

## Revin Bitter (aka The Raven King)

Male human fighter 8/shadowdancer 10

LN Medium humanoid

**Init** +9; **Senses** darkvision 60 ft.; Perception +27

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

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### DEFENSE

**AC** 47, touch 23, flat-footed 40 (+14 armor, +5 deflection, +6 Dex, +1 dodge, +1 insight, +4 natural, +6 shield); **Mobility**

**hp** 195 (18 HD)

**Fort** +19, **Ref** +22, **Will** +17; +3 vs. fear

**Defensive Abilities** alien resistance, bravery +3, defensive roll, improved evasion, improved uncanny dodge, shadow master, slippery mind, 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* +33/+28/+23 (1d6+19/15-20/×2 plus 2d6 bleed)

**Ranged** +5 *adaptive composite longbow* +28/+23/+18 (1d8+7/×3) or acidic ray +28 touch (1d6+11 acid)

**Special Attacks** 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)

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 28 (+9), Con 18 (+4), Int 20 (+5), Wis 22 (+6), Cha 24 (+10)

**Base Atk** +15; **CMB** +17 (+24 with Weapon Finesse, +33 with rapier); **CMD** 43 (50 vs. rapier, 45 vs. bow)

**Feats** Bleeding Critical, Combat Reflexes<sup>B</sup>, Critical Focus, Dodge, Eldritch Heritage (aberrant), Greater Eldritch Heritage (alien resistance), Improved Critical (rapier<sup>B</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 +36, Bluff +31, Diplomacy +31, Escape Artist +30, Intimidate +31, Knowledge (dungeoneering) +24, Knowledge (nobility) +15, Perception +27, Perform (dance) +23, Sense Motive +24, Sleight of Hand +30, Stealth +36

**SQ** armor training 3, focused study, good fortune 1/day, hide in plain sight (dim light), rogue talents (combat trick, finesse rogue, weapon training), shadow jump (340 feet/day), shadow master, summon shadow

**Combat Gear** durable arrows (60); **Gear** +5 *adaptive composite longbow*, +5 *agile adamantine rapier*, +5 *buckler*, +5 *mithral full plate*, *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 1,000gp), *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*, tender (60pp)

**Encumbrance** light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 39 lb. (excluding tender)

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### SPECIAL ABILITIES

**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.

**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.

**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.

**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*.

**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.

**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.

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

**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)

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

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**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), subtle manipulator

**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)

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:** Your other followers generally stay within your kingdom and handle your personal affairs while you are away, leaving your homeland 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, you are often accompanied by two battle mage and two battle monk bodyguards (as presented in the NPC Gallery in the GameMastery Guide).