

Harbinger

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Harbinger

Version Control

Version	Name	Change
1.5.4	Amnesy	Initial PGCC Release.
1.6.0	Amnesy	PGCC Patch 1, See Patch Notes
1.6.1	Amnesy	BBoD duration lowered to 1 turn. Bugfixes on Improved Weapon Hex
1.6.2	Amnesy & Team	Live Patch

Harbinger – Base Class

Harbinger Identity

Like rumors of war or plague-ridden winds, harbingers move through battlefields and leave only ruin and sorrow in their wake. Empowered from within by a deep connection to malice, harbingers channel their negative emotions into a supernatural fighting style that is strange and terrifying to behold. Some accept the darker urges within themselves but leash them, making their wrath serve as a hound might- and others embrace the violence within, becoming killers without restraint or pity.

Theme

- Dark Claim (Harbinger is best at facing a single target at the time). Dark Claim will also reward the Harbinger if the target is slain using its special abilities before the duration runs out.
- Hexes (empower Dark Claim).
- Curses (empower Harbinger).
- Bleeding, Psychic, Entropy damage types.
- Fear CC through Gruesome Technique.

Class Features

- Hit Die: d8
- BAB: High
- Proficiencies: All simple and martial weapons, light and medium armor, and shields.
- Saving Throws: High: Fortitude; Low: Will and Reflex
- Skill Points: $4 + \text{int modifier} ((6 + \text{int modifier}) * 6 \text{ at 1st level})$
- Class Skills: concentration, craft mastery, bluff, disable traps, discipline, intimidate, heal, listen, lore, parry, leadership, ride, sail, search, spot, taunt, use traps.

Harbinger

- Spellcasting: Arcane (spell failure from armor is a factor), charisma-based (a base charisma score of 10 + the spell's level is required to cast a spell, bonus spells are based on modified charisma, and the charisma modifier affects spell DCs), and spontaneous cast (no spell preparation required). Harbinger can learn spells from levels: 0, 1, 2, 3, and 4.
- Alignment: Any non-good.
- Special: Arcane Spell Failure for Armor and Shields is reduced by 20% if most levels are in Harbinger.
- Harbinger replaces Hexblade.

Restraints

Harbinger can't be multi-classed with *Elementalist*, *Hemomancer*, and *Hexblade*(replacement).

Class Charts:

Focus cost (base)						Known Spells					Base Spells per Rest					
Level	BAB	Fort	Ref	Will	Feats	HP	0th	1st	2nd	3rd	4th	0th	1st	2nd	3rd	4th
1st	1	2	0	2		8	2	-	-	-	-	unlimited	-	-	-	-
2nd	2	0	0	3	Feat: Dark Claim.	16	2	-	-	-	-	unlimited	-	-	-	-
3rd	3	3	1	3	Accursed Will (Passive)	24	3	-	-	-	-	unlimited	-	-	-	-
4th	4	4	1	4	Whispers of the Past (Passive)	32	3	2	-	-	-	unlimited	1	-	-	-
5th	5	4	1	4	Feat: Hex Weapon. Dark Focus - Select Path Feat: Atrocity: Strike.	40	4	2	-	-	-	unlimited	1	-	-	-
6th	6	5	2	5	Bonus Feat (Rumors of War).	48	4	3	-	-	-	unlimited	2	-	-	-
7th	7	5	2	5	Familiar	56	4	3	1	-	-	unlimited	2	1	-	-
8th	8	6	2	6	III Tidings (Passive)	64	4	4	2	-	-	unlimited	2	1	-	-
9th	9	6	3	6		72	4	4	2	-	-	unlimited	2	1	-	-
10th	10	7	3	7	Feat: Atrocity: Whisper.	80	4	4	3	1	-	unlimited	2	2	1	-
11th	11	7	3	7	Bonus Feat (Rumors of War).	88	4	4	3	1	-	unlimited	2	2	1	-
12th	12	8	4	8		96	4	4	4	2	-	unlimited	2	2	1	-
13th	13	8	4	8	Feat: Darkvision Feat: Mobility	104	4	4	4	2	1	unlimited	2	2	2	-
14th	14	9	4	9	Feat: Atrocity: Invocation.	112	4	4	4	2	1	unlimited	3	2	2	1
15th	15	9	5	9		120	4	4	4	2	1	unlimited	3	2	2	1
16th	16	10	5	10	Bonus Feat (Rumors of War).	128	4	4	4	3	2	unlimited	3	3	2	1

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17th	17	10	5	10		136	4	4	4	3	2	unlimited	3	3	3	2
18th	18	11	6	11		144	4	4	4	3	2	unlimited	4	3	3	3
19th	19	11	6	11	Feat: Auto Still Spell I	152	4	4	4	3	2	unlimited	4	3	3	3
20th	20	11	6	12		160	4	4	4	3	3	unlimited	4	4	3	3
21st	21	12	6	12	Feat: Epic Harbinger.	168	5	5	4	3	3	unlimited	5	4	4	3
22nd	21	12	7	13	Bonus Feat (Rumors of War).	176	5	5	4	3	3	unlimited	5	4	4	4
23rd	22	13	7	13		184	5	5	5	3	3	unlimited	5	5	4	4
24th	22	13	8	14		192	5	5	5	3	3	unlimited	6	5	5	4
25th	23	14	8	14		200	6	5	5	4	3	unlimited	6	6	5	5
26th	23	15	9	15	Bonus Feat (Rumors of War).	208	6	5	5	4	3	unlimited	6	6	5	5
27th	24	15	9	15		216	6	5	5	4	4	unlimited	6	6	6	5
28th	24	16	10	16		224	6	5	5	4	4	unlimited	6	6	6	6
29th	25	16	10	16	Improved Dark Claim (Passive)	232	6	5	5	5	4	unlimited	6	6	6	6
30th	25	17	11	17	Bonus Feat (Rumors of War).	240	6	6	5	5	5	unlimited	6	6	6	6

Core Class Mechanic

Class Synergy

Specific [Rumors of War](#) provides synergy bonuses to Harbinger Spell Caster Level (1:1) and Class Level (1/2) [For Weapon Mortality Hex, and Atrocity] from their applicable multiclassing options.

Please note, that achieving 21+ Class Levels this way does not equate to having Epic Harbinger (that is a feat granted at the 21st Harbinger Level).

- ELDRITCH PATRONAGE: Warlock.
- LURKER IN DARKNESS: Rogue, Assassin, Shadowdancer, Invisible Blade.
- DIVINE PATRONAGE: Divine Champion.
- ETERNAL HUNTER: Ranger.
- KNIGHT OF DRAGON DOWN: Knight, Cavalier.
- HERALD OF THE GRAVE: Dirgesinger.

Dark Claim

Starting at 2nd level, a Harbinger can reach out with their sorcerous malice, marking foes as her own.

- The Dark Claim duration is 4+ 1/3 her class level. Minimum 4 rounds. Maximum 1 turn.
- Upon reuse (while on CD) the claimed creature is highlighted only for the Harbinger (once per 2 sec).

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- If not on CD and having [Rumors of War](#): *Improved Dark Claim*, on self-use will highlight (hostile) targets around Harbinger who are below 20% HP (once per 2 sec).
- The Dark Claim applies combat Hexes and can be improved with selectable bonus feats and path choices through [Rumors of War](#).
- Cooldown: 1 turn + d4 rounds.
- Dark Claim is an instant ability with short range. Dark Claim is a hostile action.
- Dark Claim is a Standard Curse, hence it is removed with the Remove Curse or Restoration spell. While Dark Claim bonuses that Harbinger can get are considered a Greater Curse: so to dispel bonuses from Harbinger by using Remove Curse requires winning a Caster Level check against Harbinger Caster Level.

Accursed Will

At 3rd level: +1 saving throws against curses. Improves to +2 at 21 class levels.

Whispers of the Past

Blood Magic has a lower risk of blood arcana surge.

Hex Weapon: Mortality Hex

At 5th level: Harbingers can imbue their weapon of choice with a Mortality Hex. Weapon is bestowed Enhancement bonus equal to + 1 / 6 Class Levels (Min +1, Max +5). Applies VFX based on the energy type chosen through [Dark Focus](#). Energy damage gained through [Dark Focus](#) does not stack with temp essence.

Dark Focus

At 5th level, Harbinger picks a specialization (path):

[Crimson Count\(es\)](#)

- Becomes Blood Magic proficient:
 - Spell Hemorrhage DC increased by 4.
 - Epic Harbinger is treated as if having ESF Necromancy to determine the duration and effect of the Predator Spell.
 - On the 15th level receive an ability to cast *Vermilion Stars* spell as a spell-like ability with a 4-minute cooldown. Uses [Atrocity: Whisper](#) DC.
 - On the 21st level receive an ability to cast *Blood Homunculus* spell as a spell-like ability with an 8-minute cooldown. (The tier of the summon depends on the CL and imposes HP cost {21+: 1: 10%HP | 24+: 2: 15%HP | 27+: 3: 20%HP} While the duration is 2 rounds per CL). The HP cost does not have safety measures, yes you can kill yourself with it.
- Has a refund chance for casting Blood Arcana Spells (20+(2*CL/Spell Level)%). While Spell Hemorrhage refund chance is 100%.

Harbinger

- Affects the [Atrocity](#) Abilities.
- [Hex Weapon](#) is empowered with +1d6 Bleeding Damage (Damage Dice increase to 2d4 On Epic Harbinger). Does not stack with temp essence.
- Killing a claimed creature with any [Atrocity](#) ability: Harbinger is healed for the amount depending on the HD of the Harbinger and the target as well as receives Damage Reduction for 2 turns:
 - HD<5: 2d6+Charisma Mod HP. DR 3/+1.
 - HD 6-10: 4d6+ Charisma Mod HP. DR 5/+2.
 - HD 11-19: 6d6+ Charisma Mod HP. DR 7/+4.
 - HD 20-26: 8d6+ Charisma Mod HP. DR 9/+5.
 - HD 27+: 10d6+ Charisma Mod HP. DR 11/+6.
 - Healing only activates from targets having blood.
 - On Epic level (21+ class levels) excess healing can over-heal for 10 turns (Max 30 HP).

[Dark Claim: Crimson Count\(es\): Crimson Claim](#)

[Dark Claim](#) inflicts bleeding damage over time to the selected target (works only against non-crit immune targets capable of bleeding). 1d4 damage per round. This damage increases to 2d4 at the 13th level, 3d4 at the 21st level, and 4d4 at the 28th level. Does not stack from multiple sources. The Harbinger is healed for 1d4, this healing increases to 2d4 at the 21st level. Max Duration: 1 turn. Targets immune to bleeding damage will receive entropy damage instead (it will not provide healing). *This effect can be broken with the remove curse spell.*

[Cursed Razor](#)

- Becomes Curse proficient:
 - DC of Bestow Curse is increased by 4. Moreover, Harbinger is treated as having ESF for determining the spell effect.
 - DC of Baleful Polymorph is increased by 2.
 - On the 15th level receives the ability to cast *Harbinger Curse* spell as a spell-like ability with a 4-minute cooldown. (Functions similar to *Bestow Curse*, *Greater* spell but the curse is random.) Uses [Atrocity: Whisper](#) DC.
 - On the 21st level receive an ability to cast a *Curse Storm* spell as a spell-like ability with an 8-minute cooldown. Uses [Atrocity: Whisper](#) DC.
- Has a refund chance of 100% for casting Bestow Curse.
- Has a refund chance of 50% for casting Baleful Polymorph.
- Affects the [Atrocity](#) Abilities.

Harbinger

- [Hex Weapon](#) is empowered with +1d4 Psychic Damage and 1d4 Cold Damage (Damage Dice increase to 1d6 On Epic Harbinger). Does not stack with temp essence.
- Killing a claimed creature with any [Atrocity](#) ability: Harbinger receives +2 Dodge AC, +2 Saves, +4 Discipline (soft), +4 Concentration (soft) for 2 turns (does not stack).

Dark Claim: Cursed Razor: Voices in the Dark

[Dark Claim](#) bestows onto the target 10% vulnerability to Psychic and Cold damage. These penalties increase to 20% each at the 21st level. The target also receives a -2 penalty to saving throws against Fear; Furthermore, the target has to pass a saving throw against mind mind-affecting effect on DC = $10 + \frac{1}{2}$ Harbinger Levels + Charisma Modifier or becomes frozen from fear for d3 round(s). *This debuff can be broken with the remove curse spell.*

Dark Seraph

- Spell-Like abilities:
 - On the 15th level receives the ability to cast *Grim Terror* spell as a spell-like ability with a 4-minute cooldown. Uses [Atrocity: Whisper](#) DC.
 - On the 21st level receive an ability to cast a Black Blade of Disaster spell as a spell-like ability with an 8-minute cooldown (Unlike the spell, it lasts 10 rounds and does not require concentration, the summon gains AB with [Rumors of War](#): Improved Weapon Hex and Caster Level).
- Affects the [Atrocity](#) Abilities.
- [Hex Weapon](#) is empowered with +1d6 Entropy Damage (Damage Dice increase to 2d4 On Epic Harbinger). Does not stack with temp essence.
- Killing a claimed creature with any [Atrocity](#) ability: Harbinger receives +2 Soft AB, Damage, +4 Discipline (soft), +14% MS for 2 Turns (does not stack).

Dark Claim: Dark Seraph: Bleak Prophecy

[Dark Claim](#) bestows onto the target 10% vulnerability to Entropy damage. This penalty increases to 20% at the 21st level. When Dark Claim ends it will apply damage to the Claimed Target 2d4 per 1 round of duration. Max Duration: 1 turn. This damage is empowered if the target is below 20% HP. *This effect can be broken with the remove curse spell.* If delayed damage kills the target, it is accounted as if slain by atrocity and thus provides an applicable bonus for Dark Seraph.

Atrocity

Harbinger receives Strike (melee), Whisper (ranged), and Invocation (AoE) abilities. Each ability is cooldown-based and has effects depending on the chosen [Dark Focus](#).

The cooldown can be reduced if Atrocity is used on the Claimed Target:

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Type	Base CD	Base CD - Dark Claim	Gained At
Strike	30 sec	18 sec	Level 5
Whisper	100 sec	60 sec	Level 10
Invocation	300 sec		Level 14

Strike:

Atrocity, Strike: Crimson Count(es): Red Scythe

Melee instant attack. The damage scales the closest the target is to be slain.

Normal Damage +2d6 bleeding. And an additional +<bonus> bleeding per each 10% missing health (Extra damage from missing health is not subjected to empower with [Rumors of War: Woe Drinker](#) feat and not subject to critical hit damage multiplier). The <bonus> for Crimson Count(es) below 11 levels is 1d4, increases to 2d4 between 11 and 20, and maxes out at 3d4.

When used on the claimed creature, if the creature does not have blood, Red Scythe will do physical damage instead.

Atrocity, Strike: Cursed Razor: Tendon Rip

Melee instant attack. Normal Damage +2d6 psychic (Mind immune targets will receive cold damage instead), the target needs to pass a reflex save against curse or suffer a movement speed penalty of 40% for 2 rounds.

When used on the claimed creature, will be slowed (as the spell) for 2 rounds instead.

DC 10 + ½ Harbinger levels + Charisma Modifier.

Atrocity, Strike: Dark Seraph: Hellstrike

Melee instant attack. Normal Damage + 2d6 entropic, the target needs to pass a will save against curse or suffer daze for 2 rounds. Immunity to Mind-Affecting blocks the effect.

When used on the claimed creature, will be stunned for 2 rounds instead.

DC 10 + ½ Harbinger levels + Charisma Modifier.

Whisper:

Atrocity, Whisper: Crimson Count(es): Royal Decree

A ranged touch attack. 1d6 damage per 2 Harbinger levels (max 10d6 bleeding damage).

The target needs to pass a will save against curse or suffer fear for d4 rounds.

The Claimed Creature below 20% HP must also succeed a Fortitude Save against curse or be slain (Death Ward and Fear Immunity protect from the effect).

DC 12 + ½ Harbinger levels + Charisma Modifier.

Atrocity, Whisper: Cursed Razor: Warlock's Blow

A ranged touch attack. 1d6 damage per 2 Harbinger levels (max 10d6 psychic damage) (Mind immune targets will receive cold damage instead).

The target needs to pass a reflex save against the curse or be teleported to the Harbinger.

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The Claimed target will be also slowed (as the spell) for 1 round.

DC 12 + ½ Harbinger levels + Charisma Modifier.

Atrocity, Whisper: Dark Seraph: Abyssal Lance

A ranged touch attack. 1d6 damage per 2 Harbinger levels (max 10d6 entropic damage). Automatically empowered against Claimed creatures.

The target needs to pass a will save against curse or suffer daze for d4 rounds. Immunity to Mind-Affecting blocks the effect.

DC 12 + ½ Harbinger levels + Charisma Modifier.

Invocation:

Atrocity, Invocation: Crimson Count(es): Waltz

A gargantuan sphere centered on the caster. Deals 15d6 bleeding damage.

The targets need to pass a fortitude save against curse or suffer 1d4 Constitution Drain and heal the Harbinger 5 hp for each drained point of constitution.

DC 14 + ½ Harbinger levels + Charisma Modifier.

Atrocity, Invocation: Cursed Razor: Festival of Nightmares

A gargantuan sphere centered on the caster. Deals 15d6 psychic damage (Mind immune targets will receive cold damage instead).

The targets need to pass a reflex save against a curse or will suffer entanglement for 2 rounds. Entanglement: restricts the creature's movement (causing them to drop to 3 dexterity) and applies a (-2) to all attacks and a -4 to dexterity.

DC 14 + ½ Harbinger levels + Charisma Modifier.

Atrocity, Invocation: Dark Seraph: Apocalyptic Cry

Gargantuan sphere centered on the caster. Deals 15d6 entropic damage.

The targets need to pass a will save against curse or suffer daze for 1 round. Immunity to Mind-Affecting blocks the effect.

DC 14 + ½ Harbinger levels + Charisma Modifier.

Rumors of War

Starting from 6th, 11th, 16th, 22nd, 26th, and 30th Harbinger can select a new Hex or Curse Empowerment:

Hexes (Improve Dark Claim):

NAME	EFFECT
Hex of Rust (Default)	Lowers target's AC by -1 per 8 Harbinger levels (max -2). Harbinger receives +1 (+2 on 21+ class levels) AC for the duration. <i>Casting Remove Curse at Harbinger can remove that bonus as long as the Caster Level opposed check is won.</i>
Hex of Hallucination	Lowers the target's attack bonus by -1 per 8 Harbinger levels (max -2). Harbinger receives +1 (+2 on 21+ class levels) AB for the duration. <i>Casting Remove Curse at Harbinger can remove that bonus as long as the Caster Level opposed check is won.</i>

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Hex of Acedia	Lowers the target's saves (Fortitude/Will/Reflex) by -1 per 8 Harbinger levels (max -3). And Lowers the target's skills by -2 per 8 Harbinger levels. Harbinger receives +1 (+2 on 21+ class levels) to saves and skills for the duration. <i>Casting Remove Curse at Harbinger can remove that bonus as long as the Caster Level opposed check is won.</i>
Hex of Neglect	Target receives 5% vulnerability to physical damage per 8 Harbinger levels.
Hex of Black Diamond	Target receives 6% vulnerability cold damage per 8 Harbinger levels and a 5% movement speed penalty. Invisibility and Improved Invisibility are dispelled. (Displacement and Blur effects are not dispelled). Applies -20 penalty to hide (Hide skill penalty does not stack with Hex of Acedia, per each skill, the higher penalty is taken).
Hex of Oath-breaker (Epic)	Removes one random buff of Divine Shield, Divine Might, Divine Favor, or Divine Power from the Hexed target (does not prevent being reapplied). If an effect is dispelled this way the target receives 5d6 divine damage.
Hex of Rune-breaker	If Hex is placed upon a summoned creature, it is instantly unsummoned. Magical energy used to conjure the creature will be discharged: the Summoner will receive d6 magical damage per HD of summon consumed, max 15d6, (if the summon had over 15HD it will create a Thunder Clap (Medium Sphere Size) effect using Atrocity, Invocation DC at the hexed summon location). Unsummoned Creature does not refresh Dark Claim CD. Warlock Pact Summons are entitled to Will saving throw against Curse to resist the effect.
Improved Weapon Hex	Increase Mortality Weapon Hex bonus energy damage by 1 stage (d4->d6, d6->d8); Massive Critical 1d12. Vampiric Regeneration 3 (upgrades to 6 on 21+ Class Levels). Spell Resistance 26 (requires 26+ Class Levels).
Hex of Arcane Hunger (Epic)	Dark Claim breaches d2 effects from the target. d3+1 Effects at level 25+. Reduces SR by 5.
Hex of Soul Erosion (Epic)	Removed for the time being. It won't be selectable.

Curse Empowerments (Passive):

NAME	EFFECT
Eldritch Patronage	Soft bonuses: +3 Lore, Concentration, and Spellcraft. All spells receive an additional refund chance of +25%. Moreover, epic Harbinger has an additional +25% refund chance for spells from 1 st spell level and receives Feat: Improved combat casting. Grants Sinister Call (yoink) to Epic Harbinger. Affects Class Synergy .
Lurker in Darkness	Soft bonuses: +3 Hide, Move Silently, Spot, Listen, Disable Trap, and Use Traps. Passive concealment 30%. Uncanny dodge I, Trackless Step. Spell Invisibility has a 100% refund chance. Moreover, epic Harbinger upgrades to Uncanny dodge II and gains Method Hidden Persona. Affects Class Synergy .
Divine Patronage	Soft bonuses: +3 Bluff, Intimidate, Taunt. Receives Turn Undead. Moreover, if Epic Harbinger with at least 23 class levels learns Divine Shield and Divine Might then both are applied at the same time on either activation (also grants extra turning feat). Receive Dark Blessing (Charisma to Saves) at Harbinger Level 26+. Affects Class Synergy .

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Eternal Hunter	Receives Sneak Attack: 1d6 per 6 Harbinger levels (Does not stack with Black Guard). Fearless +4 (+4 saves against Fear). Moreover, epic Harbinger gains Keen Senses. Affects Class Synergy .
Mortality Undone	Grants 5% physical damage immunity pre-Epic. The Epic Harbinger receives a further 5% damage immunity (for a total of 10%). Moreover, Harbinger receives Epic Toughness I at the 23rd level, and Epic Toughness II at the 28th level. !! Immortal Harbingers (Vampires) will instead of physical damage immunity gain Positive Energy immunity.
Misfortune's Favor (Epic)	+2 to universal saves. Receives Evasion. !! Universal saves bonus is not applied if the PC has Dark Blessing or a similar effect (CHA to SAVES) like a bonus from Divine Patronage. <i>(Betting tested for opening synergy with another class)</i>
Woe Drinker (Epic)	Atrocity DC increases by 4. Atrocity Energy Damage is increased by 25% for Strikes, Whispers, and by 50% for Invocations. Extends bonus from 'Killing a claimed creature with Atrocity' to 5 turns. Since Paths Spell-Like abilities use Atrocity DC, their DC is also affected.
Cursed Armaments	Gain Heavy Armor Proficiency and Exotic Weapon Proficiency. Armor and Shield receive -50% of Arcane Spell Failure risk. Additionally: <ul style="list-style-type: none"> Death Armor Spell receives a refund chance of 25% and has uncapped CL.
Herald of the Grave	Provides +3 Appraise, Sail, Search. +2 to Saving Throw against mind-affecting effects. Grants Skill Focus: Perform Feat. Harbinger contributes 2/3 to the power of Curse Song (if made by Dirgesinger). Harbinger contributes 1/2 to the maximum charges of Curse Song. Epic Harbingers gain 10% Sonic energy immunity. Epic Harbingers gain Extra Music Feat. Affects Class Synergy .
Malady Shield	Grants 5% energy immunity per 7 Harbinger levels (energy type depends on the Dark Focus : Crimson Count(es) : Bleeding; Cursed Razor : Psychic; Dark Seraph : Entropic). Moreover, epic Harbinger receives a +2 saving throws bonus against Death and Curse spells and effects, and saves against traps. Additionally: <ul style="list-style-type: none"> Lesser Spell Mantle effect is maximized while the spell receives a refund chance of 50% Shield Spell receives a refund chance of 50% and protects against Force Damage based on Harbinger class level (does not stack with Spell Focus: Abjuration): <ul style="list-style-type: none"> Class Level 1-11: 3/- Class Level 12-25: 6/- Class Level 26-30: 12/-
Knight of Dragon Down	Provides: +3 to Heal, Ride, Leadership. Grants Mounted Combat Feat. Increased Spell Refund chance for Life Transference (100%). 10% Elemental Damage Immunity (Fire, Cold, Acid, Electricity). Epic Harbinger: 10% Negative Damage Immunity. Epic Harbinger: Mortality Weapon Hex provides additional +1d6 bonus damage against Dragons, Giants, Abberations, and Outsiders. Affects Class Synergy .

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Familiar

At 7th Harbinger receives a familiar.

III Tidings

At 8th level: Increase Movement Speed by 8%, at 15 Harbinger level increase it to 16%.

Darkvision

At 13th level: Harbinger receives Feat Darkvision.

Auto Silent Spell

At 19th level: Harbinger receives Auto Silent Spell I.

Improved Dark Claim

At 29th level:

Removes the +d4 cooldown component from Dark Claim. If cast against a target below 20% HP the target is slain unless it passes a Fort save vs Death Effect with DC = 12+ ½ Harbinger Level + Charisma Modifier (Death Ward Protects). If the target is slain with this ability, Harbinger is under the Death Knell effect gaining +2 AB, AC, and Saves for the number of rounds equal to HD of the creature slain (does not stack with itself). If not on CD self-use will highlight (hostile) targets around Harbinger below 20% HP (once per 2 sec). The application of Death Knell does not refresh Dark Claim CD.

Spellcasting

Harbinger learns and casts Arcane spells (spell failure from armor is a factor), charisma-based (a base charisma score of 10 + the spell's level is required to cast a spell, bonus spells are based on modified charisma, and the charisma modifier affects spell DCs), and spontaneous cast (no spell preparation required).

- Harbinger can learn spells from levels: 0, 1, 2, 3, and 4.
- Harbinger has individual spell progression (refer to the [chart](#)).

Spell Level 0:

• Acid Splash	• Chill Touch	• Ray of Frost
• Bestow Wound	• Daze	• Resistance
• Blades of Fire	• Light	• Vicious Mockery

Spell Level 1:

• Charm Person	• Ironguts	• Endure Elements
• Doom	• Mage Armor	• Scare
• Entropic Shield	• Magic Weapon	• Shield
• Expeditious Retreat	• Negative Energy Ray	• Ultravision
• Grease	• Protection from Alignment	
• Ice Dagger	• Ray of Enfeeblement	

Spell Level 2:

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- Bear's Endurance
- Blindness/Deafness
- Blur
- Bull's Strength
- Cat's Grace
- Cloud of Bewilderment
- Command
- Darkfire
- Darkness
- Death Armor
- Eagle's Splendor
- False Life
- Frigid Darkness
- Frostbite
- Ghostly Visage
- Ghoul Touch
- Gust of Wind
- Halt Undead
- Hemorrhage
- Invisibility
- Lesser Dispel
- Lesser Planar Binding
- Life Transference
- Resist Elements
- See Invisibility
- Strangulate
- Tasha's Hideous Laughter
- Vampiric Touch
- Web
- [Detect Curse](#) – New
- [Aura of Enmity](#) – New

Spell Level 3:

- Bestow Curse
- Contagion
- Crimson Lightning
- Crushing Despair
- Dispel Magic
- Displacement
- Dominate Person
- Enervation
- Eyebite
- Fear
- Finger of Agony
- Frost Nova
- Greater Magic Weapon
- Haste
- Improved Invisibility
- Keen
- Minor Globe of Invulnerability
- Negative Energy Burst
- Protection from Elements
- Remove Curse
- Soul Scour
- Stinking Cloud
- Stoneskin

Spell Level 4:

- Baleful Polymorph
- Cloudkill
- Darkbolt
- Death Ward
- Dismissal
- Ethereal Visage
- Evard's Black Tentacles
- Feeblemind
- Lesser Mind Blank
- Lesser Spell Breach
- Lesser Spell Mantle
- Nightmare
- Phantasmal Killer
- Planar Binding
- Polymorph Self
- Predator
- Redbolt
- Spinal Tap

Curses:

Curse Immunities:

Certain curses have multiple immunities, which can vary from simple as immunity to effects or complex as class features, selected deity with proper piety balance, or even items and other effects.

Whatever the reason is for the curse to fail to affect a target, the exact reason is never revealed to the caster.

Curse Master List:

[Curse List.xlsx](#)

Spell Changes/New:

Remove Curse & Restoration – Spell Changes:

Restoration spells won't remove greater curses from a target.

Remove Curse will automatically remove standard curses as it currently does.

Remove Curse can remove greater curses as long as the caster wins the caster level check vs the caster level of the greater curse.

Harbinger

Bestow Curse – Spell Changes:

The Bestow curse is reworked to be a short-range spell with a number of sub-options selectable from a radial menu. The caster can select the desired curse.

- Bestow curse will also be changed to Necromancy school as per SRD.
- All saving throws are made against *SAVING_THROW_TYPE_CURSE*.
- Some curses receive empowered effects with ESF Necromancy.
- Same curses do not stack.
- Harbinger with Path of Cursed Blade is treated as if having ESF for the purpose of determining the effect.

Options:

Name
Curse of Fatigue
Curse of Kesefehon
Curse of Hexxat
Curse of Slumber
Curse of Obedience
Curse of Paranoia
Curse of Doubt
Curse of Weave Eater

Evil Blight – Spell Changes:

The spell is added to Hemomancer spellbook at Tier 7.

The spell will now apply one of the 3 curses at random:

Name
Curse of Fatigue
Curse of Slumber
Curse of Doubt

Bestow Curse, Greater – New Spell:

- Tier 8, Necromancy.

Harbinger

- Wiz/Sorc 8, Bard 6, Druid 8, Cleric 8, Fav Soul 8, Spellsword 8, Warlock 8, Hemomancer 8
- Medium Range.
- All saving throws are made against *SAVING_THROW_TYPE_CURSE*.
- Same curses do not stack.

Name
Curse of Exhaustion
Curse of Thanatos
Curse of Narfell
Curse of Isolation
Curse of Sunstar
Curse of Urfestra
Curse of the Revenancer
Curse of Zhengyi

Aura of Enmity – New Spell:

Spell Level(s): Harbinger 2

Innate Level: 2

School: Transmutation

Descriptor(s): Mind-affecting

Component(s): Verbal, Somatic

Range: Personal

Area of Effect / Target: Colossal (10 meters radius)

Duration: 1 turn/level

Additional Counter Spells: None

Save(s): Harmless

Spell Resistance: No

Description: The caster gains a +4 charisma bonus. All allies near the caster gain a +1 bonus to their saving throws versus curses.

If the character has a majority of levels in Harbinger, the duration changes to hours/level.

Detect Curse – New Spell:

Spell Level(s): Harbinger 2, Wizard/Sorc 2, Fav Soul 2, Bard 2, Hemomancer 2, Paladin 2, Cleric 2, Druid 2

Harbinger

Innate Level: 2

School: Necromancy

Component(s): Verbal, Somatic

Range: Touch

Area of Effect / Target: Single

Duration: Inst

Additional Counter Spells: None

Save(s): Harmless

Spell Resistance: No

Description: The caster attempts to detect curses on target, standard curses are automatically discovered while greater curses require to pass a Caster Level check against the Caster Level of the curse.

Moreover, the caster might gain insight into what curses are affecting the target. Each detected curse will require passing a Spellcraft check vs twice the Caster Level of the curse (greater curses receive a bonus of +10 to the difficulty).

Curse Storm – Spell Changes:

Updated curse list. The spell is no longer considered part of the Blood Arcana (meaning it changed its group to the curse spell category and casters no longer suffer the risk of Blood Arcana Surge while casting it).

Curses being part of Curse Storm.

CURSE_OF_ROT
CURSE_OF_ISOLATION
CURSE_OF_RED_DEATH
CURSE_OF_BLACK_HAND
CURSE_OF_THARIZDUN
CURSE_OF_NIGHTMARES
CURSE_OF_EXHAUSTION
CURSE_OF_MISFORTUNE

Patch Notes:

PGCC Patch 1

<DARK CLAIM>

- Bleak Prophecy - if delayed damage kills the target, it is accounted as if slain by atrocity and thus provides an applicable bonus for Dark Seraph.

<SPELLS>

Harbinger

- Hemorrhage has a 100% refund for Crimson Count(ess).
- CD-based spell-like abilities (like Curse Storm) have their DC standardized to Atrocity Whispers.

<RUMORS_OF_WAR>

- IMPROVED WEAPON HEX is merged with GREATER WEAPON HEX:
Increase Mortality Weapon Hex bonus energy damage by 1 stage (d4->d6, d6->d8, d8->d10); On 26+ Class Levels increases one more time.
Massive Critical 1d12.
Vampiric Regeneration 3 (upgrades to 6 on 21+ Class Levels).
Spell Resistance (requires 21+ Class Levels).
- DIVINE PATRONAGE is merged with CROWN OF MALEVOLENCE.
Cha to Saves is provided for level 26th+ Harbingers.
- LURKER IN DARKNESS, adjustments:
Trackless Step no longer requires Epic Harbinger.
Epic Harbingers update Uncanny Dodge I to Uncanny Dodge II.
- IMPROVED DARK CLAIM is no longer selectable, it is granted as a bonus feat at the 29th Harbinger Level.
- ELDRITCH PATRONAGE grants Sinister Call (yoink) to Epic Harbinger.
- KNIGHT OF DRAGON DOWN, new option:
Provides: +3 to Heal, Ride, Leadership.
Grants Mounted Combat Feat.
Increased Spell Refund chance for Life Transference (100%).
10% Elemental Damage Immunity (Fire, Cold, Acid, Electricity).
Epic Harbinger: 10% Negative Damage Immunity.
Epic Harbinger: Mortality Weapon Hex provides additional +1d6 bonus damage against Dragons, Giants, Abberations, and Outsiders.
- HERALD OF THE GRAVE, returning option:
Provides +3 Appraise, Sail, Search.
+2 to Saving Throw against mind-affecting effects.
Grants Skill Focus: Perform Feat.
Harbinger contributes 2/3 to the power of Curse Song (if made by Dirgesinger).
Epic Harbingers gain 10% Sonic energy immunity.
Epic Harbingers gain Extra Music Feat.

<SYNERGIES>

Specific RUMORS OF WAR provide synergy bonuses to Harbinger Spell Caster Level (1:1) and Class Level (1/2) [For Weapon Mortality Hex, and Atrocity] from their applicable multiclassing options.
Please note, that achieving 21+ Class Levels this way does not equate to having Epic Harbinger (that is a feat granted at the 21st Harbinger Level).

- ELDRITCH PATRONAGE: Warlock.
- LURKER IN DARKNESS: Rogue, Assassin, Shadowdancer, Invisible Blade.

Harbinger

- DIVINE PATRONAGE: Divine Champion.
- ETERNAL HUNTER: Ranger.
- KNIGHT OF DRAGON DOWN: Knight, Cavalier.
- HERALD OF THE GRAVE: Dirgesinger.

<BUG_FIXES>

- Dark Claim not revealing out of sneak to PCs.
- Curse Storm having incorrectly calculated DC on Cursed Razor.
- Atrocity Invocation incorrect damage type for Crimson Countess and Dark Seraph.
- A few minor ones.

The Knights of Dragon Down is a ballad in FR:

https://www.oakthorne.net/wiki/index.php/Forgotten_Realms_Songs