

The Spiritsinger of Lithandra

Softly rolling hills swept by a faint but cold rain. All is hidden by the black veil of the night. From time to time, the horizon briefly illuminates. After a score of seconds, one could hear the low, rolling sound of thunder.

By the light of my lantern, I can barely make out the small road that will bring me home. Still, I walk as fast as possible, for danger is lurking everywhere, especially in these lost parts of the countryside.

The trees of the wood stand tall to my left, like the walls of an ancient and mysterious dark city.

The wind is rushing through the treetops and the light rain is beating softly but ever colder against my face. I can hear the howl of the wind grow louder and louder. I press on.

As suddenly as it had appeared, the sound stops.

The rain is getting stronger as I am finally getting nearer to the end of the woods. About three dozen yards in front of me, I can make out the Rock of the Sidhe, a well known landmark to travelers.

Is this a white-robed figure I see on top of it? I squint my eyes to try to see better through the ever heavier rain. I must have hallucinated, for I do not see the figure anymore...

All of a sudden, a flash of brilliant light blinds my eyes and a sound as of a thousand hammers in the forges of hell deafens me! I feel an infernal heat wrap around me while my body lurches as through a powerful shock.

Searing pain.

Blackness.

Void.

I do not know how much time has passed when I finally get up again. I cannot tell whether it is day or night, everything is foggy and I can barely make out my surroundings.

I hear the most beautiful of voices speaking from behind me.

Behind me?

- Talsin Veyed, exiled Lord of Permitra, would you care to follow me?

How in the name of the nine hells does she know my name?

I decide to turn around to see who is addressing me.

Something is wrong.

My body did not respond in the way it should have. I had turned around before I even finished making my mind!

Suddenly, a thought aggresses my mind. The shock and horror of its signification would have cut my breath away!

I slowly look down and see, as through a thick mist, my charred body a few feet below me, still smoking!

It seems the druids have finally fulfilled their petty vengeance...

I slowly concentrate on the face of a beautiful white-robed woman. She is looking at me in a similar way my mother used to when I was still a child... but she died long ago...

She is awaiting my reply, humming a soft and melancholic melody that somehow seems familiar.

- I might as well, I guess I do not really have the choice?

She faintly smiles. From her left eye fall three tears.

- Good to hear you think in such terms. Most like you would have caused us trouble.

She turns around singing and moves through the gray mists, which softly wrap around her...

I feel an irresistible urge to follow her voice into the unknown!

Priestesses of Lithandra are renowned far abroad for their mysterious and crystal-clear voices they use in ceremonies and worshipping to their goddess.

On rare occasions, some of the most devout priestesses suddenly disappear. These events always look like accidental deaths, the body never to be recovered again. All others know for sure is that their beautiful voices will from this night on only be remembered as ghostly memories...

Lithandra would never sacrifice her precious priestesses if it weren't for greater designs. Indeed, these women are called to become personal agents of the goddess of death.

When not guiding lost souls or trying to convert corrupted souls, Spiritsingers most often operate as messengers or prophets, though in rare cases they will also assassinate annoying servants of a rival god. They usually work alone, as their very low numbers wouldn't permit great cooperative actions.

When not on errands, a Spiritsinger may haunt the countryside, sometimes coming closer to habitations when someone is about to die, especially if they had helped the goddess in their lives. Close relatives and friends of the soon to be deceased person may hear a faint

howling in the distance, not unlike the sound of the wind blowing through a gap. It is rare but not impossible that someone actually spots a Spiritsinger. Thus, these harbingers of trespass are considered as a bad omen by the common folk. In reality, these ghost-like women do nothing more than monitor the departure of souls, the howling being a reminder to the soul that it must seek out Lithandra.

The longer a Spiritsinger serves Lithandra, the more often will she be in contact with the spirit world. Finally, she will become as insubstantial as the very souls she guides.

Lithandra, Goddess of the Passing is a lawful neutral divinity of death. She is the one who judges the souls before they move on to the after-life. She makes sure that the natural cycle of life is accomplished correctly. She abides somewhere in the deep Ethereal Plane. The souls of dead people instinctively know how to find her court. Some can't or do not want to find her, these are represented by incorporeal undead monsters. These usually fall under the control of the evil goddess of undeath and haunt the Ethereal Plane (they sometimes manifest as wraiths, specters, etc...). In these cases, the Spiritsingers are sent to try and bring these souls back to the natural order of things. Priestesses of Lithandra may choose between the death, knowledge and travel domains.

Note : If you have the *Book of Eldritch Might II* you should add the music domain to the domains Lithandra grants.

Hit Die: d6

Requirements

Lithandra only chooses her agents amongst those priestesses who have proven their devotion to her. Even from those few women, only those with the most beautiful voices are ever chosen.

Alignment

Loyal Neutral or True Neutral

Skills

Perform (Singing, ...): 10 ranks
Knowledge (Religion): 7 ranks

Feats

Iron Will
Skill Focus (Perform)

Special

Must possess the bardic music ability.

Must have access to death domain.

Must have the ability to cast arcane *and* divine spells of second level.

Must be a **priestess** dedicated to Lithandra

Class Skills

The Spiritsinger's class skills (and the key ability for each of them) are Concentration (Con), Hide (Dex), Intimidate (Cha), Listen (Wis), Knowledge (all skills, taken separately) (Int), Move Silently (Dex), Perform (Cha), Scry (Int; exclusive skill), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at each level : 4 + Int modifier

Class Features

Weapon and Armor Proficiency:

Priestesses of Lithandra forgo the use of any physical weapon or armor except the ceremonial dagger (same as normal dagger), confident in the powers their goddess bestows upon them. This is even more true for the Spiritsingers. A priestess of Lithandra who does not respect this belief loses all supernatural (except bardic music, but including **Dark Litany** songs) and spell-like abilities tied to Lithandra, as well as divine spellcasting abilities, until she atones.

Lithandra's Beckoning: The Spiritsinger contracts an even closer connection to Lithandra than other priestesses. She counts her Spiritsinger levels as cleric levels when determining the power of the death domain granted power. She continues to count only cleric levels for cleric and domain spells. If she had the ability to rebuke undead, she now turns them, since they are an open affront to the natural order of things. Her Spiritsinger levels stack with any previous levels that granted turning/rebuking. If she had no such levels before, she can now turn undead as a cleric of Spiritsinger level.

In addition to that, she may no longer use the bard songs "Inspire Courage, Competence and Greatness". In counterpart, she may count Spiritsinger levels as bard levels when determining the number of bardic music uses per day.

Rest in Peace (Su): When she encounters an incorporeal undead, it is the Spiritsinger's duty to remind it to follow the natural order of things and find Lithandra to be judged. She can do so by singing a mysterious tune.

Spirits hostile to this request get a Will save (DC Perform check result) to which they may add both their Charisma bonus and turning resistance value. If the save fails, the undead is compelled to fulfil the request and immediately disappears. If the save is successful, the undead cannot be affected again for another 24 hours.

If a Spiritsinger vanquishes such a monster through other means, she must still sing this song as soon as possible. At the end of combat, a Spiritsinger must also sing this song for friendly spirits. If the Spiritsinger neglects to use this ability when required, she could lose (DM's call) all supernatural (except bardic music, but including **Dark Litany** songs) and spell-like abilities tied to Lithandra, as well as divine spellcasting abilities, until she atones.

Using this ability is a full-round action that does not attract AoO.

See the Spirits (Su): The Spiritsinger begins to observe spirits so she might understand them well enough once she will begin the task of bringing them to the spiritworld. She can from now on see and hear into the Ethereal plane in a 60-foot radius. Nothing on the Material Plane can block sound or vision except some force effects (DM's call). Even if her normal sight or hearing would be impeded (for example because of closed eyes, blindness/deafness, *darkness/silence* spell, or even if she doesn't have any eyes/ears anymore), she still "sees the spirits" as long as she's conscious.

Dark Litany (Su): The Spiritsinger learns the darkest of music as her connection to death is slowly enforced. At 3rd level, she learns the *Song of Despair*. At 6th level she may add the *Song of Doom* to her bardic music repertoire and finally at 10th level she learns the fatal notes of the *Dirge*. (See end of PrC for a full description of the songs).

Shriek (Ex): After years of continual training of her voice, the Spiritsinger masters her voice to such a degree that she can emit a cone of concentrated sonic vibrations. The attack originates at the Spiritsinger's mouth and extends outward in a cone for (25 ft. + 5 ft./2 levels). Anyone caught within this sonic attack takes 1d6 points of damage per Spiritsinger level (Reflex save for half damage (DC 15 + Spirit singer's charisma modifier)). This ability is available once per day for the Spiritsinger and takes a standard action.

Spirit Body (Su): Lithandra teaches her disciple how to take on the form of a spirit so that she may better understand the souls of the

dead. The Spiritsinger may become incorporeal a number of hours per day equal to her level + her wisdom bonus. This time need not be used continuously but each use counts for at least 10 minutes. Activating or deactivating this ability is a standard action.

Follow the Spirits (Su): The Spiritsinger is now ready to accompany souls to the spiritworld. She can shift to the Ethereal Plane as a move-equivalent action and back again as a free action. She can remain on the Ethereal Plane for a number of hours equal to Spiritsinger levels + Wis bonus each day. This time need not be used continuously, but each use counts at least for 10 minutes.

Never-ending Service (Ex): A Spiritsinger no longer suffers ability penalties from aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, but the Spiritsinger still dies of old age when her time is up but the character's life span is doubled. In counterpart, when the Spiritsinger's original life span expires, all memories of the life before (but not including memories required in functioning in her attained classes) become dimmer and she will have a hard time trying to remember anything in particular from that time past. To remember something, she must make a concentration check based on wisdom instead of constitution (DC = 1 point for every 5 years back).

Call the Spirits (Su): The Spiritsinger may call in a soft chant a restless soul to aid her, after which she will help the spirit to find peace. Treat this ability as if she had created an Allip (*MM* page 16) that does her bidding for bidding for an equal number of rounds as the character has Spiritsinger levels + 1 round for each Spiritsinger's charisma modifier. After the combat, the Spiritsinger must use the **Rest in Peace** ability (whether the Allip survived the combat or not is unimportant). If the Spiritsinger fails to do this, Lithandra could take it as an affront, and as such the penalties are the same as the ones incurred when using weapons or armor. If the Spiritsinger becomes unconscious or dies, the reactions of the Allip are up to the DM for the normal duration, after which it disappears back into the spiritworld. Calling such an Allip takes a full-round action that attracts attacks of opportunity. Usable once per day.

Scream (Ex): The Spiritsinger masters her voice so much that she can emit a powerful high-pitched sound that deafens and dazes all

nearby victims. All targets with the ability to hear (excluding the Spiritsinger) in a 30 ft. radius of the Spiritsinger hearing this scream must make a successful fort save (DC 18 + Spiritsinger's charisma modifier) or be permanently deaf until a *remove deafness* or equivalent spell is cast. In addition to being deaf the victims are dazed for 1d4 + Spiritsinger's charisma modifier worth of rounds. This ability is available once per day for the Spiritsinger and takes a standard action to activate. It provides attacks of opportunity.

Spirit Essence: Having been much in contact with souls and the borders of the spiritworld, the Spiritsinger finally takes on their very essence. She is now considered permanently incorporeal (effectively gaining the "incorporeal" subtype) and is no longer limited in duration for the **Follow the Spirits** ability.

Dark Litany

Song of Despair (Su): Victims within 30ft. who hear this haunting music sung by the Spiritsinger (they must not necessarily understand the words) for a full round must make a Will save (DC = Perform check result) or become shaken (-2 morale penalty to saves, attack rolls, weapon damage rolls, ability checks and skill checks). This lasts for as long as the Spiritsinger sings and for 5 rounds after she stops. Victims who save against this song must make a new save each round the Spiritsinger continues to sing with a cumulative 5 bonus to the save (re-roll the perform check each round a victim must attempt a new save).

While singing, the Spiritsinger cannot undertake any other actions based on the voice except *Song of Doom* (if already learned). This is a supernatural, fear and mind-affecting ability.

Song of Doom (Su): The Spiritsinger must be singing the *Song of Despair* in order to use this ability. She modifies the words of the song in such a way that a chosen victim perceives it in an even more frightening manner. The victim must succeed at a Will save (DC = this round's Perform check result) or become frightened and flee for 1 round/ Spiritsinger level. Others continue to be subjected to the *Song of Despair*. This is a supernatural, fear, mind-affecting and language-dependant ability.

Dirge (Su): This most macabre of songs takes 3 full rounds to sing. As the final life-wrenching note is sung, 10d8 HD worth of living creatures in a 30-foot radius must make a Will Save (DC = (Perform check result/2)) or die. Creatures with the fewest HD are affected first; among creatures with equal HD, those nearest are affected first. Those who succeed still flee for 10 rounds.

While singing, the Spiritsinger cannot undertake any other actions based on the voice. If the Spiritsinger takes damage while singing, she must succeed a Concentration check or else start anew. This song ruins the Spiritsinger's voice for the rest of the day, effectively rendering her unable to use the bardic music ability (including the **Dark Litany** songs) until she rests for at least 8 hours.

This is a supernatural, mind-affecting, death-effect ability.

The Spiritsinger of Lithandra

| Level | BAB | Fort | Ref | Will | Special |
|-------|-----|------|-----|------|--|
| 1 | +0 | +0 | +0 | +2 | Lithandra's Beckoning |
| 2 | +1 | +0 | +0 | +3 | Rest in Peace, See the Spirits |
| 3 | +2 | +1 | +1 | +3 | Dark Litany (<i>Song of Despair</i>) |
| 4 | +3 | +1 | +1 | +4 | Shriek |
| 5 | +3 | +1 | +1 | +4 | Spirit Body |
| 6 | +4 | +2 | +2 | +5 | Dark Litany (<i>Song of Doom</i>) |
| 7 | +5 | +2 | +2 | +5 | Follow the Spirits |
| 8 | +6 | +2 | +2 | +6 | Never-ending Service, Call the Spirits |
| 9 | +6 | +3 | +3 | +6 | Scream |
| 10 | +7 | +3 | +3 | +7 | Dark Litany (<i>Dirge</i>), Spirit Essence |

Alternate bard from the Book of Eldritch Might II

Use the following information in place of the above :

Requirements

Change "ability to cast 2nd level arcane spells" to "ability to cast spellsongs".

Dark Litany

Those aren't added to the bardic music repertoire. Instead, they become spellsongs automatically added to the spellsong list. These spellsongs do not count towards the limit of spellsongs known, they are bonus spellsongs known. If a character can't normally cast a spellchord or spellmelody, the last two spellsongs can still be cast once a day each, according to the normal spellsong rules. In this case, it is impossible to use 5 spellnotes to use another spellchord, or 5 spellchords to use a spellmelody.

Song of Despair (spellnote)

Necromancy [Fear, Mind-affecting, Sonic]

Range : 20 ft

Target : All enemies within range

Duration : See text

Saving Throw : Will (See text)

Spell Resistance : Yes

Victims who hear this haunting music sung by the Spiritsinger (they must not necessarily understand the words) for a full round must make a Will save or become shaken (-2 morale penalty to saves, attack rolls, weapon damage rolls, ability checks and skill checks). This lasts for as long as the Spiritsinger sings and for 5 rounds after she stops. Victims who save against this song must make a new save each round the Spiritsinger continues to sing with a cumulative + 2 bonus to the save. While singing, the Spiritsinger cannot undertake any other actions based on the voice except *Song of Doom* (if already learned).

Song of Doom (spellchord)

Necromancy [Fear, Language-Dependant, Mind-affecting, Sonic]

Range : 20 ft

Target : One enemy

Duration : 1 rd/ (Bard + Spiritsinger levels)

Saving Throw : Will

Spell Resistance : Yes

The Spiritsinger must be singing the *Song of Despair* in order to use this ability. She modifies the words of the song in such a way that a chosen victim perceives it in an even more frightening manner. The victim must succeed at a Will save or become frightened and flee for 1 round/ (Bard + Spiritsinger levels). Others continue to be subjected to the *Song of Despair*

Dirge (spellmelody)

Necromancy [Death, Fear, Mind-affecting, Sonic]

Range : 30 ft cone

Target : All included in the cone

Duration : Instantaneous

Saving Throw : Will

Spell Resistance : Yes

This most macabre of songs wrenches away the life of 10d8 HD worth of living creatures in a the area of effect, unless they succeed at a Will Save. Creatures with the fewest HD are affected first; among creatures with equal HD, those nearest are affected first. Those who succeed still flee for 1 round/ character level.