

Drosil

"It's amazing the things you can learn...when you have nothing but time."

In the waning days of the Age of Darkness, Drosil was a young noble, plantation owner, and soldier. He possessed much wealth and many servants who toiled under the then dark skies of Golarion. They grew a variety of lichen, fungi and other plants adapted to near-darkness for their kingdom. Drosil and his house witnessed a great deal of evil during this time period, having largely survived the depredations of the genocidal purges by the cult of the Raven King unscathed. In the end, it was not the sacrificial blades of fanatical cultists, but the light of the noonday sun that would doom his house. As the skies finally began to clear of the dust left behind by Earthfall, Drosil's crops withered and died. Like many in his line of work, he was no longer able to maintain large crop fields for his people; famine and desperation befell all.



Mere months of living in the light proved to be intolerable for most, and many Shade Sons perished from starvation and exposure. Desperate for food, a gang of starving children raided the remnants of Drosil's plantation. In the violence that ensued, Drosil was fatally wounded, but before he could find peace in death, the god of his people, the Great Beyond, appeared.

After nearly a thousand years of absence, the Great Beyond heard the cries of grief of Drosil's people and returned to them. Every last citizen was led 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 Drosil's people, it seemed as if but an instant.

An instant for everyone except Drosil. Like his people, Drosil floated aimlessly in the darkness for an era while the Great Beyond delivered them to their new home. The great pain brought about by his grievous wounds had prevented his mind from shutting down during the journey; his caretaker seemingly oblivious to his plight. Fully cognizant of his surroundings throughout the entire journey, unable to sleep, unable to move, unable to die; Drosil simply floated in a sea of endless darkness forever surrounded by what appeared to be the corpses of his friends and loved ones—a never-ending hell from which he was certain he'd never return.

Then it was over. Exposed to the Great Beyond's powers for far longer than any other living creature, Drosil's very being was changed forever. Left alone to his thoughts for so long, he discovered that thought transcended time and space, which he learned to be mutable things, allowing him to gain great powers over both. However, by the time the Great Beyond had finally delivered his chosen subjects to their new home on the Plane of Shadow, Drosil had also completely lost his mind, becoming a corrupted shadowbound creature. Being alone in the void for so long caused his mind to splinter, forging multiple personalities with which he could converse and keep himself company. To this day, he remains uncertain that he has in fact returned to reality—ever fearful that he is still trapped in the void living out the fancies of his addled mind.

Clearly insane and unable to fully control his powers, temporarily aging anything he touches to ruin, Drosil was forced into exile for fear he would bring great harm to others. He now travels the Material Plane by night, sometimes as a young adventurer and sometimes as a venerable sage, as his fractured mind allows. He no longer knows his true age, or even really who he is from one day to the next, but he can nevertheless recall every instance of his time in the void—a sad fact that makes his insanity nigh incurable by anything short of deific intervention. Though he made many great discoveries during that time, they are of such profound magnitude that he is wholly unable to communicate them with anyone else in a manner that they could possibly comprehend. Any attempts to do so only make him seem even more insane and further serve to isolate him from those around him—

incidentally spurring his new career as a wandering adventurer capable of little more than working with small groups for short periods of time.

Drosil

Male shadowbound fetchling oracle 9

CN Medium outsider (native)

Init +10 (roll twice); **Senses** darkvision 150 ft., light sensitivity, low-light vision; Perception +14

Languages Aklo, Common, D'ziriak (understand only)

DEFENSE

AC 25, touch 14, flat-footed 23 (+6 armor, +2 deflection, +2 Dex, +3 natural, +2 shield)

hp 65 (9 HD)

Fort +8, **Ref** +7, **Will** +7; –4 vs. fear effects or on saves made to protect personal possessions

Resist cold 5, electricity 5

Defensive Abilities shadow blending

Immune fear removal effects

OFFENSE

Speed 20 ft. (4 squares), 30 ft. without armor

Melee +1 *club* +5/+0 (1d6–1)
erase from time +7 touch (nonexistence for 4 rounds) or
touch of ruin +6 touch (4d10 plus 1 ability drain)

Ranged +1 *club* +7 (1d6–1)

Special Attacks revelations (erase from time, rewind time, temporal celerity, time hop), shadowbound manifestations (earie perception, frightful, regretful gaze, touch of ruin 4d10)

Spell-like Abilities (CL 9th, Concentration +16)

1/day – *disguise self* (any humanoid), *shadow walk*

Oracle Spells Known (CL 9th, Concentration +14)

4th (5/day) – *aura of doom*^{UM}, *blessing of fervor*^{APG}, *cure critical wounds*^B, *threefold aspect*^{B APG}

3rd (8/day) – *borrow fortune*^{APG}, *cure serious wounds*^B, *nap stack*^{APG}, *sands of time*^{B UM}, *steal years*^{BotN}

2nd (8/day) – *ally across time*^{LotFW}, *cure moderate wounds*^B, *darkness*, *gentle repose*^B, *martyr's bargain*^{ISM}, *silence*

1st (8/day) – *abundant ammunition*^{UC}, *command*, *cure light wounds*^B, *embrace destiny*^{LK}, *fallback strategy*^{ISG}, *lucky number*^{OM}, *memory lapse*^{B APG}

0 (at will) – *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *stabilize*

Mystery time

STATISTICS

Abilities Str 11 (+0), Dex 15 (+2), Con 13 (+1), Int 14 (+2), Wis 6 (–2), Cha 24 (+7)

Base Atk +6; **CMB** +6; **CMD** 20

Feats Craft Wondrous Item, Deepsight, Extra Revelation, Improved Initiative, Noble Scion (scion of war)

Skills Diplomacy +19, Disable Device +14, Intimidate +11, Knowledge (history) +17, Knowledge (planes) +14, Perception +14, Spellcraft +14, Stealth +17; **Armor Check Penalty** –7 (not included); **Racial Bonuses** +2 Knowledge (planes), +2 Stealth

SQ corruption (shadowbound; stage 2, manifestation level 4, DC 16), oracle's curse: wrecker

Gear +1 *club*, +2 *heavy wooden shield*, +3 *agile breastplate*, *amulet of natural armor* +3, *cloak of resistance* +3, *headband of alluring charisma* +4, jewelry (150gp worth), noble's outfit, *ring of protection* +2, *sleeves of many garments*, tender (43gp), *traveler's any-tool*

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 43 lb. (excluding tender)



SPECIAL ABILITIES

- Eerie Perception** You gain darkvision to a range of 60 feet. If you already have darkvision, the range of your darkvision increases by 30 feet instead. You also gain a +4 bonus on Perception and Stealth checks. However, you also gain light sensitivity, causing you to be dazzled in areas of bright light.
- Erase from Time (Su)** As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to $\frac{1}{2}$ your oracle level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day.
- Frightful** You gain a +4 bonus on Intimidate checks and the DCs of fear effects that you create increase by 2. However, you also take a –4 penalty on saving throws against fear effects, and you lose any immunities to fear you might otherwise possess. You also gain immunity to effects that would remove your fear (such as *remove fear*).
- Oracle's Curse: Wrecker** Held objects gain the broken condition when you use or equip them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round. Disable Device becomes a class skill for you and you can make Disable Device checks to destroy nonmagical traps as a move action without the need to use tools or take any action beyond simply touching it. Whenever you attempt to damage an object with a melee attack, reduce its hardness by an amount equal to your oracle level before determining the damage you deal with that attack.
- Regretful Gaze** You gain a gaze attack that causes foes within 30 feet to become shaken for 1 round unless they succeed at a Will save. You can suppress this ability as a free action and cause it to resume as a swift action. A creature that succeeds at the saving throw is immune to your regretful gaze for 24 hours. However, your Strength, Dexterity, and Constitution scores are each 1 point lower than normal, or by however much they would be reduced if you were one age category older, whichever is worse for you.
- Rewind Time (Su)** Once per day as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll.
- 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.
- Temporal Celerity (Su)** Whenever you roll for initiative, you can roll twice and take either result. You can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds).
- Time Hop (Su)** As a move action, you can teleport up to 10 feet per oracle level that you possess per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.
- Touch of Ruin** As a standard action a number of times per day equal to your manifestation level, you can make a melee touch attack that deals 1d10 points of damage per manifestation level you have. A creature touched this way takes 1 point of ability drain to the ability score of your choice unless it succeeds at a Fortitude save. Creatures immune to magical aging are immune to this touch attack. Any clothing or gear you wear or carry seems strangely faded and timeworn as long as you wear or carry it. Treat such items' hardness as half the normal amount. You take a –4 penalty on saving throws to protect items in your possession from damage or destruction.