

Weekly Wonders

# *Archetypes of the Afterlife*

Volume IV



## *The Watchful*

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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.

This book focuses on the watchful dead, introducing archetypes that reference an afterlife concerned with the living. Within these pages, we bring you the blood caller, a barbarian archetype focused on earning the attention and respect of her warrior ancestors, as well as the guided seeker, a druid who receives guidance from an archdruid reincarnated to serve as her animal companion. There is also the ghost detective, an investigator archetype aided by a spiritual sleuth, while the spiritual guardian is the deceased spirit of a monk, watching over the living. The watchful sage is a skald who looks after important individuals for interested afterlives, and finally, the watched devil is a swashbuckler forced to deal with violent voyeuristic spirits who delight in her suffering, as well as that of her enemies. In addition to these archetypes, we also provide a new emotional focus for the phantom of the spiritualist class.

## New Archetypes

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

### **Blood Caller (Barbarian)**

Blood callers are barbarians who visit extreme violence on their enemies, seeking to please their ancestors and find a place in the afterlife amongst the great heroes of their peoples. The exact traditions and beliefs of these blood callers vary from tribe to tribe, but in each case they are driven by a desire to impress their forbearers through martial prowess. Their desire to kill and perpetuate violence is fueled by a need to impress these watching spirits and secure a place in the afterlife.

**Blood Call (Ex):** A blood caller can use the blood of her enemies to call the attention of her ancestors and earn their approval. Whenever the blood caller confirms a critical hit or reduces an enemy to 0 or fewer hit points, she can use an immediate action in order to alert her ancestors of her accomplishment. If she does, her ancestors become aware of her for a number of minutes equal to the Hit Dice of the creature the critical hit was confirmed against or which was reduced to 0 or fewer hit points.

**Watchful Presence:** A blood caller's ancestors watch over her, protecting her in battle. As long as she is benefitting from her blood call class feature, the blood caller gains a +2 dodge bonus to AC against attacks of opportunity, and suffers no penalty to AC as a result of using her rage class feature.

This ability replaces the fast movement class feature.

**Blood Rage (Ex):** At 2nd level, a blood caller can call upon great reserves of will power to impress her ancestors with her deeds. As long as she is benefitting from her blood call class feature, the blood caller can use any rage power that can only be used a certain number of times per day or per rage an additional time per day or per rage. Additionally, all rage powers are treated as though the blood caller were 2 levels higher than she actually is for the purpose of how those powers function.

This ability replaces the uncanny dodge class feature.

**Ancestor's Presence (Ex):** At 3rd level, the blood caller's ancestors watch over her and guide her to greater glory in battle. As long the blood caller is benefitting from her blood call class feature, she gains a +1 morale bonus to damage rolls whenever she is raging. At 6th level, and every 3 levels thereafter, this bonus increases by a further +1.

This ability replaces the trap sense class feature.

**Blood Sacrifice (Ex):** At 5th level, the blood caller can sacrifice some of her own blood in order to call her ancestors' attention. As a standard action, she can choose to suffer 2d12 points of damage, which cannot be reduced by any means. If she does, she gains the benefits of her blood call class feature for a number of minutes equal to her barbarian level.

This ability replaces the improved uncanny dodge class feature.

**Blood Totem (Ex):** At 7th level, the blood caller can anoint an idol with the blood of her enemies in order to claim greater respect from her ancestors. As a full-round action, the blood caller can anoint an idol worth at least 10 gp in the blood of creature she has personally killed. If she does so, then for the next 24 hours, she gains fast healing 3 whenever she is benefitting from her blood call class feature. At 10th level, and every 3 levels thereafter, this fast healing increases by a further 3, to a maximum of fast healing 15 at 19th level.

This ability replaces the damage reduction class feature.

**Enter the Hall (Ex):** At 14th level, a blood caller's deeds are such that if she perishes in battle, she has secured a place amongst her ancestors in a glorious afterlife. Whenever the blood caller dies, she cannot have her soul imprisoned or destroyed by magical means, unless the effect has a caster level at least 5 levels higher than her barbarian level. Additionally, if she is returned back from death, she does not suffer any





negative levels as a result of the spell or effect that brought her back to life, and she returns to life with full hit points and gains the benefits of a *heroes' feast* spell for 24 hours after being returned to life.

This ability replaces the indomitable will class feature.

### Guided Seeker (Druid)

Guided seekers are druids who belong to orders gifted with reincarnation. Each is guided by the spirit of a former arch druid of the order, reincarnated in animal form, who serves the seeker as a faithful companion and advisor on their spiritual journeys. Over time, these guided seekers learn secrets from the advisors of the past and prepare to take on this advisory role themselves.

**Animal Companion (Ex):** A guided seeker must choose an animal companion for her nature bond class feature, and her animal companion has additional benefits compared to other animal companions. The guided seeker's animal companion has an Intelligence and Wisdom score equal to  $10 + \frac{1}{2}$  the guided seeker's class level. Additionally, the guided seeker's animal companion gains the ability to speak with master, as the familiar special ability. Finally, a guided seeker's animal

companion can be instructed with a free action, rather than a swift action, and does not require a successful Handle Animal skill check to be directed to act in particular way.

This ability alters the nature bond class feature.

**Guiding Steps (Ex):** A guided seeker benefits from the wisdom of her forbearers. At 2nd level, as a full-round action, a guided seeker can ask her animal companion for advice. This functions as the spell *augury*, with a 90% chance to provide accurate information. The guided seeker can use this ability 3 times per day.

This ability replaces the woodland stride class feature.

**Words of Wisdom (Ex):** At 3rd level, a guided seeker comes to better understand the secrets possessed by the druids that came before her and can interpret the teachings of her animal companion to cast more powerful spells. As long as the guided seeker remains within 10 feet of her animal companion, she gains a +1 bonus to her caster level for all druid spells. This bonus is increased to +2 for the purposes of spells cast using the share spells animal companion feature.

This ability replaces the trackless step class feature.



**Wisdom of the Archdruid (Sp):** At 9th level, the guided seeker can consult with her animal companion to gain knowledge of the past or future. Once per day, by communing with her animal companion for 10 minutes, the guided seeker can cast her choice of *divination* or *legend lore* as a spell-like ability. Her caster level for this ability is equal to her druid level, and the subject of the *legend lore* need not be legendary if the subject is related to the guided seeker's druid circle.

This ability replaces the venom immunity class feature.

**Bond of the Elders (Su):** At 13th level, the guided seeker has become experienced enough in her druidic tradition to have earned a supernatural connection with her animal companion. This connection allows the guided seeker and her animal companion to aid each other whenever they are subjected to an effect which requires a saving throw. As an immediate action, as long as the guided seeker and her animal companion are within 30 feet of each other, each can make a saving throw of the same kind whenever the other is subjected to an effect requiring a saving throw. If they do, the character who made the original saving throw can use her companion's saving throw result if it is higher.

This ability replaces the a thousand faces class feature.

**Rite of Returning (Sp):** At 15th level, a guided seeker has learned the secrets of her reincarnated animal companion and can choose to continue life after death as an animal spirit guide. Whenever the guided seeker dies, she may choose to be reincarnated as an animal of the same type as her animal companion. If she does, when she is returned to life, she becomes affected as by the spell *beast shape IV* with an instantaneous duration. She also gains the benefits of the Natural Spell feat, if she did not already possess it, and retains the ability to speak Druidic, even if her form would not normally allow vocalization. In addition to the other forms allowed by her wild shape ability, a guided seeker can choose to return to her original form using wild shape. Additionally, the guided seeker can use her newfound gifts to aid another druid. By communing with a friendly druid for 1 hour, the guided seeker can grant that druid the benefits of her words of wisdom and wisdom of the archdruid class features for 24 hours.

Despite her transition to a spirit guide, the guided seeker is not fully done learning the secrets of animal wisdom until such a time as her animal companion guide decides, and she both retains her animal companion and is not suitable to become another druid's animal companion.

This ability replaces the timeless body class feature.

## Ghost Detective (Investigator)

Ghost detectives are investigators who receive a little help from beyond the grave in order to solve mysteries in the living world. How the ghost detective acquired this otherworldly aid is a subject of debate and the stories vary widely from individual to individual. Nonetheless, these watchful spirits

observe the criminal, speak with the souls of the departed, and go where the ghost detective cannot himself easily travel, making them invaluable assets for any investigation.

**Spirit Sleuth (Su):** A ghost detective is accompanied by an intangible spirit that only he can see, called a spirit sleuth. The spirit sleuth helps the ghost detective solve crimes by providing him obvious clues to follow. This includes pointing out the locations of evidence, making displays to convey the intentions of an individual, highlighting a specific suspect, or even just alerting the ghost detective to dangerous and suspicious activities. Because the spirit sleuth is a mystical spirit, it can be detected with a *detect magic* spell, registering as an ongoing divination effect with a caster level equal to the ghost detective's level. The spirit sleuth can be suppressed with a *dispel magic* spell or similar effect (again, treat the caster level of the spirit sleuth as equal to the ghost detective's level). A spirit sleuth suppressed in this way remains suppressed for 1 hour, during which time the ghost detective loses all benefits of this archetype, though retains his other class abilities.

Because a ghost detective relies on the spirit sleuth's ghostly insights rather on his own brilliance, he must expend a use of inspiration to use inspiration on any Knowledge, Linguistics, and Spellcraft checks. However, as long as his spirit sleuth is not suppressed and is within visual range of the ghost detective, he can use inspiration on Perception and Sense Motive checks without expending a use of inspiration, and he can find and disable magical traps.

A ghost detective's spirit sleuth is free to roam and travel so long as it remains within the ghost detective's line of sight. Other characters cannot see or interact with a spirit sleuth (except by means of *detect magic*, and effects which dispel magic). Conversely, a ghost detective can always see his spirit sleuth, even if he is blinded or in conditions of complete darkness. A spirit sleuth cannot enter an *antimagic field* under any circumstances and is suppressed as long as the ghost detective is within an *antimagic field*.

This modifies the inspiration class feature and replaces the trapfinding class feature.

**Locate Clues (Su):** At 3rd level, as long as the ghost detective's spirit sleuth is not suppressed, it can aid him in finding clues. Whenever the ghost detective uses Perception to actively search for something, if the result on the d20 is less than 10, he can choose to treat the result as a 10. Additionally, whenever he passes within 10 feet of a secret door or trap, he can make a Perception check to locate the trap or secret door.

This ability replaces the keen recollection class feature and the investigator talent gained at 3rd level.

**Ghostly Deduction (Su):** At 5th level, a ghost detective can rely on the brilliant deductive skills of his spirit sleuth in order to come to the appropriate conclusion. Three times per



day, whenever the ghost detective uses inspiration on a skill check or ability check, he can choose to treat the result of the inspiration die as a 6.

This ability replaces the investigator talent gained at 5th level.

**Consult with the Other Side (Sp):** At 9th level, the ghost detective's spirit sleuth can consult with the recently departed to gain insight into their lives and deaths. This allows the ghost detective to cast *speak with dead* once per day as a spell-like ability. His caster level for this effect is equal to his class level, and the saving throw DC is Intelligence-based.

This ability replaces the investigator talent gained at 9th level.

**Determine Motives (Sp):** At 11th level, the ghost detective can allow his spirit sleuth to penetrate the mind of another to learn if they are lying. This allows him to cast *discern lies* as a spell-like ability 3 times per day. The caster level for this effect is equal to the ghost detective's level, and the saving throw DC is Intelligence-based. A creature that is resistant or immune to possession is also resistant or immune to this spell-like ability.

This ability replaces the investigator talent gained at 11th level.

**Follow the Mark (Su):** At 15th level, the ghost detective can ask his spirit sleuth to follow a single individual for 24 hours. During this time, the spirit sleuth can leave the ghost detective's sight to follow the target. If the spirit sleuth would become suppressed while following the target, it immediately returns to the ghost detective's side. While the spirit sleuth is following the target, the ghost detective loses the benefits of the features granted by this archetype. At the end of 24 hours, the spirit sleuth returns to the ghost detective. The ghost detective can also recall his spirit sleuth prematurely by spending 1 minute concentrating. When the spirit sleuth returns, the ghost detective becomes aware of everything it observed while following the target, as though he had followed the target himself. Unless otherwise instructed, a spirit sleuth following a target remains within 5 feet of the target at all times.

This ability replaces the investigator talent gained at 15th level.

## Spiritual Guardian (Monk)

Spiritual guardians are the deceased spirits of monks returned from the dead to watch over the living and protect their charges. Though they appear as spectral, they are quite solid and capable of dealing with any threat currently facing their living charges. Because they are already dead, they have certain vulnerabilities and weaknesses not possessed by other characters, but their time in the afterlife has granted them impressive abilities to ward off danger.

**Ghostly Form (Ex):** A spiritual guardian is a ghostly remnant of a living monk, similar to a phantom. His type is considered to be as the same as it had been when he was alive, determined by his race. However, he is also treated as though he were both an outsider and undead, for the purposes of spells and abilities that reference a character's type. Furthermore, though he appears spectral, a spiritual guardian is fully corporeal and cannot pass through walls, possess living creatures (unless another spell or ability allows him to do so), or become incorporeal. A spiritual guardian can be banished with a *banishment* spell or similar effect. A spiritual guardian banished in this way is sent to the original place of his afterlife, and can return to the point at which he was banished after a number of hours equal to the caster level of the effect that removed him. The spirit guardian's spiritual form does offer a limited protection against physical attacks. As long as the spiritual guardian is unarmored and not wearing a shield, he gains an amount of damage reduction which can only be overcome by magical attacks equal to 1/2 his class level (minimum 1).

**Protective Touch (Su):** As a standard action, a spiritual guardian can touch a living creature to surround it in protective energies. The target gains a deflection bonus to AC equal to the spiritual guardian's Wisdom modifier, and this benefit lasts for a number of rounds equal to the spiritual guardian's level. If the target already has a deflection bonus to AC (such as from a *shield of faith* spell), its deflection bonus is instead increased by an amount equal to half the spirit guardian's Wisdom modifier (rounded down). At 1st level, the spirit guardian can only provide this benefit to a single living creature at a time. At 10th level, the spirit guardian can use this ability to affect 2 targets simultaneously.

This ability replaces the stunning fist class feature.

**Guardian Aura (Su):** At 5th level, the spiritual guardian projects a potent defensive aura. All friendly living creatures within 30 feet of the spiritual guardian gain a +1 luck bonus on all saving throws. By spending 1 point from his *ki* pool, the spiritual guardian can allow any creature within this aura to reroll a saving throw it just made as an immediate action. The spiritual guardian can choose to use this ability after the creature has failed the saving throw.

This ability replaces the high jump class feature.

**Vitalizing Touch (Su):** At 9th level, a spiritual guardian can cleanse the living of life-threatening injuries. By spending 1 point from his *ki* pool as a standard action, a spiritual guardian can restore vitality to a living creature he touches. The target regains a number of hit points equal to the spiritual guardian's level, and is immediately cured of any disease or poison she is currently suffering from. If the disease or poison was magical in nature, it is cured only if the caster level of the effect that created it is less than or equal to the spiritual guardian's level. The spiritual guardian can spend more than 1 *ki* point when he uses this ability; for every additional *ki* point he spends, the number of hit points restored to the tar-



get is increased by 1d8, and the caster level at which diseases and poisons are removed is increased by +2.

This ability replaces the improved evasion class feature.

**Saving Grace (Sp):** At 15th level, a spiritual guardian can imbue a target with saving grace. As a standard action, the spiritual guardian can touch a living creature to protect it from death. A spiritual guardian can only affect a single living creature in this way at a time, but once it affects a creature, that creature remains affected for a number of days equal to the spiritual guardian's level. The spirit guardian can choose to grant the benefits of saving grace to another creature, in which case the original target loses the benefits of this ability. While protected by saving grace, if the target would die, the spiritual guardian becomes aware of this and can choose to save the target's life (a free action). If he does, he returns to the place of his afterlife for 1 hour, and the target regains all hit points and is not affected by whatever affect caused them to die. If the target would have died as the result of a quivering palm attack, the spiritual guardian can use this ability without returning to the place of his afterlife.

This ability replaces the quivering palm class feature.

## Watchful Sage (Skald)

A watchful sage is a skald who acts as a sort of half-guardian angel and half-archivist in the lives of heroic individuals. Each affiliated with some form of afterlife, these watchful sages follow important individuals in order to claim these impressive souls for their afterlife realm, or to protect them from other competing afterlives. To aid them in this aim, watchful sages are granted special abilities to recognize important characters and have the ability to inspire impressive feats of primal power in individuals of import.

**Sense Heroics (Ex):** A watchful sage becomes aware of the heroic importance of individuals. He is instantly aware of characters that could be the target of a *legend lore* spell within a 1-mile radius. He gains a +10 bonus on Knowledge skill checks to learn about the life and happenings of characters that could be the target of a *legend lore* spell.

This ability replaces the bardic knowledge class feature.

**Raging Song (Ex):** A watchful sage gains the raging song class feature as normal and can perform the following unique performances using his raging song class feature.

*Heart of Fury (Ex):* At 1st level, a watchful sage has the ability to fill a target's heart with primal fury, granting a single ally within 30 feet who can see and hear him a +2 morale bonus on attack and damage rolls. While affected by this song, the target cannot cast spells or use abilities that require concentration. At 4th level, 12th level, and again at 20th level, the bonus to damage granted by this ability increases by +2. At 8th level, and again at 16th level, the bonus to attack rolls granted by this ability

increases by +2. A watchful sage cannot use this ability on himself. If the watchful sage uses this ability on a creature who could be the target of a *legend lore* spell, the bonus to attack rolls also applies to Will saves.

This ability replaces the inspired rage raging song.

*Epic of the Voyager:* At 3rd level, a watchful sage has the ability to inspire an individual to undertake momentous feats of movement. This song affects a single ally within 30 feet who can see and hear him. That ally gains a +20-foot enhancement bonus to her movement speed and is unaffected by difficult terrain. A character that could be the target of a *legend lore* spell also gains a climb speed and swim speed of 20 feet while affected by this ability.

This ability replaces song of marching raging song.

*Song of Prowess:* At 6th level, a watchful sage can use raging song to grant a single ally who can see and hear him incredible ability. Once per round, the affected ally can add 1/2 her level on an ability check she makes. If the target could be the target of a *legend lore* spell, then she can also add 1/2 her level on skill checks.

This ability replaces the song of strength raging song.

**Legend Lore (Sp):** At 9th level, a watchful sage can cast *legend lore* as a spell-like ability once per day. At 14th level, and again at 19th level, a watchful sage can use this ability an additional time per day.

This ability replaces the damage reduction class feature.

**Legendary Song (Ex):** At 20th level, whenever a watchful sage affects a character with one of his raging songs, that character is considered to be a valid target for a *legend lore* spell, even if she is not particularly remarkable. If the watchful sage returns a character to life using his song of the fallen raging song, she is returned back to life as with the spell *true resurrection*, rather than *raise dead*.

This ability replaces the master skald class feature.

## Watched Devil (Swashbuckler)

Watched devils are swashbucklers who are haunted by the presence of a powerful spirit who desires to see them in dangerous high-risk situations. They live their lives on the razor's edge to satisfy the voyeuristic desires of these dangerous and devilish spirits. Many adopt cruel personalities, looking to satisfy the violent hedonism of their haunting, but others just look to escape the horror of it.

**Daring Gambit (Ex):** At 1st level, a watched devil can put herself in mortal danger in order to appease her voyeuristic haunting and gain greater power. Whenever the watched devil provokes an attack of opportunity, she may choose to allow the attack to hit her; if she does, she immediately regains



1 point of panache and gains a +1 morale bonus to attack and damage rolls for 1 round. If she does not, she loses 1 point of panache and suffers a -1 morale penalty to AC for 1 round.

This ability modifies the panache class feature.

**Violent Rewards (Su):** At 2nd level, a watched devil is rewarded by her voyeuristic haunting for undertaking dangerous and violent courses of action. Whenever the watched devil suffers or inflicts an amount of damage equal to 50% or more of her remaining hit points, she can choose one of the following benefits.

*Desperate Defense:* The watched devil can add her Charisma bonus as a dodge bonus to AC and a resistance bonus on Reflex saves for 1 round.

*Dire Blow:* For 1 round, whenever the watched devil confirms a critical hit, she deals an additional amount of damage equal to 1d6 for every 4 levels of the watched devil (minimum 1d6).

*Furious Attack:* For 1 round, whenever the watched devil makes a full attack, she can make an additional melee attack at her highest base attack bonus using a held weapon. This attack does not stack with those granted by *haste* or similar effects, and all of her attacks suffer a -2 penalty during a round in which she uses this ability.

*Regain Panache:* The watched devil immediately regains all panache she spent in the last round.

This ability replaces the charmed life class feature.

**Reckless (Ex):** At 3rd level, a watched devil's desire to please her voyeuristic haunting is such that she leaves herself open to harm in order to achieve feats of incredible daring. As an immediate action, whenever a watched devil would suffer damage, she can choose to suffer an additional 1d10 points of damage. If she does, she can immediately either move 10 feet without provoking an attack of opportunity, or make a melee attack with a light or one-handed piercing weapon against a creature she threatens. At 7th level, and every 4 levels thereafter, she can choose to suffer an additional 1d10 points of damage. For each 1d10 points of damage she suffers, she can move an additional 5 feet or gain a +2 bonus to attack and damage rolls on the attack made as an immediate action.

This ability replaces the nimble 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 pres-

ent 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 Watched

Watched phantoms are phantoms that watch over a spiritualist, but which are in turn watched over by a greater power, which ensures that they are compliant in their duties. Often saddled with the responsibility of care for another, these phantoms are highly stressed and protective.

**Skills:** A watched phantom gains a number of ranks in Perception and Sense motive equal to its Hit Dice. While confined in the spiritualist's consciousness, the phantom grants Skill Focus in each of these skills.

**Good Saves:** Reflex and Will.

**Alertness:** The phantom gains Alertness as a bonus feat. While confined within the spiritualist's consciousness, it grants the spiritualist the benefits of this feat as well.

**Over Watch (Ex):** The phantom is always alert for danger to his charge. Whenever the spiritualist suffers damage from a melee attack, the phantom may make an attack of opportunity against that creature if the phantom threatens them, or if they are within range of a ranged attack possessed by the phantom.

**Observant Aura (Su):** When the spiritualist reaches 7th level, the phantom looks out for those around it and alerts them to danger. This manifests as a 20-foot radius aura, which grants a +4 bonus on initiative checks. Additionally, as long as the phantom is not flat-footed, creatures within its aura cannot be denied their Dexterity bonus to AC.

Activating or deactivating this aura is a free action.

**Mental Fortress (Su):** When the spiritualist reaches 12th level, as long as the phantom is within the spiritualist's consciousness, if the spiritualist is affected by a mind-affecting spell or effect, he receives an additional saving throw against the effect 1 round later. Whether the save is successful or not, the spiritualist can choose to have his phantom fully manifest and attack the source of the mind-affecting effect.

**Watchful Presence (Su):** When the spiritualist reaches 17th level, the phantom is a constant watchful presence. The phantom is never caught flat-footed, can't be flanked, and is immune to critical hits and precision damage. While manifested in the spiritualist's consciousness, the spiritualist gains these benefits.



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# Make Some Friends on the Other Side!

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 watchful, spirits who maintain ties to the Material Plane in order to look after and protect someone or something that was close to them in life. Some of these spirits concern themselves with the lives of their descendents, while others watch over members of a specific organization or location that meant something to them in life. Still others seek out spiritual successors, and attempt to watch over those who remind them of themselves when they were alive. This book includes the following archetypes:

- The blood caller, a barbarian archetype whose great deeds appease the spirits of her ancestors, who grant her extra power in return.
- The guided seeker, a druid archetype whose animal companion is the reincarnation of a former mentor, providing guidance and wisdom.
- The ghost detective, an investigator archetype who can call upon the spiritual world to provide additional help and insight in his cases.
- The spiritual guardian, a monk archetype for those who have been reincarnated to watch over the living, gaining ghostly powers and abilities.
- The watchful sage, a skald archetype who chronicles the lives of heroes to deem their worthiness for the afterlife.
- The watched devil, a swashbuckler archetype haunted by the spirit of a famous adventurer that spurs them to take great risks—leading to even greater rewards.
- The Watchful, a new emotional focus for spiritualist phantoms, representing phantoms who maintain ties to the living world in order to watch over and protect something or someone.

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*

