

# ELDRITCH HERALD



HERE ARE TALES THAT SHOULD NOT BE TOLD, YET they demand to be spoken. There are songs whose melody lingers long after silence has fallen. Eldritch Heralds give such works voice, touched by something otherworldly — guided by a penless playwright, by a sightless painter of fate whose purple words give no choice and whose commands give truth shape.

These bards rove far and wide, bestowing the gift of their eerie art on distant frontiers and vibrant courts alike. Where they step, conversations bend, memories are not what they once were, and truth yields beneath their performance. With each spun tale and every note played, they lay out fate's plans bare — fragments of futures waiting to be spoken into existence.

As an Eldritch Herald, you do not merely predict; you declare, and the world follows your script. The question is: when the last verse is writ, will you still be the one holding the quill?

## PROPHETIC DELIGHT

LEVEL 3

You have a pool of Insight Points, with a maximum of 50. You start with 0 points. You gain them by practicing your powers, and you lose some after each long rest.

**Points lost** = Charisma modifier × proficiency bonus

If your Charisma modifier is 0 or lower, treat it as a 1 instead.

Depending on your current amount of Insight Points, you are subjected to the following effects:

### Insight Effect

- 0-10 Spiritless and absent-minded, you have disadvantage on Constitution saving throws to maintain your concentration.
- 11-20 Everything looks blissfully normal. You have a +1 bonus to all Charisma ability checks.
- 21-30 The gnawing sensation in your mind, shaped like curiosity, follows you everywhere. You have a +2 bonus to all Wisdom and Charisma ability checks.
- 31-40 The world is an open book, your eyes — hungry for its words. You have a +4 bonus to your Wisdom (Perception) as well as to Charisma (Performance) ability checks.
- 41-45 Teetering at the climax of human prehension, you have advantage on Wisdom saving throws and ability checks.
- 46-50 Resolution, at last. You have Truesight out to 60 feet, though numerous things it reveals turn out to be mere phantasms. Disturbingly, your senses seem unable to distinguish the real from the imagined.

## WHISPERS OF FATE

LEVEL 3

At 3rd level, the tales, scenes, and feelings related through your art have a peculiar habit of coming true. When you use the Bardic Inspiration feature, the target immediately rolls a d20 and your Bardic Inspiration die. Add the roll results to form its Fated Sum.

The target retains both its Bardic Inspiration die and its Fated Sum. You gain Insight Points equal to the number rolled on the Bardic Inspiration die.

When the target is about to make an attack roll, ability check, or saving throw, it can use its Fated Sum instead of making a new d20 roll. Doing so spends the target's Bardic Inspiration die.

Once the target loses its Bardic Inspiration die, its Fated Sum is discarded as well.

## SEED OF DOUBT

LEVEL 3

With a disarming phrase and a knowing smile, you plant a seed of doubt that warps your target's perceptions, leaving them to question whether what they see is real or merely a figment of your art.

As an action, you enchant one creature within 30 feet that can hear you. For example, you can make the target believe they perceive an object that isn't there, modify or implant a false memory no longer than 6 seconds, or make them compelled to do a specific action which doesn't endanger them. Effect of a 1st-level enchantment or illusion spell might be appropriate. A creature with an Intelligence score of 4 or less isn't affected.

Make a Charisma (Performance) ability check contested by the target's Wisdom (Insight) check. If the target is hostile to you or your companions, it has advantage on the roll.

If you succeed, you lose Insight Points equal to the target's level or CR (minimum of 1 Insight Point), and the target suffers the effect you specified for 1 minute. Unless the effect ends early, the target doesn't realize it's been charmed by you.

The target can make a Wisdom saving throw against your spell save DC each time it takes damage, ending the effect on itself early on a success.

Once you use this feature, you must finish a short or long rest before you can use it again.

## WHISPERS OF MADNESS

LEVEL 6

As an action, you can spend 15 Insight Points to weave a fragment of eldritch narrative into the conversation. Choose one social encounter within 30 feet that you can see and hear. Each creature involved in that encounter, other than you, must succeed on a Wisdom saving throw against your spell save DC or have their opinions, memories, or perceptions of the conversation altered in one of the following ways:

**Enthrallment.** Affected creatures are charmed by you regarding the topic at hand. They find your words unnervingly compelling, granting you advantage on Persuasion checks related to that encounter. When your attempts at persuasion succeed, they will recall your narrative as facts even after the encounter concludes.

**Dissonance.** Affected creatures develop an inexplicable sense of doubt about their own judgments, suffering disadvantage on Insight and Persuasion checks. If the conversation has a specific subject, their uncertainty about it may persist well beyond this encounter.

Once you activate this feature, the effect you chose will last for up to 1 minute, requiring your concentration as if you were concentrating on a spell. If you lose concentration before the minute elapses, before the encounter wraps up, or before you leave the encounter voluntarily, your charm loses its power and any effects of this feature are immediately undone.

## THE FINAL REVISION

LEVEL 14

Starting at 14th level, you can bind your truth into existence, while reality backs out with a wordless bow.

Your Seed of Doubt feature can target any number of creatures that witness your performance. To do so, you must first have a number of Insight Points equal to or higher than the sum targets' levels or CR, expending the points for each target you successfully enchant as usual.

After you use the feature, add the levels (or CR) of all enchanted targets and roll percentile dice.

If the roll result is higher than  $25 + \text{the sum of enchanted targets' levels}$ , targets that resisted your Seed of Doubt become aware that you tried to magically charm them.

If the roll result is lower than the sum, you can make the Seed of Doubt effect permanent. Illusions or false memories created by the feature turn into reality, charms and enchantments are now ingrained in the affected targets' personalities.

While this power twists even adjacent reality to fit in seamlessly, discrepancies can still arise. The affected will subconsciously overlook them, but examination by others invites confusion, even madness.

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### CREDITS

Eldritch Herald was made by Martin Petrovaj ([svk\\_liquidator](https://svk_liquidator)). All images created with DALL-E 3. If you find the subclass enjoyable, consider a small donation or buying more content so that I can commission aspiring artists!

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