond with such spirits like a shaman. In addition to these spirits, a spiritologist can also see and speak with the spirits of recently departed individuals. While the presence and availability of such spirits is subject to GM discretion, as a general rule, assume most spirits remain within 60 feet of either their body or the location of their death for a number of days equal to twice their Hit Dice before either moving on to the afterlife or forming into a haunt, spectral undead, or similar creature.

A spiritologist can speak with and question these spirits (as well as those that have formed into haunts and undead creatures) if desired, using the normal rules for Diplomacy

to adjust their attitude and convince them to provide information. Most haunts and undead creatures have a starting attitude of hostile, while other spirits tend to have starting attitudes of indifferent. A spiritologist has no ability to compel spirits to provide information that they don't wish to, but is always able to make herself understood, even to spirits that would not normally be capable of communicating intelligently.

In addition to being able to speak with spirits, the spiritologist can also take on tasks from them. Because these spirits can be seen and interacted with by so few, it is not uncommon that they have needs and desires that only the spiritologist can grant. The availability and nature of such tasks is subject to GM discretion, but if a spiritologist agrees to take on a spirit's task, she immediately gains a single point in her arcane reservoir, as the spirit transfers some of its spiritual essence to her, and once she completes the spirit's task, she gains 2 additional points in her arcane reservoir. While there are no automatic repercussions for taking on a spirit's task and failing to accomplish it, abusing the trust of spirits is likely to earn their ire.

Arcane reservoir points gained in this fashion are spent last, and are not lost when the spiritologist rests, nor do they count towards the number of arcane reservoir points the spiritologist gains each day.

This ability replaces the consume spells class feature.

Exploits: A spiritologist gains access to the following exploits, in addition to those available to all arcanists.

Calm Spirit (Sp): The spiritologist is able to soothe troubled spirits. The spiritologist can expend 1 point from her arcane reservoir to cast *calm spirit*^{OA} as a spell-like ability.

Draining Touch (Su): The spiritologist can expend 3 points from her arcane pool to wreath her hand in spectral energy, allowing her to make an incorporeal melee touch attack. On a hit, this attack deals 1d4 points of ability damage to the ability score of the spiritologist's choice, and causes the spiritologist to heal 5 hit points. If the spiritologist makes the attack at the time the ability is activated, she can use the ability and attack as a single standard action. Otherwise, each is a separate standard action. If the touch attack is not made within 1 minute of activating the ability, it is wasted.

Phase Lurch (Su): The spiritologist is able to briefly make herself incorporeal. By expending 1 point from her arcane reservoir as a standard action, she becomes incorporeal until the beginning of her next turn. If she expends 2 points instead of 1, she can use this ability as an immediate action in response to being attacked, allowing her to become incorporeal before the attack hits.

Séance (Su): The spiritologist can hold a limited séance with a medium spirit she encounters, gaining limited access to that spirit's abilities. Doing so takes 1 minute, and the spiritologist must expend 1 point from her arcane reservoir. The spiritologist gains the séance boon benefit for the spirit in question. If the spiritologist expends 1

Sidebar: Speaking to Spirits

The spiritologist archetype presents a number of complications for GMs and players, and while it has the potential to be a very rewarding roleplaying experience, there are certain things both parties should be aware of. It is recommended that the GM and player read this sidebar and discuss their expectations with each other before using this archetype.

The spiritologist ability commune with spirits opens the doors wide for spiritologists to speak to a wide variety of supernatural NPCs that would not normally be accessible. Some of these spirits are assumed by the game to always be there, but never really be accessible (such as medium spirits and shaman spirits), whereas others exist in more of a cosmological gray area (the spirits of the recently departed), and others are already present and can be interacted with, but are typically not intended to converse with the PCs (such as haunts and incorporeal undead).

For the most part, the ability to speak to these spirits is a flavorful one, and GMs and players alike should enjoy the chance to make use of colorful and exotic NPCs. This ability is not intended as a quick and easy way for low-level characters to gain information they should not be able to, and GMs should feel free to state that any spirit whose presence would be problematic to the flow of the adventure is not present. The spirits that the spiritologist communes with also serve as a convenient way for GMs to provide plot hooks and side quests to the party, for GMs interested in doing so, as well as a way for GMs to allow the party to access interesting background information that may be hard to get to them in other ways.

Shaman spirits and medium spirits are often cryptic and esoteric in nature, and are rarely able to provide much insight into mundane matters, but may know a great deal about their relevant area of expertise (a champion medium spirit might be able to speak about legendary local heroes and their deeds, whereas a heavens shaman spirit might be able to provide detailed information about astronomy and astrology). Spirits of the recently deceased are the most human in nature, and can provide whatever knowledge they knew in life, though they tend to be preoccupied with their status as disembodied spirits. Spirits that have formed into haunts or undead creatures are generally so preoccupied with their hatred that they can remember little else, and tend to have little patience for conversation not relating to revenge or whatever unfinished business they might have.

Further, it's worth noting that this ability replaces the arcanist's consume spells class feature, and so the spiritologist is largely dependent on accepting tasks from spirits she speaks with in order to gain additional points in her arcane reservoir. Ideally, GMs should be prepared to provide the opportunity for the spiritologist to take on an average of 1-2 tasks from spirits per day of adventuring. These tasks need not be particularly complicated, but should still require the spiritologist jump through some hoops to accomplish.

Different types of spirits can provide different kinds of tasks. For example, the spirits of the recently deceased often ask the spiritologist to finish certain business that the spirit left undone when it died, pass along messages to loved ones, and so on. By contrast, a medium spirit is likely to set challenges for the spiritologist relating to the specific nature of the spirit (an archmage spirit might challenge the spiritologist to cast a spell that affects at least 5 creatures, for example, whereas a trickster spirit might challenge the spiritologist to go an entire day speaking nothing but lies, etc.), and shaman spirits might give tasks that relate to their area of influence (such as a life spirit asking the spiritologist to aid in delivering a child or tending to a wounded creature, or a wood spirit asking the spiritologist to interfere with local logging operations). Haunts might ask the spiritologist to perform whatever task leads to the haunt's destruction (freeing the spirit), or might ask the spiritologist to bring victims to it.

additional point from her arcane reservoir when she uses this ability, she also gains the spirit's spirit bonus, using the bonus of a medium of the same level as her arcanist level.

Spirit Calling (Sp): The spiritologist is able to call spirits that have passed on. The spiritologist can expend 2 points from her arcane reservoir to cast *call spirit*^{OA} as a spell-like ability.

Telekinesis (Sp): The spiritologist can expend 3 points from her arcane reservoir to cast *telekinesis* as a spell-like ability. The spiritologist must be at least 9th level to select this exploit.

Wandering Spirit Bond (Su): The spiritologist can bond with a shaman spirit she encounters, gaining limited access to the spirit's magic. Doing so requires 10 minutes, and the spiritologist must expend 2 points from her arcane reservoir. If she does, she treats the spirit's spirit magic spells as though she had prepared them for the day, allowing her to cast them with any unused spell slot

of the appropriate spell level. She may do so even if the spell does not appear on the sorcerer/wizard spell list. If the spiritologist expends an additional 2 points from her arcane reservoir when using this ability, she may also choose one of the spirit's hexes, and she gains that hex for the rest of the day. She must meet any prerequisites of the hex.

Hate Channeler (Bloodrager)

For a select few bloodragers of particularly hardy mind and body, the restless dead are neither a source of dread and terror, nor something to be pitied, but instead, are seen as a potential source of power. These bloodragers, known as hate channelers, feed on the anger, despair, and other negative emotions that empower the restless dead, and by consuming these spirits can empower their own abilities.

Detect Undead (Sp): At 1st level, a hate channeler gains an innate ability to sense the presence of undead creatures. He can cast *detect undead* as a spell-like ability at will.

Additionally, he gains a bonus equal to his bloodrager level on Perception checks made to notice undead creatures, and may automatically make Perception checks to notice such creatures, even if he isn't aware of them and wouldn't normally be able to.

This ability replaces the fast movement class feature.

Consume Haunt (Su): At 3rd level, a hate channeler gains the ability to absorb the rage, anguish, and other negative emotions that empower a haunt, taking the haunt into himself and using its essence to further empower him. As a standard action, he can force a single haunt within 30 feet to succeed on a caster level check (DC = 11 + the hate channeler's bloodrager level) or be absorbed into the bloodrager. If the haunt fails this check, it is absorbed. Otherwise, it is unaffected, and immune to this effect for 24 hours.

While absorbed, a haunt cannot be harmed, but is unable to take its normal effect. Instead, an absorbed haunt may attempt to influence the hate channeler, forcing the hate channeler to succeed on a Will save to avoid suffering its influence (DC = the haunt's normal saving throw DC, or, if it does not normally grant a save, 10 + 1/2 the haunt's CR). If the haunt successfully influences the hate channeler, it can compel the hate channeler to engage in a particular type of behavior, based on the nature of the haunt. For example, a haunt formed from the victims of a burning building might influence the hate channeler to set things on fire, whereas a haunt formed from the bones of cannibal victims might push the hate channeler to consume the flesh of intelligent creatures. Whatever the nature of the influence, the hate channeler must act on it in some fashion within 24 hours, but is free to do so in the manner of his choosing, and is not directly under the control of the haunt.

Whether the hate channeler is influenced by a haunt he absorbs or not, he is empowered by its negative emotions. Whenever he absorbs a haunt, he gains a number of hate points based on the CR of the haunt. By default, he gains 3 hate points whenever he absorbs a haunt. For every 5 points by which the haunt's CR exceeds his level, he gains 1 additional point, and for every 5 points by which his level exceeds the haunt's CR, he gains 1 less point. Points gained in this way can be expended at any time to gain one of the following benefits of the hate channeler's choice:

- **Extra Bloodrage:** The hate channeler can expend 1 hate point as a swift action to gain 2 additional daily rounds of bloodrage.
- **Extra Damage:** The hate channeler can expend 1 hate point as a free action when he hits with an attack, before rolling damage, to deal an additional 1d6 points of negative energy damage to the target. This causes the hate channeler's weapon to be wreathed in a red-black aura of energy for the attack. This additional damage has no effect on undead creatures.
- **Extra Spell:** Beginning at 4th level, the hate channeler can expend 1 or more hate points as a swift action in order to regain a single expended spell slot whose spell level is less than or equal to the number of points expended in this way.

- **Vicious Weapon:** The hate channeler can expend 1 hate point as a move action to grant a single weapon he is touching the *vicious* weapon special ability for 1 minute.

The hate channeler can't have more hate points at any one time than 3 + his Charisma modifier. Any unspent hate points are lost the next time that the hate channeler rests. If the hate channeler has 0 hate points left when he rests, and there are none left over to be lost, then any haunt he absorbed that day that failed to influence him is permanently destroyed, as though its destruction entry had been met. Otherwise, all haunts that the hate channeler absorbed return 24 hours after the hate channeler begins resting. At the GM's discretion, certain particularly potent haunts may never be able to be permanently destroyed in this fashion.

This ability replaces the blood sanctuary class feature, as well as the bloodline power gained at 4th level. Beginning at 8th level, whenever the hate channeler would gain a bloodline power, he may choose to either gain the appropriate bloodline power for that level, or gain a lower-level bloodline power that he has not yet gained.

Spellcasting: A hate channeler's magic is full of darkness and malice, spurred on by the malignant energy he constantly absorbs. He casts spells from the antipaladin spell list, rather than the bloodrager list. He still casts spells spontaneously, and his number of spells known, as well as all other factors relating to his spellcasting, remain unchanged.

This ability modifies the spellcasting class feature.

Absorb Spirit (Su): At 9th level, a hate channeler gains the ability to absorb incorporeal undead in a fashion similar to the way he absorbs haunts. Instead of making a caster level check, an affected undead makes a Will save (DC = 10 + 1/2 the hate channeler's bloodrager level + the hate channeler's Charisma modifier) to resist being absorbed. The incorporeal undead can attempt to influence the hate channeler in the same way as a haunt. Incorporeal undead absorbed in this way may be destroyed permanently in the same fashion as a haunt would be. If it is not, it reforms 1d10 miles from the hate channeler in a random direction.

This ability replaces the bloodline feat gained at 9th level.

Vital Rager (Ex): At 14th level, a hate channeler is better able to resist the kinds of life-draining effects typical of many undead. While raging, the hate channeler gains a +4 bonus on saving throws made to resist ability drain, energy drain, and negative levels.

This ability replaces the indomitable will class feature.

Spirit Blade (Magus)

Some magi are particularly attuned to the call of the restless dead, and are able to hear the vengeful whispers of angry spirits in their mind at all times. Known in some circles as spirit blades, these magi are able to channel the hate and rage of the restless dead into their weapons, and use it as a shield against their enemies' attacks.

Spiritual Weapon (Su): At 1st level, as a swift action, a spirit blade can expend 1 point from his arcane pool to channel the rage and malevolence of the restless dead into his weapon, causing any weapon he is holding to gain the *vicious* weapon special ability for 1 minute, even if the weapon does not have an enhancement bonus. For every four levels beyond 1st, the power and intensity of the spite that he channels into the weapon grows, causing it to deal an additional 1d6 points of damage with each successful hit, both to his target and to himself.

Unlike other magi, a spirit blade cannot expend points from his arcane pool to grant a weapon an enhancement bonus or any weapon special ability besides *vicious*.

This ability modifies the arcane pool class feature.

Magus Arcana: At 3rd level, a spirit blade gains access to the following magus arcana, in addition to those available to all magi.

Occult Training (Ex): The spirit blade is well trained in the occult. He gains access to occult skill unlocks as though he were able to cast psychic spells. Additionally, he can expend 1 point from his arcane pool to use an occult skill unlock even if he has already used that occult skill unlock that day (or that week, in the case of automatic writing).

Phase Lurch (Su): The spirit blade is able to briefly make himself incorporeal. By expending 1 point from his arcane pool as a standard action, he becomes incorporeal until the beginning of his next turn. If he expends 2 points instead of 1, he can use this ability as an immediate action in response to being attacked, allowing him to become incorporeal before the attack hits.

Spirit Calling (Sp): The spirit blade is able to call spirits to him. The spirit blade can expend 2 points from his arcane pool to cast *call spirit*^{OA} as a spell-like ability.

Telekinesis (Sp): The spirit blade can expend 3 points from his arcane pool to cast *telekinesis* as a spell-like ability. The spirit blade must be at least 9th level to select this magus arcana.

Phantom Protection (Su): At 7th level, a spirit blade is constantly surrounded by an aura of ghostly malevolence while engaged in combat, granting him a 10% miss chance against melee attacks, and a 20% miss chance against ranged attacks. At 13th level, this protection improves, granting him a 20% miss chance against melee attacks, and a 50% miss chance against ranged attacks.

This ability replaces the medium armor and heavy armor class features.

Spirit Shepherd (Psychic)

Few things are as wretched as a restless spirit, unable to move on to the afterlife, trapped in a place they don't belong and are rarely able to interact with directly. Thankfully, there are some who take pity on such lost souls, and devote their time and ability to helping these tormented spirits move on to the next world. One such type of individuals are the spirit shepherds, a type of psychic who specializes in communicating with restless spirits and helping to ease their pain and passage to the next life.

Empathic Séance (Su): Beginning at 2nd level, a spirit shepherd gains the ability to communicate empathically with haunts and spirits. The spirit shepherd is aware of the presence of any incorporeal undead, haunts, or similar restless spirits within 120 feet, although she does not know their exact location, nature, or even number, simply whether or not one is present. As long as the spirit shepherd can feel a spirit's presence, she can attempt to communicate with it empathically, exchanging feelings, visions, and so on with the spirit. The spirit must be willing to engage in conversation, or this has no effect. A spirit shepherd could use this ability to make a Diplomacy check to request that the spirit leaves them and their party in peace, or to request information from the spirit, or to offer to help the spirit find peace and move on to the afterlife. Because of the nature of empathic communication, highly technical, complex, and precise requests are likely to fail or be misunderstood. Similarly, information gleaned from such conversation tends to be cryptic and vague.

This ability replaces the detect thoughts class feature.

Spirit Speaker (Sp): At 9th level, a spirit shepherd can cast *calm spirit*^{OA} as a spell-like ability at will, though she can use it only once against any individual haunt or incorporeal undead each day. Additionally, she can cast *call spirit*^{OA} as a spell-like ability once per day.

This ability replaces the telepathic bond class feature.

Sever Ties (Su): At 17th level, a spirit shepherd can directly cut the ties that bind a haunt or incorporeal undead creature to the world of the living. Once per day, as a standard action, the spirit shepherd can force a single haunt or incorporeal undead within 60 feet that she is aware of to succeed on a Will save (DC = 10 + 1/2 the spirit shepherd's psychic level + the spirit shepherd's Wisdom modifier) or have its connections to the living world severed. Haunts do not receive a saving throw, but instead the spirit shepherd must succeed on a caster level check (DC = 10 + the haunt's CR) instead. A haunt affected by this ability is destroyed, as though the actions in its destruction entry had been carried out, while an incorporeal undead suffers 1d6 points of damage per psychic level the spirit shepherd possesses, and is treated as though any unfinished business, spiritual anchors, or other considerations relating to its rejuvenation ability, if it has one, had been resolved, allowing it to be destroyed permanently. If the undead creature is not destroyed within 24 hours, this effect fades, and its rejuvenation begins to function as normal once again.

This ability replaces the telepathy class feature.

Sidebar: Two Minds, One Body

The specter of justice archetype allows players to take on the role of both the vigilante and the restless spirit that possesses him. Although these are two distinct entities in the game world, the vigilante's player should generally retain control over both aspects of the character at all times. Even if the vigilante and the spirit disagree for some reason about which of them should be in control, the player still decides when the character changes identities.

That said, some players may enjoy playing up conflicts between the two identities, or unusual and foreseen circumstances may create a situation where it's appropriate to have rules to adjudicate which of the two is in control at any given time. Once per hour, whichever identity is not currently in control can attempt to take control by force, requiring opposed Charisma checks (because the vigilante and the spirit always have the same Charisma score, this is effectively just an opposed d20 roll). The vigilante immediately shifts to whichever identity won the roll, and the loser cannot attempt to gain control again for a number of hours equal to $1d4 +$ the amount by which the winning identity's roll exceeded the losing identity's roll (so if the vigilante's social identity rolled a 13, and his vigilante identity rolled a 10, the earliest that the vigilante identity could try to reassert itself would be $1d4+3$ hours later).

Specter of Justice (Vigilante)

It is not uncommon for a spirit with unfinished business to attempt to reach out to mortals in order to accomplish their goals and hopefully be able to find peace. Often, this is a frustrating and futile effort for the spirit, especially those not strong enough to become powerful incorporeal undead, such as ghosts and shadows. There is still some hope for such spirits, though, especially if their unfinished business involves justice, because when such a dispossessed spirit comes into contact with a particularly receptive individual, it can sometimes engage in a sort of symbiotic possession. Together, the spirit and the possessed form a special type of vigilante known as the specter of justice.

Possessed (Su): A specter of justice has a vigilante and social identity, just like any other vigilante, but the source of the differentiation comes from the fact that the specter of justice is possessed by a restless spirit that yearns to complete some unfinished business. While the specter of justice is in his social identity, he is in control of his actions, and the restless spirit is merely an observer, as though with the spell *riding possession*^{OA}. Similarly, when the specter of justice is in his vigilante identity, the spirit is in control of his actions, and the vigilante is an observer.

Unlike most vigilantes, for a specter of justice, it takes only 1 round to change identities. Further, because of the supernatural nature of the possession, when the specter of justice changes to his vigilante identity, the restless spirit inhabiting him creates a disguise from ectoplasm. This disguise can include any simple mundane elements, such as hats, masks, cloaks, hoods, and so on, or it can even distort the appearance of the vigilante's face, causing it to take on the appearance of the possessing spirit's face, instead. Whatever appearance the specter of justice's vigilante identity takes, it is always the same, and should relate in some way to the

possessing spirit. The ectoplasmic disguise can be removed as easily as a normal disguise, but appears spontaneously whenever the specter of justice changes to his vigilante identity, and vanishes without a trace when he returns to his social identity. Because the restless spirit possessing the specter of justice is a distinct entity, its alignment is not restricted to being within one step of the specter of justice's social identity.

Like most vigilantes, attempts to use divination spells to learn about or locate one identity do not reveal information about the other identity. Similarly, scrying spells attempting to locate the restless spirit that possesses the specter of justice fail to find it as long as the specter of justice is in his social identity. Divination spells can still reveal information about who the restless spirit was in life. A creature benefitting from *true seeing* that looks at the specter of justice in either identity can identify that they are possessed, and can see the restless spirit possessing the specter of justice clearly. At the GM's discretion, other methods of divination may hint at, but not completely reveal, the specter of justice's dual nature. For example, the read aura occult skill unlock (*Pathfinder Roleplaying Game: Occult Adventures*) might reveal that the character has two auras.

Due to the special bond between the specter of justice and the restless spirit that possesses him, the spirit is unable to leave the specter of justice's body or use any supernatural powers related to being a restless spirit, other than those granted by this archetype. Further, if either of the specter of justice's identities is affected by a mind-affecting effect (such as *dominate person*), both identities are affected.

This ability modifies the dual identity class feature.

Ghostly Strike (Su): Whenever a specter of justice makes an attack while in his vigilante identity, he can choose to infuse his weapon with some of his ghostly essence. If he does so, the attack is made as an incorporeal touch attack, instead of a normal attack. The specter of justice can use this ability a number of times per day equal to $3 +$ his Charisma modifier. He must declare that he is using this ability before the attack roll is made.

At 8th level, the specter of justice can use this ability as a move action, causing it to affect the next attack he makes before the end of his turn. If he does so, he does not expend one of his daily uses of this ability.

This ability replaces the vigilante specialization class feature.

Social Talents: A specter of justice can choose from any of the following social talents, in addition to those available to other vigilantes.

Ghostly Knowledge (Ex): The specter of justice can draw upon the knowledge and expertise that the restless spirit possessing him had in life. Choose a single Knowledge skill, or any two Craft or Profession skills. The specter of justice gains a number of ranks in each of the chosen skills equal to his vigilante level.

Occult Training (Ex): The specter of justice is well trained in the occult. He gains access to occult skill unlocks as though he were able to cast psychic spells. Additionally,



for each occult skill unlock he has access to (i.e., those for which he has ranks in the appropriate skill), he can use that occult skill unlock 1 additional time per day, except in the case of automatic writing, in which case he can use it 1 additional time per week. Finally, once per day, he can use an occult skill unlock for a skill he has no ranks in, as though he had ranks in that skill.

Remote Haunting (Sp): The specter of justice can send the restless spirit that possesses him to haunt the dreams of a specific individual. This functions as the spell *nightmare*, with a few exceptions. Rather than unlimited range, the target must be within 1 mile per vigilante level. The saving throw DC is equal to $10 + \frac{1}{2}$ the specter of justice's vigilante level + the specter of justice's Charisma modifier, but the various Will save modifiers outlined in *nightmare* apply. If the specter of justice's vigilante identity is not evil, then *dispel evil* does not end the effect, but *dispel chaos*, *dispel good*, or *dispel law* will have the same effect if the specter of justice's vigilante identity is of the corresponding alignment, and any of the four spells will work if the specter of justice's vigilante identity is true neutral. Instead of causing the specter of justice to be stunned, successfully dispelling the effect in this fashion causes the restless spirit to vanish for 24 hours. Finally, the specter of justice does not need to enter a trance, regardless of whether the target is currently sleeping or not. However, as long as the restless spirit is haunting the target (the entire time the target spends attempting to rest, plus any amount of time spent waiting for them to go to sleep), the specter of justice

must remain in his social identity and cannot switch to his vigilante identity. The specter of justice must be at least 5th level to select this social talent.

Vigilante Talents: A specter of justice can choose from any of the following vigilante talents, in addition to those available to other vigilantes. Unlike most vigilante talents, these talents can only be used while the specter of justice is in his vigilante identity.

Frightful Moan (Su): The specter of justice can emit a bone-chilling moan of supernatural agony as a standard action. All living creatures within 30 feet of him must succeed on a Will save (DC $10 + \frac{1}{2}$ the specter of justice's vigilante level + the specter of justice's Charisma modifier) or be shaken for 2d4 rounds. Creatures that fail their saving throw by 5 or more are frightened for 1d4 rounds and then shaken for 2d4 rounds, instead, and creatures that fail their saving throw by 10 or more are panicked for 1d4 rounds, then frightened for 1d4 rounds, and finally shaken for 2d4 rounds, instead. Creatures that knew the restless spirit possessing the specter of justice when that spirit was alive, or have some other direct connection to that spirit, suffer a -4 penalty on saving throws made to resist this effect. This is a mind-affecting emotion and fear effect. The specter of justice can use this ability 3 times per day. A creature that successfully resists this effect is immune to it for 24 hours. The specter of justice must be at least 9th level to select this vigilante talent.

Possession (Sp): The restless spirit possessing the specter of justice can leave his body and possess another creature for a short time. The specter of justice must be in his vigilante identity to use this ability, and he immediately reverts to his social identity upon doing so. The creature to be possessed must be within 120 feet, and is entitled to a Will save (DC 10 + 1/2 the specter of justice's vigilante level + the specter of justice's Charisma modifier) to resist the effect. This functions similarly to the spell *possession*, except that the specter of justice's social identity remains in his body and is able to act normally (albeit limited to his social identity), while his vigilante identity controls the target. The specter of justice can use this ability for a number of minutes per day equal to 10 times his vigilante level, which must be spent in 10-minute increments. Maintaining the possession is even more difficult during dangerous situations such as combat, and each round of combat that the possessed creature engages in counts as using 10 minutes of this ability. If a possessed creature dies, the restless spirit is able to return to the specter of justice regardless of distance, and does not die, but the remaining daily use of this ability is reduced by 1 hour. The specter of justice must be at least 11th level to select this vigilante talent.

Telekinesis (Sp): The specter of justice can telekinetically move objects, similar to a poltergeist. He can use *telekinesis* for a total number of rounds each day equal to twice his vigilante level, when using the sustained force or combat maneuver version of the spell. He can also use the violent thrust version of the spell, but each time it does so counts as 5 rounds' worth of his daily allotment. His caster level for this effect is equal to his vigilante level. The saving throw DC is equal to 10 + 1/2 the specter of justice's vigilante level + the specter of justice's Charisma modifier. The combat maneuver bonus for this effect is also Charisma-based. The specter of justice must be at least 7th level to select this vigilante talent.

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 Restless

The phantom's spirit remains tied to the mortal world in some fashion. Typically, this is because the phantom has some kind of unfinished business, but it may also mean that the phantom is simply unable to cope with the fact that it has died, or it may literally be prevented from passing on due to some curse, occult ritual, or other effect. While most restless spirits become haunts or undead of some kind, this one has managed to become a phantom, though it is still no closer to finding peace.

Skills: The phantom gains a number of ranks in Intimidate and Sleight of Hand 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.

Diehard: The phantom gains the Diehard feat as a bonus feat, even if it doesn't meet the prerequisites.

Quarry (Ex): As a swift action, the phantom can designate a single creature it can see as its quarry, focusing its attention on that foe to the exclusion of all else. It gains a +2 bonus on attack and damage rolls made against its quarry, as well as on all skill checks made against its quarry. As long as its quarry lives, it suffers a -2 penalty on attack rolls, damage rolls, and skill checks that do not involve its quarry (such as those made against other creatures). The phantom can "release" a creature from being its quarry, but its single-minded nature makes this difficult, and it must succeed on a DC 20 Will save to clear its mind of the lost quarry. The phantom can try again on a failure, but each attempt takes 10 minutes. If the phantom's quarry is killed or subdued, it can cease treating that creature as its quarry at any time.

Increase Fear (Su): When the spiritualist reaches 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that amplifies the fear conditions of enemies within it if they fail their Will saving throws (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier). A shaken enemy in the aura becomes frightened, a frightened creature becomes panicked, and a panicked creature cowers. This effect lasts either as long as the enemy stays within the aura and is under the condition of the initial fear effect, or for a number of rounds after it leaves the aura equal to 1/2 the phantom's Hit Dice, or until the end of the original fear effect's duration, whichever comes first. A creature that succeeds at the saving throw is immune to this effect from the same phantom for 24 hours.

This is a mind-affecting fear effect. The phantom can use this ability in either ectoplasmic or incorporeal form.

Telekinesis (Sp): When the spiritualist reaches 12th level, the phantom can use *telekinesis* as a spell-like ability with a caster level equal to its master's level. It can use *telekinesis* for a total number of rounds each day equal to twice its master's spiritualist level, when using the sustained force or combat maneuver version of the spell. It can also use the violent thrust version of the spell, but each time it does so counts as 5 rounds' worth of its daily allotment. The phantom uses its Charisma modifier to determine its combat maneuver bonus and the saving throw DC for this ability. The phantom must be in ectoplasmic form to use this ability.

Draining Touch (Su): When the spiritualist reaches 17th level, the phantom's slam attacks each deal an additional 1d6 points of damage against living creatures, and causes the phantom to heal an amount equal to this bonus damage, similar to a *vampiric touch* spell. This has no effect against constructs, undead, and other non-living targets, and any effect that prevents this extra damage from being dealt also prevents the phantom from healing.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Benson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Benson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Baisley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Psonics Unleashed. Copyright 2010, Dreamscarred Press.

Weekly Wonders: Archetypes of the Afterlife Volume III: The Restless Copyright 2019, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Taking Care of Unfinished Business!

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 restless, those tortured souls who cannot accept the reality of their death, and remain tied inextricably to the mortal plane. Often, these souls remain because of some task or business left undone, though they themselves are unable to complete it in their current state. Such spirits are drawn to those who are touched by death, and have greater ability to perceive their wishes, sometimes offering supernatural aid in exchange for doing what must be done to allow them to pass on. This book includes the following archetypes:

- The spiritologist, an arcanist archetype who can gain arcane power by communing with restless spirits and aiding them with their needs, and gains access to a number of ghost-themed exploits.
- The hate channeler, a bloodrager archetype that consumes the essence of haunts and restless spirits, using their rage to empower his own.
- The spirit blade, a magus archetype that channels the essence of restless spirits into his weapon, and gains a variety of ghost-themed powers.
- The spirit shepherd, a psychic archetype that specializes in soothing restless spirits and helping them to pass on,
- The spirit of justice, a vigilante archetype whose vigilante identity is actually a restless spirit that possesses him to pursue its own ends, granting a variety of supernatural abilities.
- The Restless, a new emotional focus for spiritualist phantoms, representing phantoms who are unable to move on to the afterlife, and remain tied to the material plane by unfinished business.

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*

