

Maireandur (Servant of Art) - Epic Prestige Class

Many are the tales of performers and artisans catching the eye of higher powers. Such exceptional individuals often find themselves buried under the pressures of divine or faerie attention. But there are also those who thrive just out of the worlds of these creatures. Those who accept the adulation of great beings as their due but otherwise keep them at arms length.

The Maireandur is an artist or performer who has gained the attention of higher powers through their superhuman achievement and who accepts the gifts of such powers with the tacit understanding that they will be left free to pursue their creations.

Hit Die: d6

Requirements

Feats: Skill Focus Perform or Skill Focus in an art related Craft

Epic Feats: Epic Skill Focus Perform or Epic Skill Focus in an art related Craft

Skills: Diplomacy 24 ranks and either Perform 24 ranks or an art related Craft 24 ranks

Special: Have achieved a legendary (at least DC 70) performance or creation and gained the positive attention of at least one god, great faerie, or similar being.

Class Skills

Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Jump, Knowledge (any), Listen, Move Silently, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Rope

Skill Points per level 8 + Int modifier

Weapon and Armor Proficiency

A maireandur gains no proficiency with any armor, weapons, nor shields.

1	Gift
2	Gift
3	Gift
4	Gift
5	Gift
6	Gift
7	Gift
8	Gift
9	Gift
10	Gift

Ex-Maireandurs

A maireandur may take levels in other classes after entering the class, but face a special restriction. A maireandur who gains a level in any other class after having gained their first maireandur

level can never again raise her maireandur level. Any existing gifts are retained but no new ones will be granted to the one who turned away from the arts.

Class Features

Gift: At each level a maireandur receives a blessing from the powers who are her fans. Select one of the below gifts and apply it to the character. Some gifts may be selected more than once as detailed in the description.

The gifts have been sorted by the type of granter for roleplaying purposes.

Divine Gifts:

Ascendant Blessing: The maireandur is touched by the divine and elevated to a higher state of being.

The maireandur gains the native outsider subtype.

Ability Adjustments: +2 Strength, +2 Charisma.

The mariandur gains the ability to smite good (or evil, if of an evil alignment) once per day. For one attack the mariandur gains a bonus to hit equal to their Charisma modifier and a bonus to damage equal to their hit dice. In addition the attack is considered good aligned (or evil aligned for evil mariandurs) for damage reduction purposes.

Cascade of Stars (Ex): The maireandur may make an extra attack during a full attack action. This attack is made at the maireandur's highest attack bonus but this attack and all others made in that round suffer a -2 penalty to hit.

Elegant Strikes (Ex): The maireandur applies their Dexterity bonus as bonus damage on attacks with any weapon to which Weapon Finesse would apply. This is in addition to any potential Strength bonus damage. Targets immune to sneak attack or extra damage from critical hits are immune to elegant strike.

Exalting Experience (Su): A maireandur can use her creation or performance to overwhelm her audience with rapture once per day. All individuals who are witness to this artwork or performance must make a Will save (DC 15 + maireandur level + Cha modifier) or be *fascinated*. Depending on how the artwork or performance is presented viewers may choose to waive their saving throws, such as those voluntarily attending a pre-scheduled dance at a theatre.

Furthermore, at the end of a period of at least one hour's duration, she can capture the emotional charge of the viewers and imbue it into her own sweat. By collecting this sweat into an appropriate receptacle she gains a single dose of ambrosia (BoED p 96, *Distilled Joy*) for each member of her audience that was *fascinated*. No individual may provide ambrosia more than once per day.

The maireandur may use this ability one more time per day each time they select this gift.

Moon's Blessing - Full (Ex): The maireandur gains the ability to make a full attack as a standard action instead of a full-round action. They may use this ability for a number of rounds in a day equal to their Charisma modifier but the rounds do not need to be consecutive. ex. A maireandur could use this ability for two rounds in one fight, none in the next, and for four in the following so long as they had a Charisma modifier of at least +6.

This gift may be selected more than once, each time adding another number of rounds per day equal to the maireandur's Charisma modifier.

Moon's Blessing - Half (Su): The maireandur gains the ability to share the balance of life and death with their performance once per day. The maireandur must spend a full round to begin the half moon's blessing and make a Perform check. Each round thereafter, as a full round action, the maireandur may use the result of the Perform check as a pool of points that she may assign as she sees fit to healing or wounding those within 60 feet.

ex. a maireandur with a Perform check result of 60 could heal one friend for 10 points, one friend for 5, and inflict 45 points of damage on a foe.

Damage assigned this way is cold based and allows a Will save (DC 10 + the maireandur's ranks in Perform) for half damage. This power can be maintained for one round per point of the mariandur's Charisma ability score, but once she stops dancing the effect ends.

The maireandur may use this ability one more time per day each time they select this gift.

Moon's Blessing - New: The maireandur learns how to use their artwork to create items of magical power.

Just like with crafting any other magical item the maireandur must spend gold pieces equal to one-half the market value of the created item and experience points equal to 1/25th the market value of the created item. However, the maireandur does not need any of the requisite spells nor caster level. Instead, the maireandur must spend time actually crafting the item as per the crafting rules (PHB p70) using the market value of the magical item as the target price.

The maximum market value this power can create is 200,000 gp.

If this power is selected a second time, then the mariandur no longer has a maximum limit on the gold piece value of items she can create and achieves ten times more progress per week than normal.

Moon's Blessing - Waning: The maireandur gains a +2 sacred bonus to a saving throw of her choice. This gift may be repeated and it stacks with previous selections of this gift.

Moon's Blessing - Waxing (Su): The maireandur gains the ability to shapeshift into an animal form. The maireandur suffers a -2 adjustment to their Wisdom score but gains an equivalent adjustment to a physical attribute based upon the animal chosen along with other bonuses as seen in the table below.

This supernatural ability is a full-round action that does provoke attacks of opportunity and otherwise functions like the polymorph spell.

Equipment the maireandur is wearing or carrying transforms to become part of the animal form (as with polymorph other), and magic items cease functioning while the maireandur remains in animal form. In animal form, the maireandur has low-light vision and the supernatural ability to communicate with other animals of its kind. This is the same as a familiar's ability to speak with animals of its type. maireandur in animal form have the size, speed, AC, damage rating, and physical ability scores shown on the below table.

Animal	Ability Modifier	Special	Size	Animal Speed	Animal AC	Animal Damage	Str	Dex	Con
Badger	+2 Con	Speed burrow 10 ft.	T	30 ft., burrow 10 ft.	15 (+2 size, +3 Dex)	2 claws 1d2-1, bite 1d3-1	8	17	15
Carp	+2 Dex	Speed swim 30 ft.	D	Swim 10 ft.	19 (+4 size, +5 Dex)	—	1	20	10
Cat	+2 Dex	+4 racial bonus on Balance checks.	T	30 ft.	14 (+2 size, +2 Dex)	2 claws 1d2-4, bite 1d3-4	3	15	10
Crab	—	+1 natural armor, +4 racial bonus on Swim checks.	D	15 ft.	18 (+4 size, +3 Dex, +1 natural)	2 claws 1d2-5	1	17	10
Crane	+2 Dex	Speed fly 20 ft. (average)	S	5 ft., fly 60 ft. (average)	14 (+1 size, +3 Dex)	Bite 1d4-2	6	16	10
Dog	+2 Con	+4 racial bonus on Survival checks when tracking by scent.	S	40 ft.	15 (+1 size, +3 Dex, +1 natural)	Bite 1d4+1	13	17	15
Fox	+2 Dex	+4 racial bonus on Escape	S	40 ft.	15 (+1 size, +4 Dex)	Bite 1d4	11	19	11

		Artist checks.								
Hare	+2 Dex	Speed +10 ft.	T	40 ft.	16 (+2 size, +4 Dex)	Bite 1d3-5	1	19	10	
Rat	+2 Dex	+4 racial bonus on Hide checks.	T	15 ft., climb 15 ft.	14 (+2 size, +2 Dex)	Bite 1d3-4	2	15	10	
Sparrow	+2 Dex	Speed fly 20 ft. (average)	F	1 ft., fly 50 ft. (average)	24 (+8 size, +6 Dex)	—	1	23	10	
Weasel	+2 Con	+4 racial bonus on Move Silently checks.	T	20 ft., climb 20 ft.	14 (+2 size, +2 Dex)	Bite 1d3-4	3	15	10	

Sanctuary (Ex): A maireandur can, with nothing more than the beauty of her performance, prevent creatures from attacking her or her allies within 30 feet in a manner similar to the effect of the *sanctuary* spell. Once per day, for so long as the maireandur is performing, any opponent attempting to strike or otherwise directly attack the maireandur or any of her allies, even with a targeted spell, must attempt a Will save (DC = Perform check result). Success means the opponent can attack normally and is unaffected by this ability. If the save fails; the opponent can't follow through with the attack, that part of its action is lost, and it can't directly affect the maireandur or her allies for the duration of the effect. Creatures not attempting to attack remain unaffected. This effect does not prevent opponents from using area effect spells that would harm the celebrant or her allies. If the mariandur attacks another creature, or her allies do so, the sanctuary effect is broken.

This is a mind-affecting, enchantment ability.

The maireandur may use this ability one more time per day each time they select this gift.

Faerie Gifts:

Blessing of the Seasons: The maireandur becomes a faerie creature with the below qualities.

The maireandur gains the fey subtype.

Ability Adjustments: +2 Dexterity, -2 Charisma.

Season's Power: Each faerie has a metaphysical connection to one of the seasons and has the related power. Select one of the below powers. Once selected this power cannot be changed.

Vernal Touch (Su): To receive a vernal touch is like being kissed by springtime itself, full of life and promise. At will, as a standard action, the faerie can touch a creature with a vernal touch. This touch removes dazed, nauseated, fatigued, and exhausted conditions from living creatures. For undead creatures, a faerie's touch attack acts like a cleric's ability to turn undead with a cleric level equal to the faerie's total Hit Dice -2. Unlike a cleric's turn ability, each use of vernal touch affects only the touched undead.

Summer Caress (Su): Surrounded as if by the warm, verdant air of summer, a faerie with summer's caress is protected by a magic circle of nature. This ability functions much like a magic circle against evil, except that it protects against attacks from all creatures of any alignment except for those of the animal, beast, fey, or magical beast creature types. Caster level equal to HD.

Autumn Harvest (Su): Autumn is a time of endings. As a standard action, a faerie can touch a creature with a special dispelling touch. This touch acts like a targeted dispel magic. The faerie can use this ability a number of times per day equal to one plus the faerie's Charisma bonus (minimum 1). Caster level equal to HD.

Winter Chill (Su): A faerie with winter chill has a presence that disquiets non-fey. The more beautiful the creature is, the more uncomfortable other beings feel. Living, non-fey creatures within 5 feet of her feel uneasy and suffer a morale penalty on saves equal to the faerie's Charisma bonus (minimum 1).

Darling of the Court of Stars: The maireandur gains a +2 bonus to all Perform and art related Craft rolls. This gift may be repeated and it stacks with previous selections of this gift.

The Misty Paths (Su): A maireandur with this gift may move up to their speed as a free action once each round. While so moving the maireandur is invisible and so is not subject to attacks of opportunity except by those who can see the invisible.

Unchained from Time (Ex): The maireandur gains a +2 bonus to initiative rolls. This gift may be repeated and it stacks with previous selections of this gift.

Unearthly Performance (Su): A maireandur can break the bond between body and soul with the beauty of her performances. Once per day while making a Perform (dance) check she may invoke this

power to force all within 30' who witness her to make a Will save (DC 15 + maireandur level + Cha modifier). Those who fail perish.

The maireandur may maintain this effect for one round per point of her Charisma ability score, but must spend a standard action each round performing. Any new creatures who enter the area of effect, or who come into the area because of the maireandur's movement, must make a saving throw against the same DC. Those who have previously saved against the current use of this ability remain unaffected regardless of whether they remain in the area or leave and come back.

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

The maireandur may use this ability one more time per day each time they select this gift.

Vassal of the Court of Stars: The maireandur gains a +3 bonus to Diplomacy checks as well as a title and stronghold in the faerie kingdoms. Build this stronghold per the Landlord feat rules in the Stronghold Builders Guidebook. This gift may be repeated, granting an additional +3 to Diplomacy checks and increasing the rank of the given title, but the stronghold remains the same as the initial gift.