

HARBINGER

The guards surround a lithe, thin figure in golden and blue armor. They attempt to seize the tactical advantage of numerical superiority, but they're fools. She raises her hooded figure and with confident attacks outmanouvers all of them. Tricked and ashamed, they retreat with one of them looking at her for the last time: she clutched an ancient scroll, and had no eyes.

When the Dragon stormed the city, he thought that the lack of sacrifices in his honour was a sign of rebellion. However, he found only the razed and raided remains of the keep, its guards slaughtered and piled on pyre. On top of the corpses stood a warrior with red and golden armor, stained with blood, a bloody gory battleaxe on his left hand.

The priest was ready. She studied her whole life to fight the temptations of evil, to hunt it down, and drive it back into the void. Surely, the beautiful young man in gold and purple robes couldn't have captured all of those youngsters. She blushed when he signaled her to come closer, her eyes none the wiser of his hidden dagger ready to strike.

That's weird... the elven scout thought. *What's that stench?* A giant, bloated figure in drab green and rotting gold was sitting peacefully on the ground, with its oversized spear gently placed on its shoulders. The ranger disappeared in silence: the grass was filling with mold just by touching him.

The world is dangerous, there are monsters and abominations, and the gods rarely listen. There are dark forces that usually *do*, however, and help without consideration, for their energies are primordial and their needs insatiable. Those who commit their life to those forces are called Harbingers, and they are strong and fearsome, as much as are revealed and feared champions of the Prime Forces that elected them such.

MUTATED AND CONDMANED

It's extremely difficult, mostly impossible for a Harbinger to become so by accident. Choice is the cornerstone of the Prime Forces, and absolute devotion to their single minded purposes is rare and difficult to find in normal, everyday people. However once the choice is made, or enforced, it's completely irreversible, and all mutations that occur during the pursuit of this Class are permanent, unmistakable, and universally mistrusted (or downright hated). However this mutations are extremely powerful, and probably the things that make them so strong and resilient. Mutations are the peculiar mark of the Prime Forces, and some might have a clear and distinct side effect that is immediately placed to remind the price for power. As their mutations increase, however, this side effects are overshadowed, making veteran Harbingers devastating foes.

DEVOTED AND CONSUMED

The Prime Forces accept only champions that really embody their hunger. Each type of Harbinger is consumed by an urge, insormountable and all encompassing. They live and die for it, but everyone is consumed differently: while Knights of the same urge may find common ground and fight under the same banner if need arises, their personality may vary.

CREATING AN HARBINGER

What was your first contact with a Prime Force? This is an absolute cornerstone of an Harbinger, the defining moment that started your path in this career. You asked the beyond for help and *you got it*, without anything more than curiosity and a little bit of hunger... but hunger for what? Think about how your character slowly started his descent, his needs bigger than his life allowed. Ask yourself what kind of person he was before the mutations started to happen, before primordial urges took him beyond. And then define a clear moment where the Investiture happened, when he was elevated at the status of Harbinger. From there, think about his mutations, how does he react to his new body? How do his *loved ones* react at his new, twisted form? All and all seek for interesting opportunities to roleplay internal growth and philosophical dilemmas about power, wants and the ramifications of choices made to satisfy them.

QUICK BUILD

You can make an Harbinger quickly by following this suggestions. First, make Constitution your highest ability score, followed by Strenth or Dexterity depending on what weapon you want to employ. Second, choose the soldier background.

CLASS FEATURES

As an Harbinger, you get the following class features.

HIT POINTS

Hit Dice: 1d8 per Harbinger level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Harbinger Level.

PROFICIENCIES

Armor: Light Armor and Shields.

Weapons: All Simple and Martial Weapons.

Tools: None.

Saving Throws: Constitution, Charisma.

Skills: Choose two from skills from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Perception, and Religion.

EQUIPMENT

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

- (a) chain mail or (b) Hide, a finesse weapon.
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- a symbol of the Prime Force you're devoted to.

Alternatively, you may start with 1d12 x 25 gp to buy your own equipment.

THE HARBINGER

Level	Proficiency Bonus	Features	Mutations	Obsession
1st	+2	The Investiture	1	-
2nd	+2	Primal Urge	2	1d4
3rd	+2	Sign Bearer	2	1d4
4th	+2	Ability Score Improvement	3	1d4
5th	+3	Extra Attack	3	1d4
6th	+3	Urge Feature	3	1d6
7th	+3	Prime Surge (L)	4	1d6
8th	+3	Ability Score Improvement	4	1d6
9th	+4	Exalted Mutation (1)	4	1d6
10th	+4	Urge Feature	4	1d8
11th	+4	Prime Surge (S)	5	1d8
12th	+4	Ability Score Improvement	5	1d8
13th	+5	Exalted Mutation (2)	5	1d8
14th	+5	Urge Feature	5	1d10
15th	+5	Lord of the Urge	5	1d10
16th	+5	Ability Score Improvement	6	1d10
17th	+6	Exalted Mutation (3)	6	1d10
18th	+6	Urge Feature	6	1d12
19th	+6	Ability Score Improvement	6	1d12
20th	+6	Apocalyptic	6	1d12

THE INVESTITURE

Your body starts the process in which the small, aesthetic mutations morph into actual physiological mutations. You choose your first one at 1st level, which makes you more reliable, stronger, or more resilient. You choose your mutation from the Mutation list at the bottom of this document. As you advance as a Harbinger you gain more mutations, as shown in the Mutations column in the Harbinger table; there may be effects that require a saving throw or an attack roll, so to calculate it, you use the following formula:

Saving Throws: 8+ Proficiency Bonus+ Constitution Bonus.

Attack Rolls: Proficiency Bonus+ Constitution Bonus.

Each Mutation gifts you with 1 extra Hit point. As your physiology is warped, you become more difficult to kill.

PRIMAL URGE

At 2nd level you find the obsession that will consume your life forever, the Urge of the Prime Forces that will shape your path as an Harbinger. Choose the Urge to Research, the Urge to Endure, the Urge to Conquer, or the Urge to Enthral, detailed at the end of the class description. Your choice grants you features at level 2, 6, 10, 14, and 18.

All Urge features are linked to your Obsession die, which increases as shown in the Obsession column in the Harbinger table.

SIGN BEARER

The Prime Forces sear their arcane mark on your flesh, making you recognized as a champion of their unscrutable designs. You gain proficiency on Intimidation Checks, and get advantage on such checks against those who recognize the Sign.

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.

PRIME SURGE

At 7th level, you can summon the energy from the Prime Forces to strengthen your will in a dire situation. When you suffer damage from a single spell, attack, or effect that could knock your hp to 0 or lower, you can negate the entire damage. Once you do this, you gain a point of fatigue, and cannot use this feature again until you finish a long rest. At 11th level, you recover the use of Prime Surge after a Short or Long rest, instead.

EXALTED MUTATION

Veteran Harbingers are recognizable at a distance, for their mutations are impossible to conceal. Choose one of your mutations: you gain 2 extra hp, and any numerical effect is doubled (so that a Mutated Appendix that strikes for 1d8 points of damage, will now deal 2d8 points of damage, and a Mutated Spine that gifts 5ft reach for melee attacks, now will grant 10ft reach, and so on and so on). You can exalt an additional mutation at level 13 and level 17.

LORD OF THE URGE

You've cemented your position as a Lord Harbinger, a powerful agent of the Prime Forces, and there are few who can stand before you. You gain immunity to stun.

APOCALYPTIC

You become an avatar of the Prime Forces at 20th level. You now add your Constitution Modifier to Obsession Rolls, and Saving Throws.

HARBINGER URGES

All Harbingers are tied to obsessive behaviours that are a direct link to the insatiable and indulgent Prime Forces. While not necessarily evil per se, even the most pure hearted Harbinger is capable of sundering armies in the pursuit of their obsession. The four Primal Urges are what loosely tie together certain Harbingers, but the differences of mutations make sure that's almost impossible for two Harbingers to come out the same way.

URGE TO RESEARCH

An Urge to Research Harbinger is clad in blue and gold, consumed by the need to understand everything and anything. In an attempt to quench the curiosity that devours them, they seek out forgotten libraries, interrogate ancient outsiders, or even take grimoires from the cold hands of *recently* dead wizards. As you let this Urge consume you, your focus and martial prowess are enhanced by your knowledge, as you predict attacks and gain access to arcane powers in your endless research.

EYELESS

When choosing this Urge at 2nd level, you gain the Eyeless Mutation. It doesn't count as an acquired mutation. You have the Blind condition, and cannot remove it by any means short of Wish or Divine Intervention. As long as it's removed, you lose ALL of your Urge Features.

BONUS PROFICIENCIES

You gain proficiency in medium armor and Arcana checks.

SEEKER OF FORGOTTEN LORE

Starting at 6th level, you gain a knack for the arcane. From now on you can use arcane scrolls, wands and staves as a wizard of your Harbinger level, and you learn the Magic Initiate feat as a Wizard. Roll your Obsession Die when you cast any spell: on a roll of 6+, you cast it without problem, on a roll of 5- you suffer 4d6 necrotic damage due to backlash. If you roll a 10+, the spell explodes: you suffer 1d6 necrotic damage, but you deal an additional 3d6 points of force damage, even if the original cantrip or spell did not do so (you can choose to forfeit this damage if you want so).

BATTLE SEER

At 10th level, your studies factor in so many facets of reality that it becomes nigh impossible for you to be surprised by an enemy attacking you. As an Action, you can concentrate on every opponent that you're aware of in a 60ft radius, then roll your Obsession Die. Add the result to your AC for 1min against those targets. You can do so a number of times equal to your Intelligence modifier (minimum of 1), after which you need a long rest to regain all the uses back.

THE ALL-SEEING

After you reach 14th level, your Eyeless mutation becomes Exalted (read above how to exalt a Mutation). Also, you gain the All-Seeing mutation. It doesn't count against your acquired mutations.

SPELL-FEEDING

At level 18, your peerless understanding of the secrets of arcana makes you stronger against spells. Your Intelligence raises by 4 and your Intelligence maximum raises by 4. You're also resistant to the damage of spells and have advantage on spell saves. If you succeed on a saving throw against a spell, you regain HP equal to the level of the spell.

URGE TO ENDURE

Things live, die, rot, and let other things grow, live, die, and rot. None understands that more than the Urge to Endure Harbinger, a hulking colossus in heavy armor of oxidized gold and green, filled with fungus and moss. As you let this Urge be your guide, you'll find yourself an unlikely guardian of the wild places, especially the most unsavory like swamps or marsh thickets. Harnessing the raw power of growth and organic expansion, you'll find your mutations becoming even better and your physique even stronger, as you carve your way through people who don't understand the value of the all life.

BLOATED

When choosing this Urge at 2nd level, you gain the Bloated Mutation. It doesn't count as an acquired mutation. Your Speed Halves, and you cannot use your reaction to make opportunity attacks. You cannot remove this debuff by any means short of Wish or Divine Intervention. As long as it's removed, you lose ALL of your Urge Features.

BONUS PROFICIENCIES

You gain proficiency in medium armor, heavy armor, and Nature Checks.

UNNATURAL RESILIENCE

At 6th level your mutations undergo a spontaneous transformation, hardening and improving your odds of survival. You gain the Tough feat, and each of your mutations grant you an additional 2hp. When you're hit by a melee attack, you can use your reaction to roll your Obsession Die: reduce the damage suffered by the hit by that amount.

CARRIER OF LIFE

Starting at 10th level, you become immune to Disease. As a bonus action you can coat your weapon in a revolting miasma of mold and fungus. The Next time you hit a target, roll your Obsession Die: the target takes that amount as poison damage, and is poisoned for 1 round. You can do so a number of times equal to your Constitution modifier (minimum of 1), after which you need a long rest to regain all the uses back.

JUGGERNOUT

After you reach 14th level, your Bloated mutation becomes Exalted (read above how to exalt a mutation). Also, you gain the Juggernaut mutation. It doesn't count against your acquired mutations.

FORCE FROM THE MARSHLANDS

At level 18, Your will to live and propagate life is unmatched, so is your size and physique. Your Constitution modifier increases by 4 and your Constitution Maximum increases by 4. Your size increases to Large, if it wasn't already. You can push targets smaller than you by 5ft after you hit them with a melee attack.

URGE TO CONQUER

Hard is the life of a warrior, but cometh filled with riches and glory. The feeling of grasping victory in one's hands, of triumphant commupance. Those are the cornerstones of what the Urge to Conquer Harbingers lose their self to, what consumes them and compels them to find and seek even bigger and greater challenges. You'll find aggressive strenght and speed in the thoroos of your unending assaults, weapon or weapons in hand, burning like a star, bright and bloody.

WARPED INSTINCT

When choosing this Urge at 2nd level, you gain the Warped Instinct Mutation. It doesn't count as an acquired mutation. When you're engaged in combat, after you've rolled initiative, you must move towards the nearest enemy and use the Attack action. Until you've done so, you'll attempt to do so until the enemy is no longer considered part of the initiative order for that encounter. You cannot remove this debuff by any means short of Wish or Divine Intervention. As long as it's removed, you lose ALL of your Urge Features.

BONUS PROFICIENCIES

You become proficient with medium armor, heavy armor, and Intimidation checks.

GLORIOUS CHARGE

At level 6, you learn that offense is the greatest defense of all. You gain the Charger feat, and whenever you hit with the Charger feat, that target is marked until you mark another one. The first attack that hits a marked target on each of your turns, roll your Obsession die and add your Proficiency modifier: you regenerate an ammount of hp equal to the result of this roll.

BLOODY ROAR

Starting at 10th level, you refuse to let petty flesh wounds stop you in your tracks. When you're below half your hp, you can use your action to let your urge consume you completely in exchange for a mighty whirlwind of death. As an Action, make a weapon attack: it targets everyone within 10ft from you, and you add your Obsession die to the damage of the attack. If you kill one target, you immediately make another whirlwind attack. If you down a marked target, you recover 2hp per Harbinger level immediately. You can do so a number of times equal to your Strenght modifier (minimum of 1), after which you need a long rest to regain all the uses back.

SCARLET FROTH

After you reach 14th level, your Warped Instinct mutation becomes Exalted (read above how to exalt a mutation). Also, you gain the Scarlet Froth mutation. It doesn't count against your acquired mutations.

UNDEFEATABLE

At level 18, There is only one objective: keep winning, keep facing more challenges. Your Strenght increases by 4 and your maximum Strenght increases by 4. You gain an additional attack during your Attack Action (bringing it to 3 attacks total) and your Charge feat (bringing it to 2 attacks as part of the bonus action after the Dash action. They both benefit from the additional damage).

URGE TO ENTHRALL

The need to form meaningful relationships, the need of forging meaningful relationships, the longing for physical, spiritual, emotional connection. All of those are the cornerstones of the alluring hedonists Urge to Enthrall Harbingers. Dressed in elegant purple and gold robes, they travel from court to court, to mystical places and untamed wild lands, all to establish relationships that will feed him and his need. You'll wield powers of desire and temptation, and is not uncommon for you to live a decadently delightful life.

INSTRUMENT OF DESIRE

When choosing this Urge at 2nd level, you gain the Instrument of Desire Mutation. It doesn't count as an acquired mutation. You have disadvantage against all enchantment spells and charme effects that target you, and you cannot benefit from any effect that gives you advantage against those things. You cannot remove this debuff by any means short of Wish or Divine Intervention. As long as it's removed, you lose ALL of your Urge Features.

OTHERWORDLY BEAUTY

At level 6, you learn how a certain look, gaze or garb enhance your presence in ways that speak to everything. You gain the Actor feat, and as long as the enemy is not a Construct, you can use your reaction after you've been declared the target of a spell or attack. Roll your Obsession die: If you roll over his CR or Level, the target is Charmed until the end of your next round, or until he takes damage.

DANCE OF DELIRIUM

Starting at 10th level, your movements communicate such a longing desire that all creatures strive to join you, especially beautiful ones. As a Full Round action (you cannot do anything else on your turn), you can surround yourself in a reflection of the desires of the Prime Forces. All enemies that can see you have to make a Wisdom save, the DC of which equals their Charisma (All Fey ancestry creatures roll with Disadvantage, as their heritage turns against them). If they fail, roll your Obsession die: for a number of rounds equal to the result, enemies have to follow you into a trance and dance, ignoring everything else until the end of the dance. You can do so a number of times equal to your Charisma modifier (minimum of 1), after which you need a long rest to regain all the uses back.

MESMERIZING

After you reach 14th level, your Instrument of Desire mutation becomes Exalted (read above how to exalt a mutation). Also, you gain the Mesmerizing mutation. It doesn't count against your acquired mutations.

HEARTACHE

At level 18, You who knew deep, unshakable love, know how much it hurts to grief and lose it, and that only ignites your passion even stronger. Your Charisma increases by 4 and your Charisma maximum increases by 4. You now can force an opponent to roll a Charisma Saving Throw against your Mutation Save DC. Spellcasters (except Enchanter Wizards), have disadvantage on the roll. If they fail, they're incapacitated for 1min, as grief strikes them incontrollably.

MUTATIONS

Here are listed your Mutations, gained as your levels into the Harbinger class raises. Every mutation you choose to acquire is Permanent: the Prime Forces don't care about uncomfortable situations, a choice made is a choice to maintain. There are however arcane means, like Wish, that allow for such a change to happen, and other ways might be possible, at the DM discretion.

Mutations are listed in Alphabetic order, have a brief physical description followed by a mechanical aspect. There are level restrictions for balancing, but there are no aspects that prevent an experienced Harbinger to manifest a mutation of a lower level bracket. All Mutations work differently and there are some who follow different rules for exaltation, so be sure to read them thoroughly

ABNORMAL NERVOUS SYSTEM

Your whole body has forgotten the limitations of pain and organic strenght, so you can push yourself to supernatural degrees... for a price

Effect: Whenever you make an Attack, a Saving Throw, or an Ability Check based on Strenght or Dexterity or Constitution, you can add to the roll one of your Hit Die. You suffer necrotic damage equal to the roll, and you spend that hit die like you've used it to recover hp during a short rest. The necrotic damage ignores immunity and resistance.

ADAPTIVE SKIN (PREREQUISITE: 4TH LEVEL)

Your skin changes colour and texture, becoming of different material entirely

Effect: You gain resistance to 1 type of damage. The first time you're damaged, you can choose to become resistant to the damage you've just suffered. Your AC goes up by +1, as your skin becomes more resilient in general.

ALL-SEEING (PREREQUISITE: 14TH LEVEL, URGE TO REASERCH)

Enemies might find the eye (or eyes) that just opened in your flesh, terribly familiar

Effect: An Eye opens in your body. This Eye is a replica of one of the eyestalks of the Beholders. Choose 1 of the Eye Rays from the Monster Manual: the choice is permanent when you obtain this mutation. As an Action, you can open the Eye and replicate the effects of the ray. As a Bonus action you can Roll your Obsession Die: If you roll an 8+, you can activate it a second time by taking an Exhaustion point. You cannot use the ray again until you take a long rest.

BATTLE-BORN PHYSIOLOGY (PREREQUISITE: 16TH LEVEL)

It's easier to take down an Ancient Dragon than kill you

Effect: As a bonus action, you can gain resistance to all incoming damage for 1min. During this period, enemies attacking you in melee deal -5 damage, and your AC rises by +2. If you get knocked to 0 hit points, you are not incapacitated, and can act normally (enemies don't get auto-criticals against you). If you are killed during this minute, you can deactivate this Mutation and fall, stable, at 0 hit points. You can only do so once before having to take a Short or Long rest, after which you can activate the Mutation again.

BLOATED (PREREQUISITE: 2ND LEVEL, URGE TO SURVIVE)

Your body swells in unnatural ways, making you look bulkier or fatter than average, but also making you much sturdier and resilient

Effect: Your maximum hit points increase by 1 per mutation, including this one.

Exalted: Besides the normal effects of Exaltation, enemies trying to grapple you within one size category bigger than you, have disadvantage on Athletics (Strenght) Checks.

EYELESS (PREREQUISITE: URGE TO REASERCH)

Those who see can be as blind as those who cannot. But if you know that, you can finally see, how blind you were with your eyes. You know don't have eyes anymore, but if you focus you'll see clearly

Effect: You can spend a bonus action to Darkvision scan in a cone of 20ft from you. This negates your Blinded condition for that round. This number increases by 10ft everytime your proficiency modifier increases. If you spend your action to Activate a Magic Item, or to Make an Arcana Check to discern its properties, you also activate this scan.

Exalted: Besides the normal effects of Exaltation, the scan is always active, so it does not require activation via bonus action any longer. And if you use a Magic Item, it becomes a Truesight scan for 1 round.

HARD BONES (PREREQUISITE: 7TH LEVEL)

Your bones change structure, becoming heavier and denser

Effect: You gain resistance to fall damage, and add half of your proficiency bonus on Strenght Saving throws.

IMPOSSIBLE SIGHT (PREREQUISITE: 4TH LEVEL)

Your eyes shift and adjust to uncover secrets that humanoid eyes cannot see

Effect: You gain Darkvision for 30ft, and you gain advantage on Perception checks that rely on sight. For 1min you can spend your action to concentrate, focusing your attention on minute details that are extremely difficult to see. You benefit from the effects of *see Invisibility* and *detect magic*. After the effect ends, you need a short or long rest to reactivate it again (but the Darkvision is always active).

INSTINCTUAL ADAPTATION (PREREQUISITE: 11TH LEVEL)

Your physiology changes and shifts to adapt to the environment you're most likely to find yourself in.

Effect: Choose 1 type of damage. You become Immune to that type of damage.

INSTRUMENTS OF DESIRE (PREREQUISITE: 2ND LEVEL, URGE TO ENTHRALL)

Whether they look like horns, supernatural hair, scales or anything your imagination can think of, they are palpable diapasons of your beauty and allure

Effects: You can add your Obsession die to Charisma (Persuasion) or Charisma (Deception) checks to seduce or entice a target.

Exalted: Besides the normal effects of Exaltation, you gain Expertise in Charisma (Persuasion) and Charisma (Deception) checks. Enemies have disadvantage on attack checks against you if they can find you attractive.

JUGGERNOUT (PREREQUISITE: 14TH LEVEL, URGE TO SURVIVE)

To topple a mountain requires strenght divine. To bring you down, it seems titanic

Effect: You become immune to effects that knock you prone, push you or pull you. Your land speed is unaffected by difficult terrain, but you lose all benefits from the mutation if you are flying, swimming or climbing.

MESMERIZING (PREREQUISITE: 14TH LEVEL, URGE TO ENTHRALL)

Your movements are so perfect and rythmic that everyone has difficulty taking your eyes off of you

Effect: All sentient creatures within 30ft of you must make a Wisdom saving throw against your Mutation save DC. If they fail, they're friendly to you and consider you an ally until they take any sort of damage from you.

MUTATED APPENDIX (PREREQUISITE: 4TH)

You grow an extraneous appendix, be it a tentacle or a vicious maw, and you can command it to strike

Effect: You gain a natural attack that deals 1d8 points of slashing/Bludgeoning/piercing damage (Choose when you choose this mutation). You can use your bonus action to attack using your Strength or Dexterity modifier + half of your proficiency bonus. If you hit an opponent who is Large or smaller, it's grappled.

MUTATED SPINE

Your back elongates and your height increases, as well as the length of your limbs

Effect: Your Speed increases by 10ft, and your melee weapon attacks gain a +5ft reach.

OVERGROWN GUTS

Your internal organs are more powerful than ever before. You're harder to kill, and recover quickly

Effect: Your maximum hp rises by an amount equal to your proficiency bonus + your level. Effects increase every time you level up and this values change.

PRIME INFLUENCE

You embody an ossessive beheaviour, a need of primordial making. You can focus your will to gather your obsession through a spontaneous crystalline formation on your body. When you do so, it glows the color of your Primal Urge

Effect: You can use your Obsession Die to increase the result of an Ability check or attack roll related to your obsession. You need a Short rest to do so again.

Exalted: This Mutation follows different rules for exaltation. You can use the benefits of Prime Influence a number of times equal to your proficiency modifier before having to take a short rest. You reset all uses afterwards.

RESTLESS AND REBORN (PREREQUISITE: 11TH LEVEL)

There are some Harbinger who find they're most alive when near death

Effect: You gain the Relentless endurance feature equal to those the Half Orcs possess.

Exalted: You can spend an action to remove an Exhaustion point. After you use this feature of the mutation, you need to take a long rest to use it again.

SCARLET FROTH (PREREQUISITE: 14TH LEVEL, URGE TO CONQUER)

Showered in gore, feasting on battle and fueled by unnatural forces, your mouth spews bloody froth, making you faster.

Effect: When you roll initiative, you get immediately taken into a frenzy, getting the benefits of the *haste* spell for the duration of combat. Afterwards, you gain disadvantage on ability checks for 10min, or until you roll initiative again.

THREE-FOLDED HEART

Your pectoral cavity is stuffed full with organic growth, protecting your heart from injury and making you faster, hardier and stronger

Effect: Your speed rises by 5ft. You have advantage on checks and Saving Throws to prevent exhaustion. And your Weapon damage rises by half of your proficiency bonus.

TOUGH CRANIUM (PREREQUISITE: 7TH LEVEL)

Your skull is thicker than a gorgon's, both in material than in spirit, protecting you from external influences

Effect: You're immune to stun. You add half of your proficiency bonus on Wisdom Saving Throws.

VORTEX OF ENERGY (PREREQUISITE: WISDOM 15+, 4TH LEVEL)

Not all mutations are physical or mental. There are reported cases of rare Harbingers who carried a fragment of Prime Energy, that manifested into strange and dangerous ways.

Effect: You can produce a burst of Prime energy around you, targetting all creatures within 15ft of you. Every target has to make a Dexterity Saving throw against your Mutation DC. If they fail, they take 3d6 points of force damage and 3d6 points of psychic damage. If they succeed they take half damage. Roll your Obsession Die: enemies that take damage from this mutation have disadvantage on Ability Checks and Attack rolls for a number of rounds equal to the result of your Obsession die roll.

WARPED INSTINCT (PREREQUISITE: 2ND LEVEL, URGE TO CONQUER)

Many creatures from the Material Plane share two different impulses in front of danger: Fight or Flight. The Prime forces took one out: guess which one.

Effect: During a Surprise round you can act even if you're surprised. You have advantage against fear effects, and if you're Frightened you can still move 10ft closer to the source of your fear each round.

Exalted: Besides the normal effects of Exaltation, you add your Constitution modifier to Initiative Checks. If you succeed on a Saving throw against fear, you can spend your reaction to roll your Obsession Die: if you roll an 8+, you can take a move action at half speed that does not provoke attacks of opportunity.

MULTICLASSING

Should you wish to multiclass into a Harbinger, the prerequisites and proficiencies gained are listed below.

HARBINGER MULTICLASSING PREREQUISITES

ABILITY SCORE MINIMUM

Constitution 13, and other 2 ability scores of your choice 13

HARBINGER MULTICLASSING PROFICIENCIES

PROFICIENCIES GAINED:

Light armor, Shields, simple weapons, martial weapons, one skill from the class's skill list.

LEGAL STUFF

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All original material in this work is copyright 2020 by Gabriele Luigi Pia, also known as *Malacoda* and published under the Community Content Agreement for Dungeon Masters Guild.

Created with the Homebrewery v2.8.2, check them out, they're really cool.

