

MEDIUM

LEVEL 1

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 1

N Medium humanoid (human)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +2; +1 against charms and compulsions

OFFENSE

Speed 30 ft.

Melee silver starknife +6 (1d4+4/x3)

Ranged silver starknife +6 (1d4+4/x3)

Medium Spells Known (CL 1st; concentration +3)

0—*detect magic*, *grave words*^{OA}

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2 (+6 disarm, sunder, trip); **CMD** 14

Feats Spirit Focus (champion)*, Weapon Finesse*

Skills Bluff +6, Diplomacy +6, Linguistics +5, Perception +4, Sense

Motive +4, Spellcraft +5; **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 *potion of cure light wounds*, acid; **Other Gear** silver starknife, studded leather, backpack, bolas, candles (10), incense (10), spell component pouch, sunrod, waterskin, wooden holy symbol of Pharasma, 3 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 cannot cast his spells.

If he instead channels a trickster spirit, which favors alleys,

mazes, taverns, and trap-filled locations, his statistics are **Fort** +1, **Ref** +6, **Melee** starknife +4 (1d4/x3), **Ranged** starknife +4 (1d4/x3), +2 Dexterity checks, **CMB** +0 (+4 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 1 extra rank 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.

Spells Erasmus can cast the following spells. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook* or Chapter 4 of *Pathfinder RPG Occult Adventures*, as indicated.

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.

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.

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.



"I may look fragile, but the spirits who follow me are not. Consider yourself warned."

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.

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

Potion of Cure Light Wounds: Erasmus's potion heals the drinker for 1d8+1 points of damage.

Erasmus was born the youngest scion of a minor noble house in Caliphas, Ustalav's capital. Along with his five older siblings, he enjoyed the benefits of a fine education and practice in horsemanship, swordplay, and tutelage in the arcane arts. Yet he understood he had little hope of ever claiming ancestral holdings or heirship. He spent his early life in the cosmopolitan pursuits of the idle rich, and he seemed destined for some opportune marriage to secure his family's comfort, with the resulting life likely to be one of bored leisure.

As Erasmus left his teenage years behind, though, the heirs of his family began to mysteriously die. Authorities discovered Nissa, his eldest sister—a cunning duelist—slain in some underground fighting pit by an opponent she severely outmatched. His uncle, a skilled magic-user, was torn apart by a summoned creature in his own occult library, while the corpse of his son was found broken below his high tower. His second sister, Veldira, choked to death on porridge in the Pharasmin cathedral where she served. Erasmus's closest confidant, his sly older brother Baylock, was found hanged in a dark alley in what authorities ruled a suicide. Amid the turmoil of the deaths, Erasmus's father began to waste away in his council chamber, while the family's eldest surviving heir, Erasmus's brother Vinn, took control of the family affairs.

It wasn't long before the voices started.

At first they were the faintest whispers, which Erasmus dismissed as sleep-deprived hallucinations or echoes bouncing through the corridors of his family's estate. But with each new death, the whispers grew stronger and their message clearer: "Murder." Erasmus ignored

the ghostly mutterings as best he could, quietly writing them off as the lunacy of grief. But, with his suspicions aroused, he began to investigate the whispers' claims. Erasmus told no one of the subtly altered summoning circle he found in his uncle's chambers, or of the oily residue that hadn't been washed from his father's used silverware. The more he discovered, the more intense the chorus of voices grew in his crowded mind. Servants concealed Erasmus's late-night wanderings as best they could, or dismissed his mutterings and ravings as overwhelming grief.

It all came to a head when one of Erasmus's episodes interrupted his own father's funeral. Snapping his head back and forth, Erasmus railed against a chorus of unseen phantoms. Amid the outburst, he howled that his family was victim of his eldest brother's deceit.

None who heard truly listened, though, all convinced that grief had pushed Erasmus past the brink of insanity. Vinn, Erasmus's only remaining family member, committed him to Havenguard Lunatic Asylum.

For nearly a year, Erasmus languished at the asylum, baffling his well-intentioned wardens as they sought to heal the man's troubled mind. But on the anniversary of his father's death, another voice called through the darkness. From a neighboring cell, a new prisoner calling himself "the King" counseled the troubled man. With gruff kindness, the stranger with the accent of a northern barbarian taught Erasmus not to fight the chorus, but rather to accept and welcome it, opening his mind and body to its words. Erasmus gradually identified each mysterious voice in turn, and finally understood they were the shades of his family—the spirits of his deceased brothers, father, and uncle—who endlessly dwelled upon the circumstances of their deaths. Over time, he learned to sit in quiet communion with the voices, and to allow them to exercise their influence upon his mortal shell.

With the aid of his uncle's mastery of magic, Erasmus easily retrieved the keys to his cell to secure his escape. Under the control of his battle-eager eldest sister, the asylum's guards had no hope of restraining him. But when he gratefully burst open the King's cell, he found it empty. Too harried to ponder the implications of his friend's disappearance, Erasmus fled, relying on the influence of his roguish brother Baylock to slip through the shadows to freedom.

Yet, the world had not changed for the better during Erasmus's absence. Vinn had used his brother's madness to legally disown him from any claim to his family's titles or lands. His murderous brother had also married into a prestigious noble family, solidifying his holdings and winning him considerable influence in Caliphas's royal court. Seeing little chance at justice, Erasmus knew he'd need living allies to retake his birthright. He boarded a ship crossing Lake Encarthan, the restless spirits of his ancestors following close behind.



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