

## Revin Bitter (aka The Raven King)

*“My methods are a means to an end, no different than pruning weeds in order to let an orchid flourish. Those who stand in the way of my vision oppose me because they fear me, but more than that they fear what I represent: change.”*

Revin is a man of unnatural birth, a man of prophecy, and a man of vision. During the Age of Darkness a curious Elohim visited a clan of darkfolk cultists that had long lived under the ash clouds of Golarion. The cultists came to worship “the Great Beyond” as their living god. In front of a thousand witnesses, the Elohim created Revin from the bone of a raven and the flesh of a sour, blue fruit. The cultists took this as fulfillment of a thousand year old prophecy and hailed the infant newborn as their new lord and leader—a blessing from their god who was destined to bring about everlasting paradise for their people. Just as mysteriously as the Elohim had arrived, it disappeared again, abandoning the cult to their wayward beliefs.



Emboldened by the Elohim’s brief appearance, the cult successfully executed a vicious coup, wresting control of their lands from its current leaders, and setting the stage for the methodical genocide of all nonbelievers within their kingdom over the next one-hundred years. Soon after this violent revolution ended, Revin came of age and took the throne. The darkfolk flourished as they never had under Revin Bitter’s benevolent rule.

Raised to believe in the divine right of kings in general, and in his own divinity in particular, Revin grew up with the proverbial silver spoon in his mouth. As a boy, he showed remarkable affinity for both physical activities—especially the martial pursuits—and the ins and outs of courtly etiquette and intrigue. Though both traits made him quite popular with the young girls of his realm, Revin’s wealth and natural abilities also gave him an excessively healthy sense of self-importance, a personality flaw that would forever force him to keep his own people at arm’s length—even his longtime companion, Hollymorel Arrowway. Despite his apparent indifference, Revin is a capable and wise ruler who cares a great deal for the wellbeing of the people entrusted to him by the Great Beyond. His uncanny leadership skills and the absolute dominion he holds over his subjects served to bring his darkfolk out of barbarism and into the realm of laws and culture, a fact for which they love him.

Tragedy struck in –4294 AR when the skies finally cleared of the dust from Earthfall allowing light to reach Golarion’s surface once more. The drastic environmental changes that followed dramatically effected the surface-fairing darkfolk, causing them to slowly starve. Revin’s health in particular was acutely effected, causing him to fall ill, eventually becoming comatose. For the first time since his rise to power, his kingdom fell into despair, as much for the apparent loss of their leader as they were for their own suffering. This time period would later be known as the beginning of the Age of Anguish.

After nearly a thousand years of absence, the Great Beyond heard the cries of grief of Revin’s people and returned to them. Every last citizen was then lead from their ruined kingdom under the accursed sun, and taken far beyond the stars where no light could ever reach them. Though the journey took thousands of years, for Revin’s people, it seemed as if but an instant. As before, once the Beyond finished its task, it simply abandoned them without so much as an explanation.

Now stranded on the Plane of Shadow and completely oblivious to the passing of time, Revin’s people were forced to eke out a living in a land wholly alien to them. Though Revin recovered from his ordeal and resumed rule over his people, it was clear to him that he was no longer immortal and would eventually age and die just like the rest of his subjects—a secret known only to his friend and caretaker, Lady Arrowway. The fear that the widespread knowledge of his newfound mortality would once again plunge his people into chaos has made

Revin desperate to secure a promising future for his people at any cost, even if it means taking back their homeland from its current inhabitants on the Material Plane and enveloping it in an everlasting darkness.

## Revin Bitter

Male human fighter 8/shadowdancer 10 (mythic trickster 8)

LN Medium humanoid

**Init** +21; **Senses** darkvision 60 ft.; Perception +27

**Languages** Aklo, Auran, Common, Dark Folk, Sylvan, Undercommon

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### DEFENSE

**AC** 51, touch 30, flat-footed 37 (+11 armor, +5 deflection, +13 Dex, +1 dodge, +1 insight, +4 natural, +6 shield); **Mobility**

**hp** 227 (18 HD)

**Fort** +19, **Ref** +26, **Will** +17; +3 vs. fear

**Defensive Abilities** alien resistance, bravery +3, defensive roll, enduring armor, hard to kill, improved evasion, improved uncanny dodge, mirror dodge, mythic saving throws, shadow master, slippery mind, unstoppable, unusual anatomy 50%; **DR** 10/- in dim light; **SR** 32

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** +5 *agile adamantine rapier* +37/+32/+27 (1d6+23/15-20/×3 plus 2d6+8 bleed)

**Ranged** +5 *adaptive composite longbow* +32/+27/+22 (1d8+7/×3) or acidic ray +28 touch (1d6+11 acid)

**Special Attacks** trickster attack (fleet charge), mythic power (19/day, surge +1d10), weapon training (light blades +3)

**Spell-Like Abilities** (CL 10<sup>th</sup>, except where noted; Concentration +17)

10/day – acidic ray (CL 22<sup>nd</sup>)

5/day – *silent image* (DC 18)

4/day – *greater shadow conjuration* (DC 24)

3/day – *plane shift* (CL 16<sup>th</sup>)

2/day – *shadow evocation* (DC 22)

1/day – raven form (CL 18<sup>th</sup>), tengu wings (CL 18<sup>th</sup>)

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### STATISTICS

**Abilities** Str 14 (+2), Dex 36 (+13), Con 18 (+4), Int 20 (+5), Wis 22 (+6), Cha 24 (+10)

**Base Atk** +15; **CMB** +17 (+28 with Weapon Finesse, +37 with rapier); **CMD** 47 (54 vs. rapier, 49 vs. bow)

**Feats** Bleeding Critical<sup>M</sup>, Combat Reflexes<sup>B</sup>, Critical Focus<sup>M</sup>, Dodge, Eldritch Heritage (aberrant), Extra Path Ability<sup>M</sup>, Greater Eldritch Heritage (alien resistance), Improved Critical (rapier<sup>BM</sup>), Improved Eldritch Heritage (unusual anatomy), Leadership (base 29 / cohort 28 / followers 30), Mobility<sup>B</sup>, Racial Heritage (tengu<sup>B</sup>), Skill Focus<sup>B</sup> (acrobatics, knowledge: dungeoneering, stealth), Spring Attack<sup>B</sup>, Tengu Raven Form, Tengu Wings, Weapon Finesse<sup>B</sup>, Weapon Focus (rapier<sup>B</sup>), Weapon Specialization (rapier<sup>B</sup>)

**Skills** Acrobatics +40, Appraise +13, Bluff +31, Climb +10, Craft (all) +13, Diplomacy +36, Disable Device +21, Disguise +18, Escape Artist +34, Fly +21, Handle Animal +18, Heal +14, Intimidate +31, Knowledge (dungeoneering) +24, Knowledge (nobility) +20, Knowledge (others) +13, Linguistics +13, Perception +27, Perform (dance) +23, Perform (others) +18, Sense Motive +24, Sleight of Hand +34, Spellcraft +13, Stealth +40, Survival +14, Swim +10, Use Magic Device +18

**SQ** amazing initiative, armor training 3, class mimic, farwalker (2), focused study, force of will, good fortune 1/day, hide in plain sight (dim light), master dilettante, path dabbling (enduring armor), perfect lie, perfect mimic (DC 25), recuperation, rogue talents (combat trick, finesse rogue, weapon training), shadow jump (340 feet/day), shadow master, summon shadow, vanishing move

**Combat Gear** durable arrows (60); **Gear** +5 *adaptive composite longbow*, +5 *agile adamantine rapier*, +5 *buckler*, *amulet of natural armor* +4, *belt of physical perfection* +6, *boots of teleportation*, *cloak of resistance* +5, *gloves of dueling*, *headband of mental superiority* +6 (bluff, diplomacy, intimidate),



jewelry (worth 4,000gp), *luck blade* (1 wish), *ring of friend shield*, *ring of protection +5*, *robe of arcane heritage*, royal crown (functions as a *circlet of persuasion* and a *dusty rose prism ioun stone*), *sash of the war champion*, *Suzerain scepter*, tender (60pp)

**Encumbrance** light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 35 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Acidic Ray (Sp)** You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two effective sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Alien Resistance (Su)** You gain spell resistance equal to your effective sorcerer level + 10.

**Amazing Initiative (Ex)** You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

**Armor Training (Ex)** Whenever you are wearing armor, you reduce the armor check penalty by 3 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 3. In addition, you can also move at your normal speed while wearing medium or heavy armor.

**Class Mimic (Su)** As a standard action, you can expend one use of mythic power and touch a willing creature to copy one of that creature's class features. You gain the use of this class feature for 10 minutes per tier, using the level of the creature touched as your level for any effects based on level. You can't copy an ability that has a limited number of uses per day (such as rage, smite evil, or spellcasting) or an ability that involves a companion (such as eidolon, hunter's bond, or nature bond). You can have only one use of this ability in effect at one time. If you use this ability again, any previous use immediately ends. You can't copy the same ability more than once per day.

**Darkvision (Ex)** You gain darkvision out to a range of 60 feet. If you already have darkvision, the range increases by 30 feet.

**Defensive Roll (Ex)** You can roll with a potentially lethal blow to take less damage from it than you otherwise would. Once per day, when you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage. To use this ability, you must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow; if it fails, you take full damage. You must be aware of the attack and able to react to it in order to execute your defensive roll—if you are denied your Dexterity bonus to AC, you can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, your evasion ability does not apply to the defensive roll.

**Enduring Armor (Su)** You are protected by armor made of force. This armor grants you an armor bonus to AC equal to 3 + your tier. This ability is an abjuration effect with a spell level equal to your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

**Fleet Charge (Ex)** As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

**Force of Will (Ex)** You can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

**Good Fortune** You may reroll one roll you just made, before the results are revealed, once per day. You lose this ability if you are ever parted from your *luck blade*.



**Hard to Kill (Ex)** Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Hide in Plain Sight (Su)** You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

**Improved Evasion (Ex)** You take no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, you take only half damage even if you fail your saving throw.

**Improved Uncanny Dodge (Ex)** You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you, however. Additionally, you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels in classes with uncanny dodge.

**Master Dilettante (Ex)** You are passingly familiar with almost every subject and have dabbled in numerous fields and activities. You gain a competence bonus equal to your tier on all untrained skill checks. You can attempt all skill checks untrained, even if the skill normally cannot be used untrained.

**Mirror Dodge (Su)** When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the square into which you teleport.

**Mythic Saving Throws (Ex)** Whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

**Perfect Lie (Ex)** When telling a lie, you can expend one use of mythic power to make the lie indiscernible from the truth by both Sense Motive and magic. Obvious proof of your falsehood still reveals the lie for what it is, but in absence of proof, those who hear your lie believe it.

**Perfect Mimic (Su)** You can use the Disguise skill as a full-round action. When you attempt to impersonate a specific person, those familiar with the individual receive only half the normal bonus from familiarity to see through your disguise. If you expend one use of mythic power when creating a disguise to impersonate an individual, you can read that creature's mind as if using *detect thoughts* with a range of 1 mile. This allows you to better mimic the individual, granting you a further +10 bonus on opposed Disguise skill checks. The target of your impersonation receives a Will saving throw (DC 10 + your tier + your Charisma modifier) to negate the *detect thoughts* aspect of this ability.

**Recuperation (Ex)** You are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

**Shadow Call (Sp)** You can create creatures and effects out of raw shadow. This ability functions as *greater shadow conjuration*, using your shadowdancer level as the caster level. You can use this ability four times per day. The DC for this ability is Charisma-based.

**Shadow Illusion (Sp)** You can create visual illusions. This ability functions as *silent image*, using your shadowdancer level as the caster level. You can use this ability five times per day. The DC for this ability is Charisma-based.



**Shadow Jump (Su)** You gain the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. You can jump up to a total of 320 feet each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Shadow Master (Su)** Whenever you are in an area of dim light, you gain DR 10/– and a +2 luck bonus on all saving throws. In addition, whenever you successfully score a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

**Shadow Power (Sp)** You can use raw shadow to damage your foes. This ability functions as *shadow evocation*, using your shadowdancer level as the caster level. You can use this ability twice per day. The DC for this ability is Charisma-based.

**Shield Other** Due to your *ring of friend shield*, you are constantly under the effect of *shield other*. Therefore, any time you would suffer hit point damage, you only take half the normal amount. The ring's mate is in the possession of Lady Arway (see below), and it is she who takes the remaining half of your hit point damage.

**Slippery Mind (Ex)** This ability represents your ability to wriggle free from magical effects that would otherwise control or compel you. If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.

**Summon Shadow (Su)** You can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches yours, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to you and can communicate intelligibly with you. This shadow has a number of hit points equal to half your total. The shadow uses your base attack bonus and base save bonuses. If a shadow companion is destroyed, or you choose to dismiss it, you must attempt a DC 15 Fortitude save. If the saving throw fails, you gain one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

**Surge (Su)** You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d10 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

**Unstoppable (Ex)** You can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting you: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

**Unusual Anatomy (Ex)** You have a 50% chance to ignore any critical hit or sneak attack scored against you.

**Vanishing Move (Su)** As a swift action, you can make yourself invisible until the end of your turn. This effect ends if you do anything other than move. If you expend one use of mythic power when using this ability, it instead acts as *greater invisibility* using double your tier as your caster level.

**Weapon Training (Ex)** You receive a +3 bonus to attack and damage rolls when using light blades, to any combat maneuver checks made with light blades, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against light blades.



## Hollymorel Arroway (aka Lady Arroway)

*"You are in the presence of your lord and master. Speak so that your idle tongue does not waste his time further—lest you lose it."*

Hollymorel is the great, great, great granddaughter of the darkfolk's cult leader at the time of Revin's incarnation. Groomed from birth to serve and protect her lord, she has become the closest thing Revin has to a friend and queen, even though they never married. Lady Arroway is fanatically loyal to Revin and, though she was always meant to be his companion and would give her life to fulfill his wishes, he treats her with cold indifference at worst, and as a caring brother would treat a naïve younger sister at best.

## Hollymorel Arroway

Female fetchling cleric 16 (cloistered cleric, merciful healer)

N Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Halfling, Ignan, Infernal, Sylvan, Terran, Undercommon

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### DEFENSE

**AC** 40, touch 19, flat-footed 37 (+11 armor, +5 deflection, +3 Dex, +1 insight, +4 natural, +6 shield)

**hp** 136 (16 HD)

**Fort** +18, **Ref** +13, **Will** +20

**Defensive Abilities** shadow blending, shadowy resistance; **Resist** cold 5, electricity 5

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** *staff of shadows* +15/+10/+5 (1d6+3) with *greater magic weapon*

**Ranged** by weapon +14

**Spell-Like Abilities** (CL 16<sup>th</sup>; Concentration +19)

1/day – *memory lapse*<sup>APG</sup>, *shadow walk* (self only), *plane shift* (self only, material/shadow plane only)

**Cleric Spells Prepared** (CL 16<sup>th</sup>; Concentration +21)

8<sup>th</sup> (2/day) – *mass cure critical wounds*<sup>D</sup>, *summon monster VIII*

7<sup>th</sup> (3/day) – *regenerate*<sup>D</sup>, *greater scrying*, *repulsion*

6<sup>th</sup> (3/day) – *banishment*, *heal*<sup>D</sup> (2)

5<sup>th</sup> (5/day) – *break enchantment*<sup>D</sup>, *breath of life*, *greater forbid action*<sup>UM</sup>, *spell resistance*, *true seeing*<sup>M</sup>,

4<sup>th</sup> (5/day) – *blessing of fervor*<sup>APG</sup>, *communal protection from energy*<sup>UC</sup>, *greater magic weapon*, *neutralize poison*<sup>D</sup>, *tongues*

3<sup>rd</sup> (5/day) – *create food and water*, *cure serious wounds*<sup>D</sup>, *invisibility purge*, *prayer*, *remove blindness/deafness*

2<sup>nd</sup> (5/day) – *remove disease*<sup>D</sup>, *remove paralysis*, *shatter*, *silence*, *status*

1<sup>st</sup> (6/day) – *comprehend languages*, *cure light wounds*<sup>D</sup>, *deathwatch*, *diagnose disease*<sup>UM</sup>, *remove fear*, *remove sickness*<sup>UM</sup>

0 (at will) – *detect poison*, *guidance*, *read magic*

**Domain** Healing (restoration)

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### STATISTICS

**Abilities** Str 8 (–1), Dex 16 (+3), Con 16 (+3), Int 13 (+1), Wis 21 (+5), Cha 16 (+3)

**Base Atk** +12; **CMB** +11; **CMD** 30

**Feats** Contingent Channeling, Craft Magic Arms and Armor, Craft Wondrous Item, Craft Staff, Extra Channel (2), Forge Ring, Scribe Scroll<sup>B</sup>, Selective Channeling



**Skills** Acrobatics +2 (–1 when jumping), Diplomacy +22, Heal +24, Knowledge (history) +20, Knowledge (local) +20, Knowledge (planes) +11, Knowledge (the others) +9, Linguistics +20, Spellcraft +20, Stealth +4; **Armor Check Penalty** –1 (excluding climb and jump); **Racial Bonuses** +2 Knowledge (planes), +2 Stealth

**SQ** aura of good (overwhelming), channel positive energy 10/day (10d6 healing), healer's blessing, merciful healing (exhausted, fatigued, nauseated, sickened), restorative touch 8/day, skilled, spontaneous casting (cure spells)

**Combat Gear** *divine spell scrolls (cure light wounds 10, heal 6), staff of shadows (darkness [1 charge], lunar veil<sup>UM</sup> [2 charges], CL 13<sup>th</sup>; doubles as a masterwork quarterstaff);* **Other Gear** +5 *glamered mithral agile breastplate*, +5 *mithral buckler*, *amulet of natural armor* +5, bejeweled belt pendent (worth 1,500gp; subject of a *refuge* spell, calls the Raven King), *belt of physical might* +4 (dexterity, constitution), *cloak of resistance* +5, *healer's ribbon* (acts as a *headband of inspired wisdom* +4, a *dusty rose prism ioun stone*, and a *phylactery of positive channeling*, worn as a hair ribbon), jewelry (worth 500gp), *ring of friend shield*, *ring of protection* +5

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 23 lb.

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## SPECIAL ABILITIES

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**Aura of Good (Ex)** You have a particularly powerful aura corresponding to your deity's alignment (see the *detect evil* spell for details).

**Breadth of Knowledge** You gain a bonus on Knowledge skill checks equal to half your class level (minimum +1, included above) and can make Knowledge skill checks untrained.

**Channel Energy (Su)** You can release waves of positive energy by channeling the power of your faith through your holy symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. Channeling energy causes a burst that affects all living in a 30-foot radius centered on you. The amount of healing is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1<sup>st</sup>. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. You may channel energy a number of times per day equal to 3 + your Charisma modifier. This is a standard action that does not provoke an attack of opportunity. You can choose whether or not to include yourself in this effect. You must be able to present her holy symbol to use this ability.

**Combat Medic (Ex)** You do not provoke attacks of opportunity when using the Heal skill to stabilize another creature or when casting healing spells.

**Healer's Blessing (Su)** All of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

**Merciful Healing (Su)** You can channel positive energy to relieve one or more harmful conditions. When you channel energy you can remove the exhausted, fatigued, nauseated or sickened conditions from up to three living creatures that you heal within your channel energy burst. Feats and effects that affect a paladin's mercy also affect this ability.

**Restorative Touch (Su)** You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which condition is removed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Shadow Blending (Su)** Attacks against you in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

**True Healer (Su)** When you channel holy energy, you can choose to apply the benefits of merciful healing or to reroll any 1s when determining how much damage you heal with the holy energy. You must choose which benefit to take before you roll to see how much damage you heal.

**Verbal Instruction (Ex)** You can use the aid another action to assist an ally within 30 feet on a skill or ability check. The ally must be able to hear and understand your instructions. For every three cleric levels beyond 3<sup>rd</sup>, you can instruct one additional ally. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

**Well-Read (Ex)** You gain a +2 bonus on skill checks, caster level checks, and saving throws if such rolls pertain to mundane or magical glyphs, runes, scrolls, symbols, and other writings (not included above).

## Umbravan (aka The King's Shadow)

*"Your life hangs by a mere thread to be cut short by my master's command!"*

Umbravan is the literal living manifestation of the Raven King's shadow, brought forth by Revin's strange powers to seek out and slay any enemies that would threaten him or his kingdom.

### Umbravan

Shadow Companion

LN Medium undead (incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +8

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#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

**hp** 97 (3 HD)

**Fort** +11, **Ref** +9, **Will** +6; +4 vs. positive channeled energy

**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

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#### OFFENSE

**Speed** fly 40 ft. (good)

**Melee** incorporeal touch +17 touch (1d6 strength damage)

**Ranged** by weapon +17

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#### STATISTICS

**Abilities** Str –, Dex 14 (+2), Con –, Int 6 (–2), Wis 12 (+1), Cha 15 (+2)

**Base Atk** +15; **CMB** +17; **CMD** 29

**Feats** Dodge, Skill Focus (perception)

**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Bonuses** +4 Stealth in dim light (–4 in bright light)

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#### SPECIAL ABILITIES

**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

**Other Minions:** The Raven King's other followers generally stay within his kingdom and handle his personal affairs while he is away, leaving the plane of shadow only when called upon. They primarily consist of fetchling rogues and clerics (often trained in the arts of fleshwarping) as well as other darkfolk. However, King Revin is often accompanied by a retinue of four battle mage and four battle monk bodyguards (as presented in the NPC Gallery in the GameMastery Guide).

