

HARVESTER OF SORROW

Alignment: Any Evil

Weapon and Armour Proficiency: Gain no additional proficiency in any weapon or armour.

Hit Die: d6

Class Skills: Alchemy (Int), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int)

Skill Points: 2+Int per level

Spells per Day: When a new harvester level is gained the character gains new spells per day as if they had also gained a level in a spell-casting class they belonged to before adding the prestige class.

Once a character has successfully completed training as a Harvester of Sorrow, they gain the following benefits and responsibilities.

Soul Harvest (Sp): The primary function of the Harvester is to claim souls for their god. Thus whenever a Harvester is in the presence of the recently dead they are expected to perform this ritual over the bodies to send the souls to the god. This is a spell-like-ability and it must be performed within an hour of the death of the target. There is no limit to the number of times in a day that this ability can be used but there is a penalty if the Harvester fails to perform this duty. This penalty begins with a -1 situation modifier to all skill and ability checks, as well as attack rolls and saving throws. The Harvester must then atone with the Soul Harvest of 5 bodies within the day or the penalty becomes a -1 ability score modifier to strength and constitution and increases by 1 point per day until atonement is made. In addition the atonement requirement increases to an additional 5 bodies per day.

Deathly Visage (Su): The harvester's body takes on a withered and skeletal appearance. While the Harvester is still living they adopt a pale and death like look. This is a supernatural ability and will cause discomfort in most people and the Harvester thus has a -2 penalty on all skills that use charisma as their primary ability.

Darkvision (Ex): At 2nd level the dark begins to lose its mysteries to the harvester, who gains darkvision with a 60 foot range. This is an extraordinary ability. If the character already has darkvision, its range increases by 60 feet.

Bonemail: The harvester has an instinctive feel for bone and can craft necromantic armour composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin – that is, natural armour, which does not interfere with arcane spell-casting. Only Harvesters gain any benefit to armour class from wearing bonemail.

At 3rd level, the bonemail grants a +2 natural armour bonus to its wearer. At 5th level, the harvester's mastery over this unusual medium allows him to move more freely within the armour granting him a +4 bonus. Finally at 8th level, the Harvester becomes a true bone artisan, receiving a +6 natural armour bonus from his bonemail.

Animate Dead (Sp): At 4th level, the Harvester begins to exercise control over the corpses of the fallen. Once per day as a spell-like-ability, he can use animate dead without need of a material component. Only levels gained within the prestige class count towards this ability. Thus a 4th level Harvester can only animate up to 4HD of undead in a single use of this ability.

Level	Attack Bonus	Fortitude	Reflex	Will	Special	Spells per day
1	+0	+2	+0	+2	Soul Harvest, Deathly Visage	+1 level of existing class
2	+1	+3	+0	+3	Darkvision	+1 level of existing class
3	+1	+3	+1	+3	Bonemail +2	+1 level of existing class
4	+2	+4	+1	+4	Animate dead	+1 level of existing class
5	+2	+4	+1	+4	Bonemail +4	+1 level of existing class
6	+3	+5	+2	+5		+1 level of existing class
7	+3	+5	+2	+5		+1 level of existing class
8	+4	+6	+2	+6	Bonemail +6	+1 level of existing class
9	+4	+6	+3	+6		+1 level of existing class
10	+5	+7	+3	+7		+1 level of existing class

Because the Harvester is a representative of the god of death, their duties do not cease once their mortal form is slain. Upon the death of the Harvester the Soul Lance takes the soul of the Harvester and holds it for 24 hours after which it is released to find body and begins a quest to recover the staff. Once the Soul Lance has been recovered the Harvester is transformed into an undead creature called a Soul Reaver. The Soul Reaver's first act must be to consume the soul of the being that killed the Harvester, after this has been achieved the Soul Reaver can continue to advance levels within the Harvester class but with the added requirement that it needs to consume souls in order to survive.

Thus the Soul Reaver gains these additional class abilities.

Consume Soul (Sp): At regular intervals the Soul Reaver must feed; this feeding is initially required weekly but as time passes it is needed less and less. This spell like ability is a full round action that needs to Soul Reaver to succeed with an unarmed attack against the intended victim. If the spell succeeds the target must make a fortitude save at DC 10+ level of the Harvester or die. The victim's soul is then taken by the Soul Reaver to sustain them. The consume soul ability can be used only once per day on a living target but can be used as often as required on a recently deceased target. No single person can be targeted by the Consume Soul ability more than once. If a living victim is consumed the Soul Reaver is instantly restored to full health while a deceased victim heals 1d6 HPs of damage.

Undead Visage (Su): The undead state of the Soul Reaver means that a further -2 penalty (-4 in total) is applied to all skill checks that involve Charisma.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They have no constitution score and are therefore immune to any effect requiring a fortitude save.