

3.5 SYSTEM COMPATIBLE



Prodigy

Hybrid Class

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PRODIGY

The greatest artists seek inspiration beyond their imagination.

At birth, a lucky few—often those from lineages of magical performers or those with connections to the Outer Planes—are bonded to an ethereal spirit called a muse. Using their talents and connection to psychic magic, muses guide their selected students, known as prodigies, in harnessing and augmenting their innate artistic gifts.

The muse and its prodigy's inseparable bond transcends that of master and protégé. While some prodigies willfully test the boundaries of their magical abilities, most respect the powerful inspiration of their muse and practice diligently to earn its praise. With the support of their muse, a prodigy often seeks the company of adventurers who can appreciate the otherworldly beauty of the Outer Planes.

Role: The prodigy is an uncompromising aesthete and expert on a mission to imbue the Material Plane with otherworldly beauty in all its forms. Though capable with a blade, she is most useful as an adept spell caster. With the expertise of a genius and the confidence of an entertainer, the prodigy and her muse bolster companions in combat, dazzling and confusing foes with their creative tactics.

Alignment: Any.

Hit Die: d8.

Parent Classes: Bard and spiritualist.

Starting Wealth: 2d6 x 10 gp (average 70 gp).

CLASS SKILLS

The Prodigy's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the prodigy.

Weapon and Armor Proficiency: A prodigy is proficient with all simple weapons, saps, rapiers, as well as with light armor.

Spellcasting: A prodigy casts psychic spells drawn from the bard spell list, plus any spell from the spiritualist spell list that has a verbal component. All of these spells are cast as psychic spells. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level. To learn or cast a spell, a prodigy must have



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TABLE: PRODIGY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Knacks, muse, patronage, wunderkind	1	—	—	—	—	—
2nd	+1	+0	+3	+3	—	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Incorporeal bonded manifestation	3	—	—	—	—	—
4th	+3	+1	+4	+4	Bonus feat (Deceitful or Persuasive)	3	1	—	—	—	—
5th	+3	+1	+4	+4	—	4	2	—	—	—	—
6th	+4	+2	+5	+5	Masterpiece adept	4	3	—	—	—	—
7th	+5	+2	+5	+5	Bonus spell	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Incorporeal bonded manifestation increase	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Artistic focus ability	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	—	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Arcadian shelter	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Masterpiece adept increase	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Incorporeal bonded manifestation increase	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Constant patronage	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Arcadian shelter increase	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Emblem possession	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Arcadian shelter increase	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Incorporeal bonded manifestation increase	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	—	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Masterpiece adept increase	5	5	5	5	5	5

a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against a prodigy's spell equals 10 + the spell level + the prodigy's Charisma modifier. A prodigy can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Prodigy**. In addition, she receives bonus spells per day if she has a high Charisma score.

A prodigy's selection of spells is limited. A spiritualist begins play knowing four 0-level spells and two 1st-level spells of the prodigy's choice. At each new prodigy level, she learns one or more new spells as indicated on **Table:**

Prodigy Spells Known. Unlike her number of spells per day, the number of spells a prodigy knows does not affect her Charisma score. The numbers on **Table: Prodigy Spells Known** are fixed.

Upon reaching 5th level, and at every third prodigy level thereafter (8th, 11th, and so on), a prodigy can learn a single new spell in place of one she already knows.

In effect, the prodigy loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level bard or spiritualist spell she can cast. A prodigy can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Knacks: A prodigy learns a number of knacks, or 0-level psychic spells, as noted on **Table: Prodigy Spells Known** under Spells Known. These spells are cast like any other spell, but they can be cast any number of times per day. Knacks prepared using another spell slot, because of



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metamagic feats applied to them, for example, consume spell slots as normal.

Muse: A prodigy begins play with the aid of a spirit from the Outer Planes called a muse. After selecting its prodigy through a mysterious process involving psychic magic, a muse is drawn from its Outer Plane to inhabit the Ethereal or Material Plane in which the prodigy resides. The muse forms a permanent bond with its prodigy, who thereafter can harbor the creature within her consciousness or manifest it as an incorporeal entity. A muse has the same alignment as the prodigy, and it can speak all the languages its master can. A prodigy can harbor her muse in her consciousness (see the muse's influence class feature), manifest it partially (which duplicates incorporeal bonded manifestation of a spiritualist of the same level), or fully manifest it. A fully manifested muse is treated as a summoned creature from the Outer Planes; however, it is not sent back to the Outer Planes until it is reduced to a negative amount of hit points equal to or greater than its Constitution score.

A prodigy can fully manifest her muse through a ritual that takes 1 minute to perform. When the muse manifests, its hit points are unchanged from the last time it manifested, unless the muse was slain and returned to the Outer Planes; in this case, the muse manifests with half its maximum number of hit points.

The muse does not heal naturally, and can be healed only with magic. A muse's abilities to heal, to return to its home plane, and to use items function the same as a spiritualist's phantom's abilities.

A muse can refuse to manifest (either fully or as part of an incorporeal bonded manifestation) in the presence of an eidolon, shadow, or phantom summoned by the muse's master. Furthermore, if a muse manifests when such a creature is summoned, it immediately retreats into its prodigy's consciousness, and will not manifest again until the eidolon, shadow, or phantom is dismissed.

A fully manifested muse's abilities, feats, Hit Dice, saving throws, and skills are tied to the prodigy's class level and increase as the prodigy gains levels. See the Muse section for more information.

Patronage (Su): At 1st level, while the muse is confined in its prodigy's consciousness, but not while it is fully manifested or banished to the Outer Planes, the muse grants the prodigy the Skill Focus feat in a specific Knowledge and Perform skill. These two skills are determined by the muse's artistic focus. To get the bonus from the Skill Focus feat the prodigy cannot already have Skill Focus in those skills.

Wunderkind (Su): At 1st level, if a prodigy is a creature with the young template, the abilities of her muse are calculated as though it is 2 class levels higher, to a maximum effective prodigy level equal to her character level.

Incorporeal Bonded Manifestation (Su): At 3rd level, a prodigy gains the ability to create a bonded manifestation with its muse. This ability functions as the bonded manifestation ability of the spiritualist of her prodigy level, but unlike the phantom, the muse may only manifest in an incorporeal form.

Bonus Feat: At 4th level, a prodigy can choose either Deceitful or Persuasive as a bonus feat.

Masterpiece Adept (Su): At 6th level, during bonded manifestation, a prodigy can skillfully perform bardic masterpieces.

A prodigy is able to perform bardic masterpieces at 5th level using her prodigy level as the bard level, and may only do so during incorporeal bonded manifestation with her muse. She may spend prodigy spells known to meet the cost to learn a bardic masterpiece. At 12th level, she may perform a bardic masterpiece without spending the associated cost to learn it. By 20th level, the prodigy is so inextricably bonded to her muse that she may use any perform skill her muse has ranks in to meet the prerequisite for the masterpiece. She must meet the number of ranks to fill the prerequisite, but may use any perform skill.

A prodigy must remain in the incorporeal bonded manifestation form during the action required to activate the masterpiece. If the effect of the masterpiece continues after this action, the prodigy does not need to remain in the manifested form.

The prodigy may use the muse's bardic performance rounds to complete the masterpiece, or use her own, if she gains rounds of bardic performance from another source. These rounds can stack with each other while the muse is in the incorporeal bonded manifestation form.

Bonus Spell: At 7th level, a prodigy learns an additional spell corresponding with her muse's alignment. This spell is in addition to the number of spells shown on Table: Prodigy Spells known. These spells cannot be exchanged for different spells at higher levels. An evil muse grants magic circle against good to her prodigy, adding it to her spells known. A good muse grants magic circle against evil to her prodigy, adding it to her spells known. A neutral muse grants remove curse to her prodigy, adding it to her spells known.



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TABLE: PRODIGY SPELLS KNOWN

Level 0 1st 2nd 3rd 4th 5th 6th

1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	5	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	5	5	5

Arcadian Shelter (Su): At 11th level, once per day, a prodigy's connection to her muse allows her to be able to summon a small dwelling in the style of her muse's Outer Plane. This functions as *secure shelter* with a caster level equal to the prodigy's level. The cottage's exterior and interior, in both appearance and construction, evoke the art, music, and architecture from the muse's home plane.

At 15th level, a single melee weapon of a creature that spends 8 hours in the shelter begin to assume an unfamiliar shape and texture that mimics a weapon of the connected muse's Outer Plane. Up to 8 creatures can share in this bonus per day. For 12 hours after an 8 hour stay in the shelter, any of these 8 creatures is granted a +1 enhancement to one of their melee weapons. Granting a weapon with this bonus is a swift action. Any creatures with enhanced weapons can use this ability a number of

rounds per day equal to the prodigy's level. These rounds need to be consecutive. This bonus stacks with any existing bonuses the weapon might have.

At 17th level, in addition to the +1 bonus to 1 melee weapon, these creatures may add 1 special ability dependent on the alignment of the prodigy. If the prodigy is chaotic, the creatures can add anarchic. If the prodigy is evil, the creatures can add unholy. If the prodigy is good, the creatures may add holy. If the prodigy is lawful, the creatures may add axiomatic. If the prodigy is neutral (with no other alignment components), creatures can add thundering. Duplicate special abilities do not stack.

Constant Patronage (Su): At 14th level, a prodigy gains the skill ranks gained by the muse's artistic focus, even when her muse is fully manifested.

Emblem Possession (Sp): At 17th level, the prodigy is able to cast her muse's emblem's corresponding spell as a spell like ability, 5 times per day, using her prodigy level as her caster level. See the **Muse Emblem Spell table**.

Muses

A muse's abilities are determined by the prodigy's level. The Manifested Muse's Base Statistics determines many of the base statistics of the muse. Each muse possesses an artistic focus that modifies these base statistics and abilities. Muses are considered outsiders for the purpose of determining which spells affect them.

All muses hail from the Outer Planes, their origins and lives as enigmatic as their artistry. Even less is known about how or why a particular muse selects its prodigy. Muses take tremendous pride in their mission, knowing that is only through their guidance that their prodigies can produce the sophisticated caliber of performances that would take denizens of the Material Plane millennia to craft.

Though small creatures, muses exhibit a stubborn determination in their quest of replicating artistic perfection on the Material Plane. They require the prodigy to commune with them routinely before aiding them in their performances. Patient but exacting, a muse may be reluctant to perform with a prodigy who it feels lacks dedication or passion.

Class Level: This is the prodigy's class level.

HD: This is the number of d10 Hit Dice the muse possesses, each of which is modified by the muse's Constitution, as normal.

BAB: This is the muse's base attack bonus. A muse's base attack bonus is equal to its Hit Dice, and muses do not gain additional attacks using their natural weapons at



higher base attack bonuses. As an incorporeal creature, a muse has no Strength score, so her Dexterity modifier applies to her attacks and CMB.

Base Saving Throws: These are the muse's base saving throw bonuses.

Skills: This lists the muse's total skill ranks. A muse can assign skill ranks to any skill, but it must possess the appropriate appendage to use some skills.

Muses with Intelligence scores above the base value modify these totals as normal (a muse gains a number of skill ranks equal to 2 + its Intelligence modifier per Hit Die). A muse cannot have more ranks in a skill than it has Hit Dice. Muse skill ranks are set once chosen.

Feats: This is the total number of feats possessed by a muse. A muse can select any feat it qualifies for, but it must possess the appropriate appendage in order to use some feats. Muse feats are set once chosen.

Armor Bonus: As an incorporeal creature, a muse starts with its deflection bonus to AC equal to its Charisma modifier. The number noted here is the increase to the muse's deflection bonus. A muse cannot wear armor of any kind, even magic armor.

Cha/Wis Bonus: Add this bonus to the muse's Charisma and Wisdom scores.

Slam Damage: Muses have two slam natural weapon attacks.

Special: This column includes a number of abilities gained by all muses as they increase in power. Each of these abilities is described below.

Darkvision (Ex): The muse has darkvision out to a range of 60 feet.

Muse Performance: A muse can assist her allies with performances and recitations reminiscent of its Outer Plane's aesthetic sensibilities. These performances duplicate the effect of the countersong, fascinate, or inspire courage bardic performances of a bard of its muse level. At 12th level, the muse can choose to duplicate the effects of inspire greatness. A muse must be fully manifested in order to start or maintain a bardic performance.

The muse can use bardic performance for the same number of rounds as a bard of its muse level, but the number of rounds are adjusted by the prodigy's ability to perform the perform skill that corresponds to the muse's artistic focus.

Each day, the prodigy must spend 1 hour communing with her muse before her muse is able to use its muse performance. Immediately afterward, the prodigy must make a perform check in order to impress her muse with her progress. If the prodigy fails to make a DC 10 Perform check, the muse loses 1 round of bardic performance. If

the prodigy makes a DC 20 Perform check, the muse gains 2 round of bardic performance. The prodigy must make a DC 30 Perform check for the muse to gain 5 rounds of bardic performance.

A prodigy cannot make this perform check while in the incorporeal bonded manifestation or while the muse is confined to its prodigy's consciousness.



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TABLE: MANIFESTED MUSE'S BASE STATISTICS

Level	Base Atk Bonus	HD	Fort Save	Ref Save	Will Save	Skills	Feats	Armor Bonus	Cha/Wis Bonus	Slam Dmg	Special
1st	+1	1	+0	+2	+2	2	1	+0	+0	1d4	Darkvision, link, muse performance, (countersong, fascinate, inspire courage +1)
2nd	+2	2	+0	+3	+3	4	1	+2	+1	1d4	Share spells
3rd	+3	3	+1	+3	+3	6	2	+2	+1	1d4	Deliver touch spells (30 ft.)
4th	+3	3	+1	+3	+3	6	2	+2	+1	1d4	—
5th	+4	4	+1	+4	+4	8	2	+4	+2	1d6	Ability score increase, inspire courage +2
6th	+5	5	+1	+4	+4	10	3	+4	+2	1d6	Flight
7th	+6	6	+2	+5	+5	12	3	+6	+2	1d6	Magic attacks
8th	+6	6	+2	+5	+5	12	3	+6	+3	1d6	—
9th	+7	7	+2	+5	+5	14	4	+6	+3	1d8	—
10th	+8	8	+2	+6	+6	16	4	+8	+4	1d8	Ability score increase, emblem spell
11th	+9	9	+3	+6	+6	18	5	+8	+4	1d8	Inspire courage +3
12th	+9	9	+3	+6	+6	18	5	+10	+5	1d8	Deliver touch spells (50 ft.)
13th	+10	10	+3	+7	+7	20	5	+10	+5	1d10	—
14th	+11	11	+3	+7	+7	22	6	+10	+5	1d10	—
15th	+12	12	+4	+8	+8	24	6	+12	+6	1d10	Ability score increase
16th	+12	12	+4	+8	+8	24	6	+12	+6	1d10	—
17th	+13	13	+4	+8	+8	26	7	+14	+7	2d6	Inspire courage +4
18th	+14	14	+4	+9	+9	28	7	+14	+7	2d6	—
19th	+15	15	+5	+9	+9	30	8	+14	+7	2d6	—
20th	+15	15	+5	+9	+9	30	8	+16	+8	2d6	—

the prodigy makes a DC 20 Perform check, the muse gains 2 round of bardic performance. The prodigy must make a DC 30 Perform check for the muse to gain 5 rounds of bardic performance.

A prodigy cannot make this perform check while in the incorporeal bonded manifestation or while the muse is confined to its prodigy's consciousness.

Link (Su): This function duplicates the link ability of the spiritualist's phantom.

Share Spells (Su): This function duplicates the share spells ability of the spiritualist's phantom.

Deliver Touch Spells (Su): This function duplicates the deliver touch spells ability of the spiritualist's phantom.

Ability Score Increase (Ex): The muse adds 1 to one of its ability scores.

Flight (Su): The muse has a fly speed of 50 feet (good).

Magic Attacks (Su): The muses slam attacks are treated as magic and the alignment of the muse for the purpose of overcoming damage reduction.





Emblem Spell (Sp): Each artistic focus is associated with a specific emblem that is always in the muse's possession. At 4th level, once per day, this emblem allows the muse to cast one spell as a spell-like ability with a caster level equal to its muse level. The emblems and spells are listed on the **Muse Emblem Spell table**.

MUSE STATISTICS

A muse is a small humanoid-shaped outsider who always manifests in alluring female form. To enemies and those who are not its prodigy's allies, its appearance conforms to the beholder's ideal of beauty. Though muses always manifest as radiant creatures to all who witness them, their true forms reflect the aesthetic ethos of their Outer Plane—some of which defy any cultural conceptualizations of beauty.

Each muse bears an iconic item known as an emblem that represents its artistic focus. These artisanal tools and objects are always carried by the muse or are imprinted on its resplendent robes.

Every muse has the following base statistics, which are then modified by its artistic focus.

Muse Starting Statistics:

Type Outsider (incorporeal, muse); **Size** small; **Speed** 30ft.; **AC** +2 dodge; **Attack** 2 slams (1d4); **Ability Scores** Str—, Dex 14, Con 10, Int 7, Wis 10, Cha 15.

MUSE SKILLS

The following skills are class skills for the muse: Bluff (Cha), Diplomacy (Cha), Fly (Dex), Knowledge (planes), Sense Motive (Wis), Stealth (Dex). In addition, at 1st level, the prodigy can choose one additional skill as a class skill for her muse. The muse also gains a Knowledge skill and a Perform skill based on its artistic focus. The muse automatically gains bonus ranks in these two skills as the prodigy increases in level. Its number of ranks in these skills is always equal to its number of Hit Dice.

ARTISTIC FOCUS

Every muse has an artistic focus that impels its actions and influences its natural appearance. The direction this artistic focus provides also gives the prodigy abilities as she gains levels. These artistic focuses are rooted in specific forms of expression from which a muse draws in order to convey the splendor of its Outer Plane to the prodigy. Each artistic focus has a Perform skill and a

Knowledge skill. The muse gains bonus skill ranks in these skills and the prodigy gains Skill Focus (see below).

CALLIE (EPIC POETRY)

The silvery voice of a callie brings tales of valiant heroes, terrifying monsters, and nefarious villains to life. Always adorned with a crown and attired in long-trained robes, callie bear a regal beauty that evokes the ancient epics they perform. The stone tablets callie hold, often cracked with age, are engraved with stories of the great deeds of old that the muses hope will inspire adventurers to victory.

Skills: The muse gains a number of ranks in Perform (sing) and Knowledge (local) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Bulwark of the Epic Hero (Su): The influence of the callie muse helps the prodigy, and those around her, gain the morale to storm bravely into battle. At 9th level, the prodigy can, as a swift action, emit a 30-foot aura of heroism for a number of rounds equal to her prodigy level. Allies in the area and the prodigy are treated as if they were under the effect of heroism. These rounds do not need to be consecutive.

LIYO (HISTORY)

Though youthful in appearance like all other muses, liyo's eyes appear bottomless with the wisdom of antiquity. However, they sparkle to life when reciting passages from the scrolls they carry, each one bearing faintly scrawled scripts in various languages. A liyo's voluminous robes are adorned with unusually large embroidered pockets, allowing them to carry the annals of history with them wherever they may go.

Skills: The muse gains a number of ranks in Perform (oratory) and Knowledge (history) equal to its number of Hit Dice. While restricted to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Liyo's Lore (Ex): At 9th level, the influence of the liyo muse gives the prodigy access to the lore master ability of a bard of her prodigy level. In addition to the lore master ability, once per day, the prodigy may take a 20 on any Knowledge (history) check as a standard action.



TABLE: MUSE EMBLEM SPELL

Muse	Emblem	Spell
Callie (Epic poetry)	Writing tablet	<i>Moment of greatness</i>
Liyo (History)	Scroll	<i>Comprehend languages</i>
Euralia (Music)	Panpipes	<i>Charm person</i>
Ernoe (Love poetry)	Cithara	<i>Charm person</i>
Mellemene (Tragedy)	Tragic mask	<i>Cause fear</i>
Pollia (Hymns)	Veil	<i>See alignment</i>
Eusilade (Dance)	Lyre	<i>Flare burst</i>
Thaldia (Comedy)	Comic mask	<i>Ventriloquism</i>
Ula (Astronomy)	Globe and compass	<i>Lesser confusion</i>

Skills: The muse gains a number of ranks in Perform (wind instruments) and Knowledge (local) equal to her number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Kalopsic Gift (Su): At 9th level, the prodigy can with the support of her muse create an illusionary object that appears as an enticing artifact from the muse's Outer Plane. This object functions as a minor image that cannot extend beyond a 5-ft. by 5-ft. cube, and can be moved within a 30-ft. area of the prodigy. This image lasts for

10 minutes unless someone interacts with it and makes a Will save equal to $10 + \frac{1}{2}$ the prodigy's level + the prodigy's Charisma modifier to disbelieve it. The image is a visual illusion of a piece of art from the ernoe muse's own plane. Any creature that is in the same square as the image is granted a +4 enhancement bonus to Charisma. This ability can be used once per day.

EURALIA (MUSIC)

Whether playing a baleful dirge or a frenetic jig, the tune of euralia's panpipes is irresistible. Euralia in true form wear loose robes fashioned from sashes in an array of vibrant colors, a unique hue for every note of their panpipes. As euralia perform, the friction of their sashes creates a magical harmony with the panpipes' melody.

Skills: The muse gains a number of ranks in Perform (wind instruments) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Melodious Suggestion (Su): At 9th level, the prodigy is able to sing a song of musical suggestion with her muse's assistance. If the prodigy's muse has a creature fascinated using its bardic performance, the prodigy is able to make a suggestion to that creature. Melodious suggestion functions as the suggestion ability of a bard of her prodigy level. A prodigy can use this ability more than once as long as the creature is under the effect of her muse's fascinate ability.

ERNOE (LOVE POETRY)

Performed to the tune of the cithara, ernoe's poems glorify both the passion of budding romance and timeless love that holds true. Ernoe's heavy satin robes are intricately adorned with scenes of embracing lovers in idyllic landscapes. The most comely of all muses, ernoe elicit intense attraction from all who glimpse them.

MELLEMENE (TRAGEDY)

Few have ever gazed upon the uncloaked faces of mellemene muses. Adorned with black feathers and seeded diamonds that mimic tears, mellemene's tragic masks symbolize their mission to find beauty even in sorrow. Swathed in inky silk, their formidable robes trail a melancholic aura that moves even the most battle-hardened warriors to tears.

Skills: The muse gains a number of ranks in Perform (act) and Knowledge (nobility) equal to its number of Hit Dice. While confined in the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills. **Dramaturgical Doom (Sp):** At 9th level, the prodigy's connection with her mellemene muse allows her to channel its centuries of sorrow, overwhelming enemies with a premonitory sense of doom. The prodigy gains the ability to use aura of doom once per day as a spell-like ability with a duration of 10 minutes and a caster level equal to her prodigy level.



POLLIA (HYMNS)

The quintessence of piety, pollia are the most reserved of all muses. Often found in poses of contemplative prayer, they compose and perform reverent hymns to honor the deities of their Outer Plane. Pollia often wear simple but well-made robes in somber colors and conceal their noble, aquiline beauty with diaphanous veils that symbolize their unwavering devotion.

Skills: The muse gains a number of ranks in Perform (sing) and Knowledge (religion) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Paean Energy (Su): Starting at 9th level, a prodigy can release a wave of energy by harnessing the power of her pollia muse's triumphant invocations. This energy can be used to deal or heal damage, depending on the type of energy channeled and the creatures targeted.

Using this ability is a standard action that can be used a number of times per day equal to the prodigy's Wisdom modifier. This action does not provoke an attack of opportunity. The prodigy's muse must be confined to her consciousness in order to use this ability. A prodigy who has a good muse can channel positive energy and can choose to heal living creatures or to deal damage to undead creatures. A prodigy who has an evil muse can channel negative energy and can choose to deal damage to living creatures or heal undead creatures. A prodigy who has a neutral muse must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the prodigy. The amount of damage



dealt or healed is 4d6 at 9th level and increases to 5d6 at 17th level. Creatures that take damage from channeled energy must succeed at a Will saving throw to halve the damage. The save DC is 10 + 1/2 the prodigy's level + the prodigy's Wisdom modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total; all excess healing is lost. A prodigy can choose whether or not to include herself in this effect.



EUSILADE (DANCE)

Nimble eusilade muses can always be found swaying to the beat, their airy robes streaming and fluttering as they dance. Whether twirling with fluid grace or plucking harmonies with their lyres, eusilade inspire even the shyest creatures—from writhing demons to merry revelers—to move in perfect rhythm.

Skills: The muse gains a number of ranks in Perform (dance) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Improved Evasion (Ex): At 9th level, a prodigy with a eusilade muse takes no damage on successful Reflex saving throws against attacks and takes only half damage on failed saves. A helpless prodigy does not gain the benefit of improved evasion. The prodigy's muse must be confined to her consciousness in order to use this ability.

THALDIA (COMEDY)

Thaldia muses' zest for adventure is matched only by their delight at others' laughter. They exuberantly traverse even the roughest terrain, their robes gradually becoming adorned with leaves, twigs, and other colorful artifacts of nature. Often concealing their ruddy glow beneath comic masks, thaldia will go to extremes for a laugh, captivating their audiences with bawdy songs and uproarious antics.

Skills: The muse gains a number of ranks in Perform (comedy) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Bewildering Hilarity (Ex): At 9th level, once per day as a swift action, a prodigy can use the influence of her thaldia muse to perplex and distract creatures with her bizarre comedic stunts. For a number of rounds equal to the prodigy's level, casting a spell in a 30-ft. area around the prodigy requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks that need to be made in the area have their DC's increased by 5.

ULA (ASTRONOMY)

Quixotic spirits, ula yearn to explore the starry expanses of the heavens. Ula always wear midnight robes flecked

with tiny fragments of starlight and carry a constantly rotating globe that maps all celestial bodies. Their gleaming metallic compasses never falter, guiding them and their prodigies to discover and chart astral formations.

Skills: The muse gains a number of ranks in Perform (oratory) and Knowledge (geography) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Astronomy Domine (Ex): A prodigy with an ula muse gains access to the eternal knowledge of the stars. Once per day, she may spend 10 minutes contemplating the cloudless night sky to gain the benefit of the spell commune.



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CAMPAIGN SETTING

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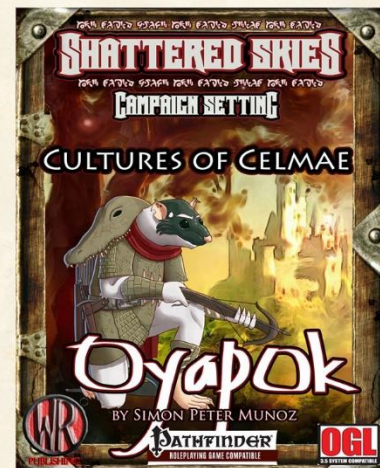
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