

UNBREAKABLE HEART**School** enchantment (compulsion) [mind-affecting];**Level** Brd 1, Clr 1, Pal 1, Rgr 1 (Shelyn)**CASTING****Casting Time** 1 standard action**Components** V, S**EFFECT****Range** close (25 ft. + 5 ft./2 levels)**Effect** 1 creature**Duration** 1 round/level**Saving Throw** Will negates (harmless);**Spell Resistance** yes (harmless)**DESCRIPTION**

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, and fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the *inspire courage* bard ability).

Calm emotions counters and dispels *unbreakable heart*.

be employed in larger cities or travel in the manner of wandering minstrels. Her rangers and druids are usually the types who live off the land, content to watch over places of natural beauty or perhaps hire themselves out to lovers in need of a fresh start in a new place. In general her priests make fine negotiators and teachers, as the people they interact with can't help but like them and want to please them.

Priests of Shelyn must endeavor each day to create something of beauty—typically a work of art or piece of music, but other skills might be appropriate (such as a gardener tending flowers). They recognize that other mortals can be superficial, rejecting good folk unlucky enough to be unattractive, so priests help these ugly ducklings find ways to accentuate their better qualities, often through the use of clothing or hairstyle.

Her temples are roomy places surrounded by gardens and statues, decorated inside with paintings and sculpture and always filled with song and music. They are havens for young lovers and are the sites of many wedding ceremonies. In many cases the temple art was donated, created, or sponsored by those who found love and approval from the church when all others opposed it.

The church as a whole is disorganized, but as there is little need for focused group efforts it doesn't really hinder their activities. Priests gain status based on their wisdom (particularly in overcoming problems with loved ones) and artistic sense, but otherwise a temple usually makes decisions communally. Those priests who agree with a particular

solution help work toward it; those who disagree either try a different method or stay out of the situation. Formal garb for the church is a pair of leggings and a long tunic for men or a calf-length dress for women, cut and tailored to make the wearer attractive but not overtly sexual.

Worship services may be quiet and slow paced or loud and upbeat, but they are always heartfelt; dance and music are core to any ritual. The church has no universal holidays, but any anniversary of love is reason for an entire temple to celebrate, and vow-renewals are a common occurrence. Her prayer book is *Melodies of Inner Beauty*, most of which is stories in song form.

Clerics and paladins may prepare *charm person* as a 1st-level spell and *good hope* as a 4th-level spell; they may prepare *sympathy* as an 8th-level spell but can only cast it on works of art. All priests treat *charm animal* as if it were a 2nd-level spell on their class spell list. Bards may learn *eagle's splendor* as if it were a 1st-level spell.