

**Cyrellia**  
**(The Bardmother, Lady Silkenvoice, Lady of All Song)**  
**Lesser Power of Elysium, NG**

**Portfolio:** Music, song, storytelling, bards

**Aliases:**

**Domain Name:**

**Superior:** None

**Allies:** Beliaar, Diulanna, Frigga, IIsundal, Koryis, Mealiden, Mirrah, Odin, Sif, Talimyra, Thor, Valerias

**Foes:** Alphaks, Loki, Loviatar, Martokk, Zirchev

**Symbol:** Any musical instrument.

**Worshippers' Alignment:** Any.

## The Church

**Clergy:** Clerics, specialty priests, bards, mystics, spellsingers

**Clergy's Alignment:** LG, NG, CG, LN, N, CN

**Turn Undead:** C: Yes, SP: Yes, B: No, Mys: No, Spell: No

**Command Undead:** C: No, SP: No, B: No, Mys: No, Spell: No

**Dogma:** Your voice is your power, your faith, and your soul all in one. Always seek to learn and create new songs, and sing them to those who have not heard them. Music and the spoken word can have as much power as the mightiest of dweomers. Sing to and for the Bardmother, seek to preserve music and lore whenever possible. Perform for crowds great and small. Always seek to improve your knowledge of music and lore, and teach those who are willing to listen.

**Day-to-Day Activities:** Most of Cyrillia's faithful are engaged in the teaching and learning of lyrics, poetry, music, and storytelling. Whether learning a new instrument, amongst the congregation or out on the road adventuring or performing, most of Cyrillia's faithful are rarely idle.

**Relationship with Other Deities and Faiths:** Lady Silkenvoice is highly respected amongst the good and neutrally-aligned powers. Aside from Koryis, she is first to mediate a dispute between the good and neutral powers, and is always ready with a cautionary tale relevant to the dispute. Aside from being consummate performers, her faithful are highly adept gatherers of information, and always strive to put that information to best use.

**Major Centers of Worship:** Temples of Cyrillia are usually either grand, sprawling affairs in large cities, or bardic colleges in or near smaller cities and towns. An example of the former would be Legendhome, a massive temple in Thyatis City, and the latter would be the House of the Flowing Notes in Specularum.

**Affiliated Orders:** There are myriad orders of adventurers whom are directly attached to Cyrillia's faith, most of them comprised of goodly-aligned fighters, swashbucklers, paladins, bards seeking to do goodly deeds in the Bardmother's name. One such company is named the Melodious Blades based out of western Thyatis.

**Priestly Vestments:** Priests of the Bardmother tend to dress in opulent clothing when performing their duties of the church and college, and this clothing usually depicts a scene from a story, tale of legend or a song that the priest knows by rote. The higher in rank the priest, usually the more elaborate the scene.

**Adventuring Garb:** While on the road, as opposed to the colorful and opulent garb the priests wear while in temple or college, the chosen of Cyrillia take a more moderate stance when it comes to clothing and gear. Their instruments are usually carried in stout cases, and they usually will don the stoutest armor they can afford and gird on the highest quality weapons they can either find or purchase.

**Followers and Strongholds:** The followers are received at 7th level, and consist of three 3rd level priests and six 1st level priests, six 1st level fighters to act as temple guards, and twenty normal men and women, each of whom has a non-weapon proficiency relevant to the temple (Artistic Ability, Dancing, Singing, Musical Instrument). The priesthood will pay for half of stronghold construction. The stronghold must have a hall with a stage where dancers, actors, and musicians from the surrounding area may congregate to practice their art.

**Other Limitations:** None.

All clerics, specialty priests, and mystics of Cyrillia receive religion as a bonus proficiency. All priests must take singing and a musical instrument as two of their initial proficiencies. Their larger temples serve not only as a center of worship to the Bardmother, but also as a place for performances great and small. The smaller temples usually are colleges for learning and teaching, but their importance to the faith is no less than the large temples.

About 50% of the priesthood is comprised of clerics, with 35% being specialty priests (Harpers) and the remaining 15% comprising of bards, mystics and spellsingers in the service to the Lady of All Song. The priesthood is approximately 65% human, with most of the remainder being half-elves, and a small number of elves making up the balance. Both genders are almost equally represented. The faith in general is an active one, with the majority of the priesthood traveling and performing far and wide. The clerics tend to play the more traditional songs and hymns, while the specialty priests prefer newer works.

## Specialty Priests (Harpers)

**Requirements:** Wisdom 14, Intelligence 13, Charisma 14, Comeliness 10.

**Prime Requisite:** Wisdom, Charisma.

**Alignment:** NG.

**Weapons:** All blunt weapons.

**Armor:** Any.

**Major Spheres:** All, astral, charm, creation, divination, guardian, healing, necromantic, protection, summoning, thought.

**Minor Spheres:** Elemental, sun, travelers, weather.

**Magical Items:** Same as clerics, also any magical item that deals with music, lore or information.

**Required Proficiencies:** Singing, musical instrument (pick one), artistic ability (lyrical poetry).

**Bonus Proficiencies:** Musical instrument (pick one), artistic ability (songwriting), modern languages (pick one).

Elves and half-elves can be harpers.

Harpers can enthrall an audience with song. This ability may be used only once per day, with the same limitations as the **enthrall** spell (Player's Handbook, pg 204), but with the following exceptions: harpers may not affect creatures with more Hit Dice than his own experience level, nor those with a higher Wisdom score than themselves.

Harpers are able to sing a loud, sustained note that has the effect of the spell **shatter** (Player's Handbook, pg 145), once per day.

At 3rd level, harpers can cast both **unearthly choir** (Tome of Magic, pg 73) and **music of the spheres** (Tome of Magic, pg 60) once per day. They may cast an additional **unearthly choir** for every three levels they gain above 3rd.

At 5th level, harpers can cast both **dispel silence** and sing a **song of compulsion**

(Faiths & Avatars, pg 118) once per day.

At 7th level, harpers are able to use their vocal mastery to **shout** (Player's Handbook, pg 163) once per day.

At 10th level, harpers can sing a **song of suggestion** (Player's Handbook, pg 153) once per day.

At 10th level, harpers can cast **stone tell** (Player's Handbook, pg 229) through song, once per day.

At 15th level, harpers can cast **harp of war** (Faiths & Avatars, pg 119) or **Melisander's harp** (Priest's Spell Compendium, pp 399-400) once per day.

**Special Spells: Battle Song, Dispel Silence, Song of Compulsion, Singing Stone, Forgotten Melody, Harp of War.** (Faiths & Avatars, pp 118-119)

**Author's Note:** While I am aware that this class is similar to the Harpers of the Forgotten Realms, I liken it more towards the Harpers of Anne McCaffrey's Pern series, from which I am sure that Ed Greenwood got a lot of his inspiration.