

Tuneservant of Milil

As you enter the rough and tumble tavern, you see the traditional obscure persons stare at the newcomer, the non-local. All of a sudden, you hear the soft, melodious voice of an accomplished singer. Her song resounds in your head and entranced, you sit down to listen in exasperation. Expecting one bard or another, you are surprised to see a maiden in a chain shirt, adorned with the silvery harp symbol of the church of Milil. After her performance and the following applause, she continues with a dance in which the whirling motion of the hands is prominent. She then turns to face the crowd and asks: 'Does anyone here still doubt the importance of song and poetry in our lives? I doubt it, as none of you are even capable of answering me.' Her light laughter echoes through the silent taproom. She then adds: 'Nor would I want you to doubt it, and here is another sample...'

Hit Die: d8

Requirements:

To become a tuneservant (Tun), a character must fulfill all the following criteria:

Race: Human, half-elf or elf

Alignment: Neutral good

Skills: Perform (string instruments) 9 ranks, Craft (instrumentmaking) 9 ranks, Diplomacy 6 ranks, Listen 5 ranks

Feats: Skill Focus (Craft [instrumentmaking]), Skill Focus (Perform).

Spells: Must be able to cast 3rd level divine spells

Patron: Milil

Special: Must possess a masterwork harp; must audition in a temple of Milil, with at least ten clergy-members in the audience.



Class Skills

The Tuneservant's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Speak Language (n/a) and Spellcraft (Int).

Skill Points at Each Level: 4 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+0	+2	+2	Milil's music, supreme harpist	+1 of existing class
2nd	+1	+0	+3	+3	Milil's voice	+1 of existing class
3rd	+2	+1	+3	+3	Cacophonous note 1/day	+1 of existing class
4th	+3	+1	+4	+4	Improved countersong	+1 of existing class
5th	+3	+1	+4	+4	Encore	+1 of existing class
6th	+4	+2	+5	+5	Cacophonous note 2/day	+1 of existing class
7th	+5	+2	+5	+5	Cloaked casting	+1 of existing class
8th	+6	+2	+6	+6	Milil's grace	+1 of existing class
9th	+6	+3	+6	+6	Cacophonous note 3/day	+1 of existing class
10th	+7	+3	+7	+7	Musical apotheosis	+1 of existing class

Class Features:

The following are class features of the tuneservant prestige class.

Weapon and armour proficiency: Tuneservants gain proficiency in the rapier if they do not have it already. They gain no additional armour proficiency.

Spells: At each tuneservant level, the character gains new spells per day as if he had also gained a level in a spellcasting class to which he belonged before he entered this prestige class. He does not, however, gain any other benefits a character of that class would have received (improved chance of turning undead, familiar benefits, metamagic or item creation feats, etc). If the tuneservant previously had two spellcasting classes, he may choose to which to add the tuneservant level for determining spells per day.

Milil's music: This functions in the same manner as the bardic music ability. A cleric of Milil is well trained in many different forms of music, even if singing is the one mostly used. Tuneservant levels stack with bard levels, if any. It is useable once per day per tuneservant level.

Supreme Harpist: As well as for using their bardic music, tuneservant can use their masterwork harp as their holy symbol. The harp must be consecrated in a ritual of one day of constant song and praise of Milil. If

lost, it takes another day to consecrate a new harp. Any spell with a vocal material component may substitute this for harp. However, this makes it susceptible to the Countersong ability from the bardic music spell list.

Milil's voice: Due to their extensive training with oratory and vocal talents, tuneservants gain an exceptional insight in the use of their voice. The tuneservant gains a +2 bonus on Diplomacy and Perform checks, which stacks with bonuses from other sources (such as feats, magic items, etc.)

Note of cacaphony: Once per day the tuneservant can use his musical abilities to produce a loud note, which functions as the *shout* spell. This improves to two times per day at 6th level and three times a day at 9th. The verbal component is a shrill, nearly off-key note sung by the caster or played on the harp.

Improved countersong: Blending their abilities with the supreme harpist their god is, tuneservants may use the harp or their voice (and only those) to use the Countersong bardic music ability instinctively, even if they do not have the action readied. It is useable once per round.

Encore: The additional training a tuneservant has in his or her favoured instrument results in the bonus feat Extra Music.

Milil's grace: At a certain point in their careers as musical priests, tuneservants gain some of the innate charm of their god. They gain a +2 to their Charisma, and the bonuses of Milil's voice improve to +4.

Cloaked casting: As a benefit of training in all different kinds of sound-volumes, tuneservant gain the ability to cast their spells without people noticing. They gain the Disguise Spell feat, which they may use with their divine spells, and, if they have any, their arcane spells.

Musical apotheosis: At this point in their clerical and musical career, tuneservants blend their divine and bard-like abilities to the point that they can substitute any divine spell for any spell from the bard spell list of one level lower or below. Doing so is a standard action, which does not provoke an attack of opportunity. The substituted spell uses up the spell slot of the divine spell used as if the spell was cast from memory.