

Harbinger: Class Features

As a Harbinger you gain the following class features.

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Blessing Of the Damned, Reap	-	-	-	-	-
2nd	+2	Fighting Style, Spellcasting, Harbingers Smite	2	-	-	-	-
3rd	+2	Rider & the White Horse	3	-	-	-	-
4th	+2	Ability Score Increase	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Bond of Mind	4	2	-	-	-
7th	+3	Bond of Executioner	4	3	-	-	-
8th	+3	Ability Score Increase	4	3	-	-	-
9th	+4		4	3	2	-	-
10th	+4	Bond of Protection	4	3	2	-	-
11th	+4	Improved Harbingers Smite	4	3	3	-	-
12th	+4	Ability Score Increase	4	3	3	-	-
13th	+5		4	3	3	1	-
14th	+5	Purge the Wicked	4	3	3	1	-
15th	+5	Dark Resistance	4	3	3	2	-
16th	+5	Ability Score Increase	4	3	3	2	-
17th	+6		4	3	3	3	1
18th	+6	Ferry Master	4	3	3	3	1
19th	+6	Ability Score Increase	4	3	3	3	2
20th	+6	Penance	4	3	3	3	2

Hit Points

Hit Dice: 1d10 per v level

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Harbinger level after 1st

Proficiencies:

Armor: All armor, Shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, Survival, and Religion.

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a two handed weapon or (b) one martial weapon and a shield
- (a) five javelins or (b) any simple weapon
- (a) an explorer's pack
- (a) Chain mail or (b) Breast Plate
- (a) Symbol of Shar or Myrkul

Blessing of the Damned

A Harbinger may bless a creature to create a magical bond with them. This bond allows them to transfer some of their power to the creature so long as they are in range. A Harbinger may bless any number of creatures less than or equal to their charisma modifier (minimum 1). To bless a creature a 1 hour ritual must be performed, each creature that takes part in the ritual takes 1d4 psychic damage. The creature remains blessed until the Harbinger removes the Blessing (free action) or the Harbinger falls unconscious. Only one Blessing can be applied to a creature at a time.

A Blessed creature only receives the benefits of a bless if they are within range of the Harbinger. The range is equal to 5x your Harbinger Level.

This feature has no effect on fiends, undead and constructs.

Reap

Your strikes leach the very life essence away from the struck creatures. When you successfully make a melee hit you may use expend a Reap from your maximum pool. The maximum pool of reap is equal to 2x your Harbinger level.

When a Reap is used you gain 1D4 of healing. Alternatively the 1D4 can be given to any creature that is Blessed and in range.

The Reap pool is replenished after a long rest.

Fighting Style

At 2nd level you started adopting at a in a specific style of combat. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense While you are wearing armor, you gain +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting

By 2nd level, you have learned to draw on your own internal strength meditation and will to cast Spells as a Cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 for the harbinger spell list.

Preparing and Casting Spells

The Harbinger table shows how many Spell Slots you have to cast your Spells. To cast one of your Harbinger Spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

You prepare the list of Harbinger Spells that are available for you to cast, choosing from the Harbinger spell list. When you do so, choose a number of Harbinger Spells equal to your Charisma modifier + half your Harbinger level, rounded down (minimum of one spell). The Spells must be of a level for which you have Spell Slots.

For example, if you are a 5th-level Harbinger, you have four 1st-level and two 2nd-level Spell Slots. With a Charisma of 14, your list of prepared Spells can include four Spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared Spells.

You can change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Harbinger Spells requires time spent in meditation: at least 1 minute per Spell Level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your Harbinger Spells, since their power derives from the Strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when Setting the saving throw DC for a Harbinger spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

3rd -----Armor of Agathys, Searing Smite

5th-----Crown of madness, darkness

9th-----Feign Death, Bestow Curse

13th----- Blight, Confusion

17th-----Contagion, dominate person

Harbingers Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each Spell Level higher than 1st, to a maximum of 5d8.

Rider and the White Horse

By 3rd level, your refusal to give in makes you immune to disease. When knocked unconscious you make your death saving throws as normal. However, on a failed save you do not receive a failure. Instead you role until you have 3 success and continue as normal. Each time you are revived in this way you take a point of exhaustion. When unconscious you can be damaged and killed.

Channel Death

Death Call. As an action the harbinger can bring target dead creature back to life. The creature returns with hit points equal to the Harbingers Charisma Modifier (minimum 1). A creature called back to life this way cannot be healed above half their maximum health (rounded down). If the target dies again before taking a long rest they cannot be resurrected or brought back to life by any magical means. At the end of the the Harbingers long rest the creature dies once again.

This feature has no effect on fiends, undead and constructs.

Penance Aura. As an action, the harbinger channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the harbingers choice within 30 feet of the harbinger must make a Wisdom saving throw if it can see the Harbinger. On a failed save, the target is frightened of the Harbinger and all creatures blessed by those with Blessing of the Damned for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the Harbinger or a creature marked by that Blessing of the Damned, it can attempt another Wisdom saving throw to end the effect on it.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

Bond of Mind

At level 6th you have advantage on saving throws against being charmed. Creatures blessed with Blessing of the Damned, and in range, get advantage on roll against being Charmed. You must be conscious to grant this bonus.

Bond of the Executioner

At level 7th once per combat round you and all creatures blessed by your Blessing of the Damned, and in range, may add extra damage to an attack to a single damage roll, the bonus damage is equal to the Harbingers charisma modifier. You must be conscious to grant this bonus.

Bond of Protection

At the 10th level, whenever you or a creature blessed with your Blessing of the Damned, and in range, make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Improved Harbingers Smite

By 11th level, you are so suffused with corrupted might that all your melee weapon strikes carry necrotic power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 necrotic damage. If you also use your Harbingers Smite with an Attack, you add this damage to the extra damage of your Harbingers Smite.

Purge the Wicked

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a Long Rest.

Dark resistance

At 15th level, the Harbinger gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. Additionally the Harbinger gains resistance to necrotic damage

Ferry Master

At 18th level, the Harbinger has a tight grip on the souls that are marked by its blessing. When a creature that is marked by the blessing of the damned is killed the Harbinger may call their soul back to service. The creature must be in range of Blessing of the Damned and it takes an action to bring the creature back to life.

The creature is revived with hit points equal to the harbingers charisma modifier (minimum 1). The creature may not be healed about half their maximum hit points until they finish a rest. Until their next long rest the creature cannot leave the range of the Harbingers Blessing of the mark. If the creature is killed before their next long rest the creature may not be revived by any magical means.

Once the creature, or Harbinger, has completed a long rest the creature is no longer required to stay in the range of the blessing and it's maximum hit points is returned to normal.

Penance

At 20th-level, the harbinger can, as an action, surround himself or herself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the harbinger to dim light. Whenever an enemy that is frightened by the harbinger starts its turn in the aura, it takes 4d10 psychic damage. Additionally, the harbinger and blessed creatures in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow. While the aura lasts, the harbinger can use a bonus action on his or her turn to cause the shadows in the aura to attack one creature. The Harbinger makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 +the harbinger's Charisma modifier. After activating the aura, the harbinger can't do so again until he or she finishes a long rest.

Spell List:

1st:

Cause Fear

Command

Detect Evil and Good

Detect Magic

Expeditious Retreat

Locate Object

Heroism

Protection from Good and Evil

2nd:

Aid

Find Steed

Magic Weapon

Protection from Poison

Ray of Enfeeblement

Shadow Blade

Zone of Truth

3rd:

Dispel Magic

Fear

Magic Circle

Remove Curse

Shadow of Moil

4th:

Banishment

Locate Person

Blight

5th:

Dispel Evil and Good

Geas

Raise Dead