

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*<sup>OA</sup>

### 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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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*<sup>OA</sup> (DC 13)

0—*detect magic*, *grave words*<sup>OA</sup>, *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.

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*<sup>OA</sup> (DC 13), *remove fear*, *true strike*

0—*detect magic*, *grave words*<sup>OA</sup>, *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*<sup>OA</sup> (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*<sup>OA</sup>,



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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*<sup>OA</sup>). 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.