

MEDIUM

LEVEL 7

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 7

N Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 armor, +5 Dex, +1 natural)

hp 59 (7d8+21)

Fort +9, **Ref** +9, **Will** +7; +1 against charms and compulsions

Weaknesses taboo

OFFENSE

Speed 30 ft.

Melee +1 human-bane starknife +15 (1d4+11/×3)

Ranged +1 human-bane starknife +15 (1d4+6/×3)

Special Attacks haunt channeler, shared seance, sudden attack

Medium Spells Known (CL 7th; concentration +9)

2nd (2/day)—*haste*, *heroism*

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

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

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +8 (+15 trip, disarm, sunder); **CMD** 20

Feats Skill Focus (Perception)*, Spirit Focus (champion)*, Slashing Grace (starknife), Weapon Finesse*, Weapon Focus (starknife)*

Skills Appraise +2, Bluff +8, Diplomacy +12, Heal +1, Knowledge (arcana) +8, Knowledge (planes) 5, Knowledge (religion) +5, Linguistics +5, Perception +13, Sense Motive +4, Spellcraft +8, Survival +1, Use Magic Device +12; **Armor Check Penalty** –1

Traits Varisian tattoo*, vengeful

Languages Abyssal, Celestial, Common, Varisian

SQ champion's prowess (bolas), connection channel, location channel (7 rounds), spirit (champion)*, spirit bonus +3*, spirit surge 1d6

Combat Gear *oil of daylight*, *potion of lesser restoration*, *scroll of align weapon*, *scroll of fly*, *wand of cure moderate wounds* (6 charges), acid; **Other Gear** +1 mithral chain shirt, +1 human-bane starknife, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +2, backpack, bolas, candles (10), cold iron starknife, incense (10), silver starknife, spell component pouch, waterskin, wooden holy symbol of Pharasma, 35 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 –3 penalty to Intelligence checks and Intelligence-based skill checks, and he can only cast his 0-level spells, *detect undead*, and *oneiric horror*^{OA} (at caster level 4).

If he instead channels a trickster spirit, which favors alleys, mazes, taverns, and trap-filled locations, his statistics are **Fort** +6, **Ref** +12, **Melee** +1 human-bane starknife +12 (1d4+6/×3), **Ranged** +1 human-bane starknife +12 (1d4+1/×3), +3 Dexterity checks, **CMB** +5 (+12 disarm, trip, sunder), **Skills** +3 Dexterity-based skill checks, +1 to one skill and it becomes a class skill, **SQ** remove champion's prowess (bolas) and sudden attack; add trickster's edge: choose any two skills to become class skills, and treat them as if Erasmus had 7 extra ranks in them; add surprise strike: when Erasmus attacks an opponent that's denied its Dexterity bonus to AC, he deals 2d6 points of extra precision damage, and the target always counts as flat-footed against the first attack he makes against it in a day (the target is then immune to being made flat-footed by this ability for 24 hours).

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 3d6 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 affects, but it doesn't affect anyone else. The haunt then gains possession of Erasmus's body (once per minute, he can attempt a DC 23 Will saving throw to end this possession).

Location Channel Erasmus can perform a special seance at the site of a person's death, a site that was precious to them, or anywhere else as long as he possesses some connection to the deceased. When he does, he calls forth that person's spirit into his body so his allies can ask one question per round. The effects are similar to *call spirit*^{OA},



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

except the duration is 7 rounds. An unwilling spirit can attempt a Will save based on the medium's knowledge of and connection to the spirit (see *Pathfinder RPG Occult Adventures* 160); on a successful save, a malevolent trickster spirit possesses Erasmus, and either way,



the spirit can refuse to answer questions or attempt to bluff.

The seance's other participants must ask the questions, but Erasmus can substitute an ally's familiarity with the deceased for his own (this affect's the spirit's Will save for *call spirit*^{OA}). Erasmus can only call the same spirit once every 24 hours. Once per round, he can attempt to end the seance early by making a successful DC 24 Will saving throw.

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 must maintain physical contact with another participant the whole time.

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.

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.

Haste: Erasmus can grant up to 7 targets within 40 feet of him (and all within 30 feet of each other) a +30-foot enhancement bonus to movement speed, +1 to attack rolls, +1 to Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

Heroism: Erasmus can give a touched target a +2 morale bonus on attack rolls, saving throws, and skill checks for 70 minutes.

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 170 feet to believe it is being attacked for up to 7 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.

Remove Fear: Erasmus selects two creatures within 40 feet that are within 30 feet of each other. He suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

True Strike: Erasmus's next single attack roll gains a +20 insight bonus. The attack must be made before the end of the next round, and he ignores the miss chance when attacking concealed opponents.

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 +3 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.

Sudden Attack Erasmus's champion spirit grants him an additional attack at his highest bonus whenever he takes a full-attack action. This ability stacks with *haste*.

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 hits 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 +5 attack bonus (+8 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.

Oil of Daylight: When smeared on an object, Erasmus's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magical darkness in that area, instead the overlapping area is unaffected by either spell.

Potion of Lesser Restoration: The drinker recovers 1d4 damage to Strength or removes most magical effects reducing Strength. The drinker is no longer fatigued, and the potion reduces exhausted to fatigued.

Scroll of Align Weapon: A targeted weapon becomes chaotic, evil, good, or lawful for the purposes of bypassing damage reduction. Erasmus must succeed at a DC 23 Use Magic Device check to use this scroll.

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 Moderate Wounds: Erasmus's wand heals 2d8+2 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 Ustalav, Erasmus has developed the ability to channel the restless spirits of his murdered family in his quest to escape the same fate.