

MEDIUM

LEVEL 4

Once tormented by the voices in his head, Erasmus has come to realize that they are the spirits of his murdered family, and now seeks to avenge them.

ERASMUS

Male human medium 4

N Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +4 Dex, +1 natural)

hp 35 (4d8+12)

Fort +6, **Ref** +6, **Will** +5; +1 against charms and compulsions

Weaknesses taboo

OFFENSE

Speed 30 ft.

Melee mwk starknife +11 (1d4+8/×3)

Ranged mwk starknife +11 (1d4+4/×3)

Special Attacks haunt channeler, shared seance

Medium Spells Known (CL 4th; concentration +6)

1st (2/day)—*detect undead*, *oneiric horror*^{OA} (DC 13)

0—*detect magic*, *grave words*^{OA}, *light*, *prestidigitation*

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +5 (+11 trip, disarm, sunder); **CMD** 17

Feats Slashing Grace (starknife), Weapon Finesse*, Weapon Focus (starknife)*

Skills Bluff +6, Diplomacy +9, Knowledge (arcana) +8, Knowledge (religion) +5, Linguistics +5, Perception +7, Sense Motive +4, Spellcraft +5, Use Magic Device +9; **Armor Check Penalty** -1

Traits Varisian tattoo*, vengeful

Languages Abyssal, Celestial, Common, Varisian

SQ champion's prowess (bolas), spirit (champion)*, spirit bonus +2*, spirit surge 1d6

Combat Gear *scroll of fly*, *wand of cure light wounds (5 charges)*, acid;

Other Gear +1 mithral chain shirt, *amulet of natural armor +1*, *cloak of resistance +1*, masterwork starknife, backpack, bolas, candles (10), cold iron starknife, incense (10), silver starknife, spell component pouch, waterskin, wooden holy symbol of Pharasma, 5 gp

* The effects of this ability have already been calculated into Erasmus's statistics

SPECIAL ABILITIES

Champion's Prowess Erasmus's champion spirit grants him proficiency in all martial weapons and the bolas (he can gain proficiency in a different exotic weapon when he channels the champion again). His Varisian tattoo trait grants him proficiency with the starknife.

Champion Spirit Erasmus' statistics above assume he has channeled a champion spirit, which favors arenas, battlefields, practice yards, and other places of violence. If the spirit gains at least 3 points of influence, Erasmus takes a -2 penalty to Intelligence checks and Intelligence-based skill checks, and he can only cast his 0-level spells (at caster level 2).

If he instead channels a trickster spirit, which favors alleys, mazes, taverns, and trap-filled locations, his statistics are **Fort** +4, **Ref** +8, **Melee** mwk starknife +9 (1d4+4/×3), **Ranged** mwk starknife +9 (1d4/×3), +2 Dexterity checks, **CMB** +3 (+9 trip, disarm, sunder); **Skills** +2 Dexterity-based skill checks, +1 to one skill and it becomes a class skill, **SQ** remove champion's prowess (bolas), add trickster's edge: choose any two skills to become class skills, and treat them as if Erasmus had 4 extra ranks in them.

Additionally, if the trickster spirit gains at least 3 points of influence, Erasmus never counts as an ally for purposes of gaining benefits from another's abilities, and he is not a willing target for spells. All touch spells require a melee touch attack (although Erasmus can forgo his saving throws against harmless spells). Erasmus cannot benefit from aid another attempts.

For a list of all spirits Erasmus can channel, see *Pathfinder RPG Occult Adventures* 33–36.

Haunt Channeler Erasmus can always act on the surprise round against haunts. His touch deals 2d6 points of damage to the haunt and he can ask it a single question (the haunt can answer as it chooses). If Erasmus forgoes his saving throw against a haunt's effects, he suffers its full effects, but it doesn't affect anyone else. The haunt then gains possession of Erasmus's body (once per minute, he can attempt a DC 22 Will saving throw to end this possession).

Shared Seance Erasmus's allies can participate in his seance to gain its seance boon for 24 hours. For the champion, the boon is +2 on all non-spell damage rolls. For the trickster, the boon allows each ally to choose a skill to become a class skill and gain a +1 bonus. Only creatures with an Intelligence score of at least 3 can participate. Unlike Erasmus, other participants can take other actions during the seance, but a participant must maintain physical contact with another participant the whole time.

Spells Erasmus can cast the following spells. For full spell descriptions, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

Detect Magic: Erasmus can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.



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



Grave Words: Erasmus can cause a touched corpse to begin babbling for one round. There is a 10% chance the corpse's ramblings are useful in some way (determined by the GM). Once a corpse has been targeted by this spell, it is immune to it forever.

Light: An object Erasmus touches sheds light for 10 minutes. He can't have more than one copy of this spell active at once.

Oneiric Horror: As a standard action, Erasmus can target 1 living creature within 140 feet to believe it is being attacked for up to 4 rounds. Each round, the target makes a full attack against the illusionary creature. A successful DC 13 Will save negates this spell, and the target receives a new saving throw at the end of each round. The target is fatigued for 1 minute after the spell ends.

Prestidigitation: Erasmus can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

Spirit Once per day, Erasmus can invite a spirit into his body after conducting a seance that takes 1 hour and requires his concentration. The spirit must be channeled in an appropriate location, and it grants Erasmus a seance boon and lesser seance power for 24 hours.

In addition to granting Erasmus power, a channeled spirit can influence him. By channeling a spirit, Erasmus allows it to gain 1 point of influence. If this point is lost, Erasmus loses contact with the spirit, and he is unable to perform a new seance until the normal 24-hour period has elapsed since his last seance. When the spirit leaves after the 24-hour duration and before the next seance, its influence resets to 0. If the spirit gains at least 3 points of influence, Erasmus takes a -2 penalty on initiative checks and a specific penalty tied to the spirit. However, he also gains a +4 bonus against possession effects and a +2 bonus to saving throws against mind-affecting effects not related to possession. If the spirit ever gains 5 or more influence, it takes over Erasmus, who becomes an NPC under the GM's control until the next day, when he awakens with the spirit gone.

Spirit Bonus When Erasmus channels a spirit, he gains a +2 bonus to certain things, depending on the spirit. While the champion spirit inhabits him, this bonus applies to attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves. The champion's seance boon also grants Erasmus a +2 to all non-spell damage rolls.

Spirit Surge After failing a d20 roll that was modified by his spirit bonus (see above), Erasmus can allow his spirit to gain 1 additional point of influence to add 1d6 to the check's result without taking an action. Erasmus must be conscious and aware to use this ability and can only do so once per round.

Taboo During his daily seance, Erasmus can accept a taboo to appease his spirit. If he does, he can use his spirit surge ability twice without

incurring influence. Erasmus can only accept a single taboo, and if he breaks it, he takes a -2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 hour, and his spirit gains 1 influence point. Continuing to violate the taboo extends the penalties but does not add influence. If a spirit gains 5 points of influence because of a violated taboo, it leaves Erasmus immediately, and Erasmus cannot channel spirits of that legend for 1 week.

The champion spirit's taboos are: Erasmus cannot be the willing target of arcane spells or abilities; Erasmus cannot make a weapon attack unless it's a specific weapon he chooses; Erasmus must accept all challenges to prove his prowess in battle (and abide by all their rules).

The trickster spirit's taboos are: Erasmus can't reveal his true identity to anyone; he can never tell the truth; he can never pass up a more lucrative offer, even if it requires changing sides.

Vengeful When Erasmus strikes a creature that damaged him in the past 24 hours, he gains a +1 trait bonus on damage rolls against that creature.

Combat Gear Erasmus's combat gear is described below.

Acid: Erasmus can throw a flask of acid as a splash weapon with a +4 attack bonus (+6 if the champion spirit inhabits him) and a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Scroll of Fly: A touched target gains a 60-foot fly speed and a +7 bonus to Fly checks for 7 minutes. Erasmus must succeed on a DC 25 Use Magic Device check to use this scroll.

Wand of Cure Light Wounds: Erasmus's wand heals 1d8+1 points of damage by touch. He must succeed at a DC 20 Use Magic Device check to use the wand himself.

The youngest son of a minor noble house in Caliphass, Ustalav's capital, Erasmus enjoyed the benefits of his station along with his five older siblings. He had an excellent education and his pursuits were predictably cosmopolitan, but he had none of the promise of an heir.

However, as Erasmus left his teenage years behind him, his family's heirs began dying mysteriously. In the turmoil of the deaths, the mind and body of Erasmus's father wasted away. The eldest surviving heir, Erasmus's brother Vinn, took control of the family's affairs.

Soon afterward, Erasmus began to hear voices that spoke of murder. At his father's funeral, Erasmus howled that his family was victim of his brother's deceit—and Vinn, now a count, had him committed to Havenguard Lunatic Asylum. With the advice of a fellow inmate called the King, Erasmus realized that the voices in his head were the spirits of his slain relatives, and with their help, he escaped the asylum. However, while Erasmus was locked away, Vinn had legally disowned him from



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any claim to his family's holdings, and the King, though Erasmus tried to rescue him, had seemingly vanished. Erasmus now travels widely, as much to learn about the world—and how to better commune with the spirits who follow him—as to escape his terrible past.