

### Harbinger Archetype - Crimson Countess

**Crimson Claim (Su):** Each round, at the beginning of her turn, the Crimson Countess deals 1d4 points of damage to creatures she has Claimed. This increases to 2d4 at 6<sup>th</sup> level, 3d4 at 10<sup>th</sup> level, 4d4 at 14<sup>th</sup> level, and a maximum of 5d4 at 18<sup>th</sup> level. This replaces Ill Tidings.

**Sanguine Empowerment (Su):** At 2<sup>nd</sup> level, the Crimson Countess develops the ability to gain and store Vitae. Whenever the Crimson Countess Claims an enemy, and again each round at the beginning of her turn, she gains Vitae points equal to the number of creatures she has Claimed. She may store a number of Vitae points equal to her class level. The Crimson Countess's Vitae pool resets to 0 after she has spent 1 minute out of combat.

The Crimson Countess gains a morale bonus equal to  $\frac{1}{2}$  her current number of Vitae points on attack and damage rolls made as part of maneuvers (this bonus increases by 2 when initiating maneuvers against Claimed creatures). Furthermore, she gains a number of other abilities as her Vitae points increase:

*Drain* - If she has at least 1 Vitae, the Crimson Countess may spend a move action to deal untyped damage equal to her class level to all creatures she has Claimed. If she has at least 2 Vitae then she also heals 1d6 hp per creature she has Claimed.

*Recover* - At sixth level, if she has at least 4 Vitae, the Crimson Countess may spend a move action to recover one of her expended boosts or counters.

*Sacrifice* – At 10th level, if she has at least 6 Vitae, the Crimson Countess may activate this ability as an immediate action up to once per encounter when she is dealt ability damage or damage to her hit points. If she does, she chooses a creature she has Claimed; that creature suffers the damage instead of the Crimson Countess. If the target succeeds on a Fortitude save (DC 10 +  $\frac{1}{2}$  the Crimson Countess's class level + her Intelligence modifier) then it instead takes half damage, with the rest being inflicted to the Countess as normal.

*Sovereignty* – At 14th level, if she has at least 8 Vitae, the Crimson Countess may activate this ability as a standard action. When she does, creatures she has Claimed must succeed at a Fortitude save (DC 10 +  $\frac{1}{2}$  the Crimson Countess's class level + her Intelligence modifier) or be teleported to a space of the Countess's choice within 60 feet of the Countess (each must be teleported to a different space, even if they are capable

of sharing spaces with one another). Spaces that are intrinsically dangerous (such as those filled with lava, or spaces in the air if the creature does not fly) may not be chosen.

*Exsanguinate* – At 20th level, if she has at least 10 Vitae, the Crimson Countess may choose a creature she has Claimed as a standard action up to once per encounter. That creature must succeed at a Fortitude save (DC 10 +  $\frac{1}{2}$  the Crimson Countess's class level + her Intelligence modifier) or die; success on this save indicates that the creature instead suffers 13d6 points of untyped damage. If the victim of this ability dies, the Crimson Countess heals a number of hp equal to  $\frac{1}{2}$  its full maximum total.

This ability replaces Dark Focus.

**Grim News (Su):** Starting at 3<sup>rd</sup> level, the Crimson Countess may move up to her speed as a swift action once per encounter. This increases to twice per encounter at 9<sup>th</sup> level and three times per encounter at 15<sup>th</sup> level.

At 9<sup>th</sup> level, the Crimson Countess may transform herself and all of her worn and carried items into a (5 ft. per class level) radius pool of blood or back to her natural form as a swift action. When the Countess reverts to her natural form from her pool form, she may appear in any space that her pool form occupied (this is not a teleportation effect; she re-forms in the chosen space). While in pool form, she gains a number of benefits and drawbacks:

- Immune to bludgeoning, piercing, and slashing damage
  - 10 ft. climb speed
  - May pour herself through any opening that is not watertight
  - Creatures may share the Crimson Countess's space while she is in pool form.
- Neither the Countess nor these creatures gain any benefit or penalty from sharing the same space.
- Does not threaten an area and cannot make attacks of opportunity.
  - Cannot make melee or ranged attacks (and cannot initiate maneuvers that require them).
  - Does not gain Vitae.

At 15<sup>th</sup> level, the Crimson Countess gains fast healing equal to her Intelligence modifier while in pool form.

This ability modifies Grim News.

### Harbinger Archetype – Ravenlord

**Dark Messenger (Ex):** The Ravenlord is served by a raven-like bird which obeys him, known as his Dark Messenger. The Ravenlord treats his Dark Messenger as a bird animal companion (the Ravenlord's effective druid level is equal to his class level for the purposes of advancing the Dark Messenger), with the following exceptions:

- The Dark Messenger's Intelligence score is equal to its master's.
- The Dark Messenger always acts on the same initiative count as its master.
- The Ravenlord may communicate telepathically with his Dark Messenger, provided the two are within one mile of each other. The Dark Messenger always obeys the Ravenlord's orders to the best of its ability and will exercise its own initiative to promote the Ravenlord's interests and safety.
- When slain, the Dark Messenger deals 1d6 points of Constitution damage to the Ravenlord, then re-forms 24 hours later, reappearing on its master's shoulder at full hit points.
- The Dark Messenger does not gain bonus tricks or the benefits of the Share Spells ability.

This ability replaces Ill Tidings.

**Dark Focus (Ex):** At 2<sup>nd</sup> level, the Ravenlord's Dark Messenger also enjoys the benefits of his Dark Focus ability (in the disciplines he has chosen), with the exception of the bonus feat gained at 6<sup>th</sup> level.

This ability modifies Dark Focus.

**Channel of Woe (Su):** At 3<sup>rd</sup> level, the Ravenlord's Dark Messenger gains the ability to initiate counters and strikes that the Ravenlord has readied. The Dark Messenger's initiator level is equal to the Ravenlord's; its initiation modifier is Intelligence. Only either

the Ravenlord or the Dark Messenger may initiate a strike in the same round (that is, if the Dark Messenger initiates a strike, the Ravenlord may not initiate a strike in the same round, and vice versa). When either the Ravenlord or his Dark Messenger initiates a strike, the other being generates a 10 ft. radius sphere known as a Gloom around themselves (the Gloom is generated after the strike is resolved); this Gloom is stationary, lasts for 1 round, and grants partial concealment to the creature that generated it so long as that creature is within its area.

At 3<sup>rd</sup> level, hostile creatures within the Gloom are cursed and suffer a -2 penalty on skill checks and Reflex saves.

At 9<sup>th</sup> level, hostile creatures within the Gloom also suffer a -4 penalty to AC, attack rolls, and damage rolls.

At 15<sup>th</sup> level, hostile creatures within the Gloom also suffer a -2 penalty to Fortitude and Will saves, and may not make attacks of opportunity while within the Gloom.

These are energy drain effects (which means, among other things, that undead and constructs are not subject to them).

This ability replaces Grim News.

**Sorrow's Shadow (Su):** At 4<sup>th</sup> level, the Dark Messenger's type changes to magical beast and it gains Toughness as a bonus feat. Do not recalculate its base attack bonus, hit points (except those granted by Toughness), saving throws, or skills. Once per turn, as a free action, the Dark Messenger may increase its size to Medium or revert to its natural size. This increases to Large at 10<sup>th</sup> level, and Huge at 16<sup>th</sup> level.

This ability replaces Massacre.

**Unwanted Missive (Su):** At 11<sup>th</sup> level, once per encounter as an immediate action, the Ravenlord may exchange places with its Dark Messenger, provided both are within long (400 ft. plus 40 ft. per initiator level) range of each other. If this is used in response to one or more abilities or attacks that target the Ravenlord or the Dark Messenger or include them in an area of effect, each becomes the potential target or victim of the abilities or attacks that targeted the other (for example, the Ravenlord is targeted by a charge attack. The Ravenlord activates this ability and exchanges places with his Dark Messenger. The Dark Messenger is now the target of the charge attack). This is a teleportation effect, and if either the Ravenlord or the Dark Messenger are prevented

from teleporting for any reason the ability fails and its use for the encounter is expended. At 17<sup>th</sup> level, the Ravenlord may use this ability twice per encounter.

This ability replaces Black Omen and Rumors of War

**Memories of Loss (Su):** At 13<sup>th</sup> level, the Gloom generated by the Ravenlord's Channel of Woe ability lasts for a number of rounds equal to his Intelligence modifier. Additionally, hostile creatures within the Gloom become incapable of benefiting from insight or morale bonuses.

This ability replaces Tenebrous Reach.

**Whispers of Atrocity (Su):** At 19<sup>th</sup> level, maneuvers initiated by the Ravenlord or his Dark Messenger ignore any and all immunities possessed by their victims.

This ability modifies Whispers of Atrocity.