

Weekly Wonders

Archetypes of the Afterlife

Volume V



The Runaways

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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 runaways, those poor lost souls who have fled from the judgment that awaits them, on the run from those eternal forces that would see them sent to their final rest. Most often, the runaways are fleeing the consequences of some dark deed they committed in the past, and may be haunted by their sins, or may simply be seeking to avoid having to pay for them. In a few rare cases, one may find themselves on the run for matters entirely outside their control.

New Archetypes

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

Hunted Fist (Brawler)

There are many reasons why outsiders may take a hostile interest in someone. Whether it's devils looking to collect on an infernal contract for a soul, angels seeking to eliminate a prophesied evil before he rises to power, or inevitables hunting the unfortunate victim of a filing error that confused him with an ancient lich, individuals in this situation must learn to deal with being hunted. A select few learn to fight their tormentors, and even use their strengths against them, constantly on the run as they flee (eventually across the planes) their otherworldly pursuers.

Hunted (Ex): Beginning at 3rd level, the hunted fist becomes the target of a specific group of outsiders, who send representatives to hunt him across the planes. Choose a subtype that applies to a group of outsiders, which is not either an alignment or an energy type. For example, you could choose archons, demons, devils, divs, elementals, psychopomps, etc.

Creatures of the chosen subtype have their starting attitude towards the hunted fist reduced by two steps (helpful becomes indifferent, friendly becomes unfriendly, and indifferent becomes hostile). The hunted fist gains a +1 bonus on attack rolls, damage rolls, and skill checks made against creatures with the chosen subtype. Additionally, the hunted fist gains a +1 competence bonus to AC against attacks made by creatures with the chosen subtype, and a +1 bonus on saving throws made to resist the spells and abilities of those creatures. At 7th level, and every four levels thereafter, these bonuses increase by 1 (to a maximum of +5 at 19th level).

Periodically, at times determined by the GM (but no more than once per class level), one or more creatures of the chosen subtype successfully track the hunted fist down and attempt to kill or capture the hunted fist. Each encounter with these creatures, referred to hereafter as hunters, must be of a CR no greater than the party's level + 1. If there are no appropriate outsiders of that type in the relevant CR range, the GM may choose to substitute creatures that don't have the specific subtype, but are thematically appropriate, instead (for example, there are no demodands with a CR of less than 13. If the hunted fist chose demodands, then when he encounters hunters at low-levels, the GM might choose to use animals with the fiendish template instead). The bonuses granted by this class feature always apply against hunters, even if they do not technically possess the chosen subtype. The GM determines the tactics employed by the hunters, who may confront the hunted fist directly or engage in more complex schemes to weaken and subdue him.

This ability replaces the maneuver training class feature.

Summon Hunter (Su): Beginning at 5th level, the hunted fist can make use of the fact that outsiders hunt and track him to attempt to bring them forth in a time and place of his choosing. Once per week, as a standard action, the hunted fist can cause one or more hunters to appear nearby. The hunted fist does not choose the exact number or nature of outsiders that arrive, but their combined CR should be within 1 of the hunted fist's class level, and the guidelines provided in the hunted class feature apply. The hunted fist does not choose exactly where the creatures appear, and does not have any direct control over the creatures that appear, but may still be able to manipulate situations in such a way as to benefit from their arrival. Because the hunters are actively looking for the hunted fist, their starting attitude towards all creatures they encounter when summoned in this way is unfriendly, unless it would normally be hostile. Their attitude towards the hunted fist is hostile.

This ability replaces the bonus feat gained at 5th level.

Steal Essence (Su): At 11th level, whenever a hunted fist deals the killing blow to a creature with the creature type he chose for the hunted class feature (or another creature encountered as a hunter due to his hunted or summon hunter class features), he can absorb some of its essence, gaining a fraction of its power. He gains a single extraordinary, spell-like, or supernatural ability that was possessed by the slain creature. The GM determines which ability is gained. The hunter uses his class level as the caster level for this ability, if one is required, and any saving throw DC is equal to 10 + 1/2 the hunted fist's brawler level + the hunted fist's Strength or Dexterity modifier. Abilities gained in this way last for one week, or until the next time he uses this ability, whichever comes first.

This ability replaces the bonus feat gained at 11th level.

Punch Through Reality (Su): At 17th level, as a standard action, a hunted fist gains the ability to break through the boundaries of reality with his fist. This functions as the planar travel version of the spell *gate*, except that the hunted fist has limited control over the location the *gate* opens to. The *gate* opens to a random plane unless the hunted fist succeeds on a DC 15 Wisdom check, in which case he can have the *gate* open to a plane of his choice.

Even if he succeeds on this Wisdom check, the hunted fist cannot control where on the plane the *gate* opens. Instead, the *gate* opens to a corresponding location on the destination plane. The first time this ability is used to create a *gate* between two specific planes, the GM should determine what location the *gate* opens to on the destination plane. Thereafter, any further portals created with this ability between those two planes use distance traveled from those points to determine where they open on the corresponding plane. For example, if a hunted fist used this ability to open a *gate* from his inn room on the Material Plane to the Elemental Plane of Fire, and the GM determines that the *gate* opens into a back alley in the City of Brass, then if the hunted fist moves 1 mile “north” on the Elemental Plane of Fire before opening up a *gate* back to the Material Plane, he should arrive roughly 1 mile north of his inn room. These distances are not exact, and may vary somewhat, especially at greater distances.

The hunted fist can use this ability once per day without penalty. Each time he uses it beyond the first each day is physically taxing, imposing 1d4 negative levels. These negative levels cannot be removed magically, but go away on their own at a rate of 1 per day. Once created, a *gate* created in this way lasts for a number of rounds equal to the hunted fist’s brawler level before closing.

This ability replaces the bonus feat gained at 17th level.

Divine Leech (Cleric)

Most clerics are granted divine power in exchange for their devotion, to do their god’s will in the world. Some enterprising individuals, however, have found ways to tap into that flow of divine power, masquerading as true believers and in fact siphoning off magic from any god they can leech from. These parasitic priests must always be on the lookout for divine retribution, however, and know better than to stay in the same place for long.

Malleable Faith (Su): A divine leech is not devoted to the service of any particular deity. Instead, she draws on the same divine power as clerics, but does so without the permission of the deity, siphoning away divine magic intended for the faithful.

Each day, a divine leech must attempt to establish a connection to a deity in order to be able to cast spells and channel energy. This process takes 10 minutes, and requires a DC 12 Wisdom check. The divine leech suffers a –2 penalty on this check for each step that the deity’s alignment is from her own (to a maximum penalty of –8 for diametrically-opposed alignments, such as lawful good and chaotic evil). Failure on this check means that the divine leech is assigned a deity for the day at random. Failure by more than 10 means that

the divine leech fails to make a connection, and her attempt is noticed by the deity, who takes action against the divine leech. Typically, this action takes the form of sending one or more minions, whose total CR is within 2 of the divine leech’s total level, to punish the divine leech, but at the GM’s discretion, the deity may curse the divine leech, or take other, subtler actions instead. Whatever the case, the divine leech is free to try again, but cannot attempt to establish a connection to the same deity more than once per day.

After establishing a connection, the divine leech may choose two of the deity’s domains as her domains for the day, gaining access to the relevant domain spells and abilities. Her choice of deity also determines whether she channels positive or negative energy that day, as normal for a cleric, except that in the case of deities that are neither good nor evil, she determines whether she channels positive or negative energy randomly, instead of choosing.

A divine leech can use any deity’s holy symbol as her holy symbol.

This ability modifies the spellcasting, channel energy, and domains class features.

Slippery Phantom (Mesmerist)

Most mesmerists can safely be called “slippery,” but a select few particularly specialize in living a life on the run. Usually those who have attracted an unusual amount of ire in their careers as conmen and tricksters, slippery phantoms are particularly difficult to pin down and catch.

Redirection (Su): Beginning at 2nd level, a slippery phantom is able to shake off potentially harmful spells and effects by redirecting them to a nearby stooge. Once per day, when the slippery phantom is targeted by a spell or ability that allows a saving throw to resist, he can use this ability to redirect that spell or ability to another creature within 30 feet of him. The new target must be a valid target for the effect, must not already be a target of the effect, and must not be the caster or source of the effect. The chosen creature becomes a target of the spell or ability instead of the slippery phantom. The new target makes its saving throw as normal.

This ability replaces the towering ego class feature.

Aura Decoy (Su): At 5th level, a slippery phantom can instill the essence of his aura into another living creature, causing divination spells to mistake that creature for him. Doing so is a standard action and requires that the slippery phantom physically touch the target. Using this ability has no visible effect, and so it can be done even under scrutiny without alerting onlookers or the target. Although unaware, the target may still make a Will save (DC = 10 + 1/2 the slippery phantom’s mesmerist level + the slippery phantom’s Charisma modifier) to resist the effect. On a failure, the target’s aura is altered to match that of the slippery phantom exactly. This causes the target to register for spells like *detect chaos*, *detect good*, *detect undead*, and so on as though she were the slippery phantom. Additionally, spells like *locate creature* or *scrying* that attempt to find the slippery phantom will find the target instead, if the target is closer to the spell’s



point of origin. The target's aura remains altered for up to one day per class level, but reverts to normal immediately if the target is submerged in water. The slippery phantom can use this ability once per day.

This ability replaces the mental potency class feature.

Undetectable (Sp): Beginning at 11th level, a slippery phantom is constantly affected as though by the spell *nondetection*, with a caster level equal to his mesmerist level. He can suppress or resume this effect as a standard action.

This ability replaces the glib lie class feature.

Enduring Esotericist (Occultist)

While many of those seeking to avoid death and their ultimate fate in the afterlife take to running, others prefer to hide. Enduring esotericists are occultists that specialize in hiding their minds and souls within objects, in a fashion not entirely dissimilar to a lich, allowing them to better avoid true death.

Possess Object (Sp): At 5th level, an enduring esotericist can transfer his consciousness to an inanimate object of Medium or smaller size within 30 feet. While possessing an object in this fashion, the enduring esotericist's body is treated as unconscious and helpless. Instead, the enduring esotericist is able to see, hear, and use any other senses he possesses from the vantage point of the possessed object. Although the object does not have eyes, the enduring

esotericist has a similar field of vision while possessing the object to his normal vision, meaning he must choose which way he is "looking" at any given time. Changing the direction he is looking does not require any physical movement of the object. The enduring esotericist can continue to possess the object indefinitely, although his body continues to require air, food, and water, and may die if left unattended.

While the enduring esotericist is possessing an object, the object radiates a necromancy aura with a caster level equal to the enduring esotericist's. If the object is broken or destroyed, the enduring esotericist suffers 4d6 points of damage, and his consciousness returns to his body. If his body is not on the same plane when this occurs, he also suffers 1d4 points of Intelligence, Wisdom, and Charisma damage as his mind crosses planar boundaries. If the enduring esotericist's body is slain, there is no immediate effect, and his consciousness remains in the object, though once he tries to return to his dead body he immediately dies.

This ability replaces the aura sight class feature.

Impart Personality (Su): Beginning at 8th level, an enduring esotericist can imprint a copy of his own consciousness on an object, allowing his mind to exist simultaneously in the object and in his body. Doing so requires that he perform a 1-hour ritual, during which he must be able to hold the object in question, which must be inanimate, and must be of Medium size or smaller. The enduring esotericist must also expend a number of points of mental focus based on the potency of the copy (see below). Points of focus expended in this way are not regained each day when the enduring esotericist regains his daily mental

focus points as long as the consciousness is still imbued in the item.

An item imbued with consciousness in this way is treated as an intelligent item. Its personality, alignment, and general sense of identity always match the enduring esotericist, but other aspects can be customized. The enduring esotericist determines each of its mental ability scores, up to a maximum amount equal to the enduring esotericist's own ability score (for example, an enduring esotericist with an Intelligence of 18, a Wisdom of 12, and a Charisma of 14 could create an object with ability scores that match his own, or with an Intelligence of 10, a Wisdom of 12, and a Charisma of 12, but could not create an object with a Charisma of 15 or higher, or a Wisdom of 13 or higher). Such objects gain empathy and senses to a range of 30 feet, but the enduring esotericist can choose to give it speech, telepathy, senses up to 120 feet, and/or darkvision. He can also choose to give the item a specific purpose, but cannot grant it any powers. If the item happens to be a magic item, it is not able to activate its own abilities. Consciousnesses imbued in this way do not possess the enduring esotericist's class features, cannot cast spells, and, as a general rule, cannot take actions other than to communicate.

The number of points of mental focus required to impart personality on an object in this way is based off the total cost to create an intelligent item with the same features, as outlined on the table below:

Table 1: Impart Personality Focus Costs

Intelligent Item Ability Value	Mental Focus Cost
Up to 1,000 gp	1
1,001 gp to 5,000 gp	2
5,001 gp to 10,000 gp	3
10,001 gp to 20,000 gp	4
20,001 gp and higher	5

For example, if the object has a 10 for each of its mental ability scores, and possesses no special senses besides darkvision, it would require only 1 point of mental focus to create, because the total cost of those features would be only 500 gp. However, an item with an Intelligence, Wisdom, and Charisma score of 20 each, telepathy, speech, and darkvision to a range of 120 feet would require 5 points of mental focus, because all of those features together cost 26,500 gp for an intelligent item.

By performing a similar 1-hour ritual, the enduring esotericist can absorb the copy of his consciousness from the imbued item, allowing him to gain all memories that the imparted consciousness possesses, and allowing mental focus points spent on the consciousness to be regained the next time he rests.

This ability replaces the outside contact class feature.

Split Soul (Su): Beginning at 8th level, an enduring esotericist can shave off portions of his own soul and imbue them in objects, making him more resistant to death. This process takes 24 hours, and requires that the enduring esotericist be in possession of the object in question, which must be small enough for him to hold or wear, and must be worth at least 1,000 gp. The resulting item is referred to as a talisman. As long as the enduring esotericist has at least 1 talisman in his possession, he gains a +1 bonus on saving throws made to resist energy drain, death effects, and necromancy spells, and a +1 bonus on Constitution checks made to stabilize. If he has at least 3 talismans in his possession, this bonus increases to +2, and if he has at least 6 talismans in his possession, it increases to +3. Additionally, for every 3 talismans the enduring esotericist has created that are consumed as part of a spell used to return him to life (such as *raise dead* or *reincarnate*), the number of negative levels the enduring esotericist gains as a result of returning to life is reduced by 1, to a minimum of 0.

At 8th level, an enduring esotericist can have a maximum of 3 talismans. This increases to 6 talismans at 12th level.

This ability replaces the magic circles class feature.

Store Memories (Su): Beginning at 12th level, an enduring esotericist can hide his memories in an object. Doing so requires that he perform a 1-hour ritual, during which he must expend 3 points of mental focus, and have the object in question in his possession. The object must be of Medium or smaller size. He can choose to store individual memories, effectively removing them from his mind as though with *modify memory*, and storing them in the object, or, at the GM's discretion, he can choose to store large swaths of connected memories, such as "everything that happened in the last year," or "everything before I turned thirty," or "memories of all my crimes." The enduring esotericist completely forgets any memories he stores in this way, allowing him to avoid uncomfortable facts when under the scrutiny of *zone of truth*, *detect thoughts*, and similar effects. At the GM's discretion, storage of large amounts of memories may cause shifts in alignment, or even function similarly to an *atonement* spell. Stored memories can be recovered by completing the same ritual, including the expenditure of 3 points of mental focus.

This ability replaces the binding circles class feature.

Spectral Imprint (Su): Beginning at 16th level, as long as you have at least six talismans from your split soul class feature within 30 feet of each other when you die, the remaining shards of your soul in those talismans cause your dying soul to be attracted to them, putting off your travel to the afterlife. Your soul coalesces in the form of a hazy and translucent spirit, which is able to speak, but can otherwise take no actions that could not be accomplished by a *unseen servant* spell, and cannot move more than 30 feet from any of your talismans. If any of your talismans is moved more than 30 feet from any of the others for more than 1 minute, your spirit fades and moves on to the afterlife, as normal.

As long as your spirit exists in this state, it can be used in lieu of a body for spells such as *raise dead*, and you suffer no negative levels as a result of such spells being cast.

This ability replaces the fast circles class feature.

Killer Chameleon (Slayer)

Even for those without a shred of conscience, the weight of all the lives taken by a slayer can easily take hold in the back of one's mind, as some mix of guilt and the fear of retribution leave the slayer incapable of closing his eyes without seeing the faces of his victims. Some learn to tap into this inclination, creating psychic impressions of the very victims that haunt him, forming dissociative personalities and allowing the victim to "live on" in his own mind—either to appease his own sense of guilt, or as a tool he can exploit.

Haunted Dreams (Ex): A killer chameleon is tortured by guilt over those he has slain, and fears retribution from beyond the grave. Each night, he must succeed on a DC 12 Will save, or he gains only half the benefits he otherwise would from resting, healing half as many hit points, half as much ability damage (if he would normally heal 1 point of ability score damage, he does so only after two nights of failed rest in this fashion), and regaining only half of the daily uses of any abilities he possesses that have a limited number of uses per day (such as the slayer's advance class feature at 13th level, racial abilities, feats, or class features from other classes).

The killer chameleon's haunted dreams leave him more resistant to other sources of fear, however, and he gains a +2 bonus on saving throws made to resist fear effects, except fear effects specifically relating to creatures he has killed. Additionally, the killer chameleon's tortured dreams reflect his vague psychic sensitivity, and he is treated as being able to cast psychic spells for the purposes of determining his ability to use occult skill unlocks (see *Pathfinder Roleplaying Game: Occult Adventures* for information about occult skill unlocks).

Channel Victim (Su): Beginning at 2nd level, a killer chameleon is plagued by the memories of those that he has slain, and his guilt over their deaths causes him to carve out a space for them in his mind. Whenever the killer chameleon slays a humanoid creature that had been his studied target, he may choose to be haunted by that creature, creating a psychic impression of the creature in his mind. This haunting is purely psychological in nature, and has no impact on the soul of the slain creature, which may or may not rise as an undead creature independent of this ability. A killer chameleon cannot be haunted by more creatures at any one time than 3 + his Charisma modifier. If he would be haunted by a creature in excess of this amount, he must choose one of the creatures to forget, leaving him no longer haunted by that creature.

By focusing on one of the creatures haunting him, a killer chameleon can attempt to channel that person. This takes 1 minute, and causes the killer chameleon to take on the appearance of the channeled victim, as though with the spell *disguise self*, except that the effect lasts for 1 hour per level. His caster level for this effect is equal to his class

level, and the saving throw DC to disbelieve the effect is Charisma-based. While channeling a victim in this way, a killer chameleon is subject to a single compulsion, based on the personality of the channeled victim. A channeled victim's compulsion is determined by the GM the first time the killer chameleon channels that particular victim, and cannot later be changed. Compulsions tend to reflect overriding aspects of the creature's personality: channeling a gambler or alcoholic might compel the killer chameleon to engage in those vices, while channeling a pacifist might restrict the killer chameleon from killing, etc. A killer chameleon must succeed on a Will save (DC = 10 + 1/2 his slayer level + his Charisma modifier) any time he attempts to ignore a compulsion. Success allows him to do so for 1 hour, whereas failure forces him to obey the compulsion for the next hour. A killer chameleon can end the channeling effect early as a standard action, but must succeed on a Will save to resist compulsion in order to do so.

This ability replaces the slayer talent gained at 2nd level.

Channel Memories (Su): Beginning at 8th level, a killer chameleon can tap into the memories of channeled victims. While channeling a victim, the killer chameleon can tap into the victim's memories as a full-round action. Doing so allows the killer chameleon to gain access to a rough and simplistic version of the victim's full memory: the killer chameleon can immediately recognize people and objects that were important to the victim, and the victim's basic relationship with them, but does not remember details of specific events or conversations. For example, he could recognize the victim's wife, and would know her name and whether the relationship was generally positive or not, but would not know her favorite color, or be able to answer questions about specific events they'd shared in the past, etc.

In addition to these basic memories, the killer chameleon can spend a standard action to attempt to recall a detailed memory. This functions as the version of *modify memory* that allows the subject to recall a memory, except that it affects only the killer chameleon, and only allows him to recall memories of the channeled victim.

If the killer chameleon chooses to access a channeled victim's basic memories with this ability, he suffers a -2 penalty on Will saves made to resist the victim's compulsion for as long as the victim remains channeled. Each time the killer chameleon accesses detailed memories, this penalty increases by 1. The killer chameleon cannot access more than three detailed memories per victim per day.

This ability replaces the slayer talent gained at 8th level.

Channeled Identity (Su): Beginning at 14th level, as long as the killer chameleon is channeling a victim, he is treated by all divination spells as though he was that victim. Spells like *detect evil*, *detect undead*, and so on return results matching that of the channeled victim, whereas *scrying* and similar spells treat the killer chameleon as though he were the channeled victim, and *legend lore* and similar spells cast to gain information about the channeled victim provide information about the killer chameleon's deeds while channeling that victim.

This ability replaces the slayer talent gained at 14th level.

True Channeling (Su): At 20th level, when the killer chameleon channels a victim, he may choose to physically become them. Instead of being affected as *disguise self*, he is affected as though by *alter self*, physically transforming into the individual in a manner that cannot be disbelieved. Additionally, there is no limit to how long he can channel a victim for.

Further, whenever the killer chameleon channels a victim in this way, he can choose to suppress his own memories and personality. If he does, he acts exactly as the channeled victim would, knows only what the channeled victim would know, and is completely unaware of his true identity. When the killer chameleon chooses to suppress his memories in this fashion, he may choose a specific amount of time after which his memories and personality will resurface, or he can choose a specific event or trigger that will cause them to resurface.

This ability replaces the slayer talent gained at 20th level.

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 Runaway

When faced with the prospect of final judgment, these phantoms determined that they would rather flee than take the chance that they might wind up consigned to an eternity of torment in one of the lower planes. Fugitives from the very cycle of life and death, they will do just about anything to avoid meeting their ultimate fate.

Skills: The phantom gains a number of ranks in Disguise and Stealth 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: Reflex and Will.

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

Step Back (Ex): Whenever the phantom successfully hits a creature with a melee attack or performs a combat maneuver against a creature, it can immediately move 5 feet away from that creature. This movement does not provoke attacks of opportunity, but is not treated as a 5-foot step for the purposes of determining whether or not the phantom can make further movement on its turn.

Nondetection (Sp): When the spiritualist reaches 7th level, her phantom is able to obscure itself from most forms of magical scrutiny. The phantom is constantly affected as though by the spell *nondetection*. Additionally, as long



as the phantom is within the spiritualist's consciousness, the spiritualist is also affected as though by the spell *nondetection*. The phantom can suppress or resume this ability as a standard action.

Tenacious (Ex): When the spiritualist reaches 12th level, the phantom refuses to release its grip on this world, allowing it to remain manifested in situations where other phantoms cannot. The phantom cannot be banished by *dismissal* or *banishment*, even when fully manifested. Additionally, if the spiritualist's etheric tether is interrupted, the phantom does not immediately return to the Ethereal Plane. Instead, it can persist for a number of rounds equal to the spiritualist's Charisma modifier. If the phantom is able to move within 50 feet of the spiritualist during this time, it does not return to the Ethereal Plane as a result of the tether being interrupted at all.

Never Going Back (Ex): When the spiritualist reaches 17th level, the phantom's drive to stave off a return to the afterlife spurs a powerful fight or flight response whenever its life is threatened. Each time the phantom is reduced to less than 25% of its maximum hit points, it can choose either fight or flight. If it chooses fight, it gains a +2 morale bonus on attack and damage rolls, and increases the critical multiplier of its melee attacks by 1. If it chooses flight, it gains a +2 morale bonus to AC and Reflex saves, and its movement speed is increased by 30 feet. These benefits remain for as long as the phantom's current hit point total is less than 25% of its maximum hit points. Once the choice is made, it remains until the benefits are lost, at which point the phantom can make a new choice the next time it is reduced to less than 25% of its maximum hit points.

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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 runaways, those poor lost souls who have fled from the judgment that awaits them, on the run from those eternal forces that would see them sent to their final rest. Most often, the runaways are fleeing the consequences of some dark deed they committed in the past, and may be haunted by their sins, or may simply be seeking to avoid having to pay for them. In a few rare cases, one may find themselves on the run for matters entirely outside their control. This book includes the following archetypes:

- The hunted fist, a brawler archetype constantly hunted by a particular race of outsiders, who learns to claim their powers as his own, and can eventually punch holes through dimensions.
- The divine leech, a cleric archetype that truly worships no deity, but can siphon magical power from gods of any stripe.
- The slippery phantom, a mesmerist archetype who can redirect harmful spells to a nearby stooge and avoid their effects himself, and who specializes in avoiding magical detection.
- The enduring esotericist, an occultist archetype that learns to imbue parts of his soul into his implements in a manner similar to a lich's phylactery.
- The killer chameleon, a slayer archetype hunted by the faces of those he has killed, who can channel their spirits to draw on their knowledge and expertise, and even transform himself into them.
- The Runaway, a new emotional focus for spiritualist phantoms, representing phantoms who are on the run from their final judgment.

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
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