

# RAVEN KNIGHT

The Raven Queen's influence across the Shadowfell depends on trusted agents who make up the esteemed order of the Raven Knights. Charged with protecting the Raven Queen's realm and safeguarding the Shadowfell from those who would abuse its dark power for their own ends.

## DETERMINE DEATH

When you choose this Archetype at 3rd level, you gain proficiency in the Medicine skill. Additionally, you can make Intelligence (Medicine) check with advantage when attempting to determine the cause of death of a creature.

## SOUL SEVERING

Also, at 3rd level, when you reduce a creature to 0 hitpoints you sever the connection of the creatures soul to its body. That creature cannot be turned into an undead.

Additionally, when a creature is reduced to 0 hit points within 15ft of you you can empower your weapon with that creatures souls energy. Until the end of your next turn your next weapon attack deals additional necrotic damage equal to half your fighter level plus your Constitution modifier.

## SENTINEL RAVEN

Finally, at 3rd level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you.

In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours.

The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

At the end of a short or long rest, you can call the raven back to you no matter where it is or whether it died and it reappears within 5 feet of you.

## FEATHER STEP

At 7th level, you move with the grace of the raven. Your walking speed increases by 10ft. Additionally, as a bonus action, you gain a flight speed equal to your walking speed until the end of your turn, if you end your in midair you drop to the ground.

## BOON OF THE RAVENSWORN

At 10th level, you open a direct connection to the Shadowfell, channeling its energies into your strikes for one minute. once per round, your attacks have the Soul Severing bonus damage without needing to have recently killed an enemy.

Additionally, when you do kill an enemy during this state, you coalesce their soul around your form, gaining temporary hit points equal to half your fighter level + your proficiency modifier.

## THE QUEENS BLESSING

At 15th level, the Raven Queen grants you a blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

## DUTY EVEN IN DEATH

At 18th level, when you are reduced to 0 hit points or die from another creature, you can use your reaction to have your spirit possess your body to avenge yourself. You make a melee weapon attack against the creature that killed you. If the attack hits, it is a critical hit, and you gain hit points equal to the amount of damage you dealt. Once you use this feature, you cannot use it again until you finish a long rest.





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