

Herald of Woe

While astrologians may be viewed as benevolent or aloof fortune tellers, heralds of woe are better known as cold harbingers of misfortune—though some might go so far as to say that the heralds are themselves the cause of their ill tidings.

The herald of woe is an archetype of the astrologian class.

Draw (Su): At 1st level, a herald of woe utilizes a special deck of tarot cards that float around her star globe. As a swift action, she may draw a card at random, rolling a 1d6 (see below). Once drawn, a herald may imbue the effects of the card on a single target within 30 feet. At 5th level and every four levels thereafter, the number of targets on which the herald may use a card increases by 1 and the range by 10 feet. The target of Draw must make a save of the appropriate type with a DC of 10 + half the herald's level + her Wisdom modifier. If the target fails the save, then the effect takes hold and lasts for a number of rounds equal to the herald's Wisdom modifier. The herald may use this ability a number of times per day equal to her astrologian level + her Wisdom modifier.

1. *The Crow (Su):* The target is inflicted with the Blinded status effect, a Fortitude save negates.
2. *The Bat (Su):* The target is inflicted with the Confused status effect, a Will save negates.
3. *The Scorpion (Su):* The target is inflicted with the Poisoned status effect, a Fortitude save negates.
4. *The Serpent (Su):* The target is inflicted with the Shaken status effect, a Will save negates.
5. *The Goat (Su):* The target is inflicted with the Silenced status effect, a Will save negates.
6. *The Spider (Su):* The target is inflicted with the Slow status effect, a Fortitude save negates.

This ability modifies draw.

Road of the Damned (Su): At 4th level, the herald's understanding of fortune telling has grown considerably, allowing her to augment her tarot cards further. After she uses the Draw ability, she may use a free action to convert that card into an empowerment for a future reading. This empowerment affects the next card that the herald uses to weaken an enemy, from either the Draw ability or Spread ability.

- If the Bat or the Scorpion card is drawn, the enemy affected also takes damage equal to the herald's Wisdom modifier.
- If the Crow or the Goat card is drawn, the duration is doubled.
- If the Serpent or the Spider card is drawn, all enemies within a 20-ft.-radius of the herald receive the effects if they fail the appropriate save.

This ability replaces royal road.

The Heavenly Paths (Su): At 5th level, early on in the herald's studies, she learns about two different sects that map the stars using the positions of the sun and the moon and these two sects are reflective of their reference points. The Diurnal Sect uses the sun as their reference point, creating star maps with the sun being the key to navigation, while the Nocturnal Sect uses the moon as the reference point. The herald imbues herself with a specific sect and draws the powers from them. The herald may switch between sects as a swift action.

- *Diurnal Sect (Su):* The herald is able to empower her debuffing or status inflicting spells with the power of the sun. When she casts a spell that inflicts a status effect on an enemy, she may leave a vampiric effect. After the spell is cast, enemies affected suffer bleeding damage equal to the spell's level for a number of rounds equal to the herald's Wisdom modifier. The herald also gains temporary hit points equal to the damage taken by her enemy for a number of rounds equal to the herald's Wisdom modifier; however, the herald may only receive hit points from a number of afflicted enemies up to her Wisdom modifier. Multiple debuffing or status inflicting spells do not stack, but refreshes the duration.

- *Nocturnal Sect (Su)*: The herald is able to empower her debuffing or status inflicting spells with the power of the moon. When she casts a spell that inflicts a status effect on an enemy, she may leave a weakening effect. After the spell is cast, enemies affected suffer additional points of damage (whenever they receive damage) equal to the spell's level for a number of rounds equal to the herald's Wisdom modifier. Multiple debuffing or status inflicting spells do not stack, but refreshes the duration.

This ability modifies the heavenly paths.

Minor Woe (Su): At 5th level, as a free action, the herald converts the currently drawn card into the Lord of Woes when Crow, Bat, or Scorpion or the Lady of Woes when Serpent, Goat, or Spider.

- *Lord of Woes (Su)*: This card grants the status effects of all three cards of Crow, Bat, and Scorpion.
- *Lady of Woes (Su)*: This card grants the status effects of all three cards of Serpent, Goat, and Spider.

The herald can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability modifies and replaces minor arcana.

Woeful Countenance (Su): At 6th level, the herald's portents become harder to dismiss. When an enemy's health is below 50%, it takes a -2 penalty to its saves against the herald's spells and abilities. At 12th level, the penalty increases to -4.

This ability replaces essential dignity.

Synastry (Su): At 9th level, the herald can create an aetheric bond with an enemy. As a move action, the herald can choose an enemy within 60 feet to bond with. Any debuffing or status inflicting spells the herald casts that successfully targets a creature not affected by the bond will also inflict the same condition on the bonded enemy for half of the duration inflicted on the target. In addition, the enemy is inflicted with the Sapped status effect while it suffers from the bond's effects. This ability lasts for a number of rounds equal to the herald's Wisdom modifier and is usable a number of times per day equal to her Wisdom modifier.

This ability modifies synastry.

Divine Intervention (Su): At 10th level, the herald can bestow a powerful effect on her enemies. All cards drawn gain a +1 bonus on Save DCs to inflict negative statuses for each drawn card in effect. At 15th and 20th level, this bonus increases by 1 for each drawn card in effect. This ability lasts for a number of rounds equal to her Wisdom modifier and the herald can use this ability a number of times per day equal to her Wisdom modifier.

This ability replaces divination.

The Oncoming Storm (Su): At 18th level, the herald creates a 60-ft.-radius dome over herself, centered on her. It lasts a number of rounds equal to her Wisdom modifier, and while inside the dome, all enemies suffer the effects of one of her Draw tarot cards (determined by rolling a 1d6 as normal unless the herald uses Spread or Shuffle), and their damage taken is increased by 50%. The effects of the card persist for their normal duration after either the dome falls or the enemy leaves the dome. If an enemy was already suffering from the card's effect, then its duration is extended and then refreshed after either the dome falls or the enemy leaves the dome. The herald must concentrate on this ability as a full-round action each round; otherwise, the ability stops. This ability is usable only once per day, even if it ended prematurely.

This ability replaces collective unconsciousness.

Omen of Entropy (Su): At 20th level, even gods and divine beings quake in fear at the walking catastrophe that the herald has become. He ignores other creatures' immunities when applying status effects with his Astrologian spells and abilities.

This ability replaces master astrologian.