

Aewendir Taraben

Player: Scott David Gray

No Gender Elf Bard (Animal Speaker, Celebrity) 12,
Grand Lodge faction - CR 11

True Neutral Humanoid (Elf); Deity: **Shelyn**; Age: **124**;
Height: **6' 3"**; Weight: **133lb.**; Eyes: **Green**; Hair: **Red**; Skin:
Dark intermediate

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	16	+3	
WIS WISDOM	8	-1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+4					
REFLEX (DEXTERITY)	+11 =	+8	+3				
WILL (WISDOM)	+7 =	+8	-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13 = 10			+3					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	10				

CM Bonus	BAB	Strength	Size	Misc
+9 =	+9	0	-	-

CM Defense	BAB	Strength	Dexterity	Size
22 = 10	+9	0	+3	-

Base Attack	HP
+9	63

Initiative	Damage / Current HP
+5	

Speed
30 ft

Arrows

Mainhand: **+5/+0, 1d4** Crit: x2
Ammo, P

Dagger

Mainhand: **+9/+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+12/+7, 1d4** Light, P/S

Dagger

Mainhand: **+9/+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+12/+7, 1d4** Light, P/S

Character Number: 14034 - 21



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (3)	-	
Run: +4 to jump with a running start				
Appraise	+7	INT (3)	1	
Bluff	+19	CHA (4)	-	
Climb	+4	STR (0)	1	
Craft (traps)	+20	INT (3)	12	
Diplomacy	+19	CHA (4)	1	
Disable Device	+21	DEX (3)	12	
Disguise	+8	CHA (4)	1	
Escape Artist	+7	DEX (3)	1	
Fly	+17	DEX (3)	-	
Handle Animal	+19	CHA (4)	1	
Animal Friend: +4 regarding Rats, Animal Friend: +4 regarding Canines, Animal Friend: +4 regarding Birds				
Heal	-1	WIS (-1)	-	
Intimidate	+8	CHA (4)	1	
Knowledge (nature)	+24	INT (3)	12	
Linguistics	+18	INT (3)	12	
Perception	+3	WIS (-1)	1	
Perform (dance)	+17	CHA (4)	10	
Perform (sing)	+19	CHA (4)	12	
Perform (wind instruments)	+19	CHA (4)	12	
Ride	+3	DEX (3)	-	
Sense Motive	+19	WIS (-1)	-	
Sleight of Hand	+18	DEX (3)	12	
Spellcraft	+11	INT (3)	5	
Stealth	+7	DEX (3)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Survival	-1	WIS (-1)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+19	CHA (4)	12	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Bard Weapon Proficiencies

You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.

Extra Performance

+6 rounds/day of Bardic Performance.

Extra Performance

+6 rounds/day of Bardic Performance.

Harmonic Spell

Casting spells extends duration of bardic performance

Inner Beauty (1/day)

Once per day, you can manifest your faith in your goddess and gain a +4 trait bonus to a single Bluff, Craft, Diplomacy, or Perform skill check. You can choose to use this trait immediately after making the skill check.

Run (Fleet-Footed)

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spell Focus (Conjuration)

Spells from one school of magic have +1 to their save DC.

Spellsong

Combine spellcasting and bardic performance

Vagabond Child (urban) (Disable Device)

Choose from Disable Device, Escape Artist or Sleight of Hand. It is a class skill and gains +1.

Dagger

Mainhand: **+9/+4, 1d4**

Crit: 19-20/x2

Rng: 10'

Ranged: **+12/+7, 1d4**

Light, P/S

Dagger

Mainhand: **+9/+4, 1d4**

Crit: 19-20/x2

Rng: 10'

Ranged: **+12/+7, 1d4**

Light, P/S

Shortbow

Ranged, Both Hands: **+12/+7, 1d6**

Crit: x3

Rng: 60'

2-Hand, P

Unarmed strike

Mainhand: **+9/+4, 1d3**

Crit: x2

Light, B, Nonlethal

Gear

Total Weight Carried: 31.56/115lbs, Light Load

(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)

Arrows x40

0.15 lbs

Artisan's tools, masterwork (Craft [traps]) <In: Dropped 5 lbs

Experience & Wealth

Experience Points: **33/36**

Current Cash: **215 PP, 13 GP, 5 GP of Valuables**

Grand Lodge: **Fame: 8, PP: 8**

Gear

Total Weight Carried: 31.56/115lbs, Light Load

(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)

Backpack (9 @ 8.5 lbs) 2 lbs

Brooch (worth 5 gp) -

Caltrops <In: Backpack (9 @ 8.5 lbs)> 2 lbs

Canary x5 <In: Dropped to ground (6 @ 7.8125 0.5625 lbs

Dagger 1 lb

Dagger 1 lb

Dagger 1 lb

Dagger 1 lb

Flint and steel <In: Backpack (9 @ 8.5 lbs)> -

Grappling arrow 0.5 lbs

Holy symbol, silver (Shelyn) 1 lb

Ink, black <In: Backpack (9 @ 8.5 lbs)> -

Inkpen <In: Backpack (9 @ 8.5 lbs)> -

Kite, simple <In: Backpack (9 @ 8.5 lbs)> -

Money 4.56 lbs

Shortbow 2 lbs

Siege Boardgame <In: Backpack (9 @ 8.5 lbs)> 1 lb

Silk rope <In: Backpack (9 @ 8.5 lbs)> 5 lbs

Sleeves of many garments 1 lb

Stationery <In: Backpack (9 @ 8.5 lbs)> -

String or twine <In: Backpack (9 @ 8.5 lbs)> 0.5 lbs

Thieves' tools, masterwork 2 lbs

Traveller's outfit (Free) -

Wand of Cure Light Wounds -

Special Abilities

Animal Friend (Rats)

An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have

At the Heart of It All

Your song pierces to the heart of a creature's identity, weakening it against you.

Prerequisite: Perform (string) or Perform (wind) 7 ranks.

Bardic Knowledge +6 (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance (move action) (42 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard

Bardic Performance: Attract Rats, 2d3 swarms

At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced

Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature

Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard

Bardic Performance: Gather Crowd (Ex)

At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size

Special Abilities

Bardic Performance: Inspire Greatness (2 allies) (Su)

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while

Bardic Performance: Shining Star (Ex)

At 8th level, the celebrity has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a

Bardic Performance: Soothing Performance

At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check.

Bardic Performance: Soothing Performance (Su)

A bard of 12th level or higher can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken

Dreamspeaker

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma

Famous +3 (Absalom)

At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence

Jack of All Trades: Trained skills (Ex)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Minuet of the Midnight Ivy

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Nature's Speaker

The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

Summon Nature's Ally

At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known

The Lullaby of Ember the Ancient

You can put powerful creatures to sleep with the power of your song.

Prerequisite: Perform (sing) 7 ranks.

The Requiem of the Fallen Priest-King

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Triple Time

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform

Versatile Performance (Dance) +17 (Ex)

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

Versatile Performance (Singing) +19 (Ex)

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

Versatile Performance (Wind Instruments) +19 (Ex)

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

Spell-Like Abilities

Comprehend Languages (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Detect Magic (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Detect Poison (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Dream (Dreamspeaker) (1/day) (Sp)	<input type="checkbox"/>
Read Magic (Envoy) (1/day) (Sp)	<input type="checkbox"/>

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Bardic Performance (move action) (42 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Dagger		<input type="checkbox"/>
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Dagger		<input type="checkbox"/>
Inner Beauty (1/day)		<input type="checkbox"/>
Wand of Cure Light Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Celestial	Polyglot
Common	Shadowtongue
Draconic	Shoanti
Elven	Skald
Gnome	Sylvan
Goblin	Tien
Hallit	Varisian
Kelish	Vudrani
Osiriani	

Spells & Powers

Bard (Animal Speaker, Celebrity) Spell DC: 14 + spell level

CL: 12 (vs. SR: +12, Concentration: +16)

Melee Touch +9 Ranged Touch +12

Maximum Bard (Animal Speaker, Celebrity) spells known / per day: **6/*x0; 5/6x1; 4/6x2; 1/5x3; 4/4x4**

Bard (Animal Speaker, Celebrity) 0: Summon Instrument, Read Magic, Detect Magic, Dancing Lights, Prestidigitation (DC 14), Message

Bard (Animal Speaker, Celebrity) 1: Summon Nature's Ally I, Sleep (DC 16), Summon Monster I, Cure Light Wounds, Summon Minor Monster, Tap Inner Beauty

Bard (Animal Speaker, Celebrity) 2: Cure Moderate Wounds, Summon Nature's Ally II, Blindness/Deafness (DC 16), Glitterdust, Share Language, Communal

Bard (Animal Speaker, Celebrity) 3: Deep Slumber (DC 18), Summon Nature's Ally III

Bard (Animal Speaker, Celebrity) 4: Cure Critical Wounds, Dimension Door, Summon Nature's Ally IV, Song of Kyonin, Summon Accuser

Background

Aewendir was born in Hermea, the product of breeding experiments on elves. When the research money for the experiment dried up the children were turned out; but elves had difficulty finding families to bring them in. Even while still young, in the research center, it was clear that the selective made it possible to enter dreams and to communicate with birds or call on help from the animal kingdom generally.

Aewendir still has the tattooed number 17 on a left thumb, from time in the research facility.

Growing up on the streets, finding (perhaps as a result of the experiments) that one could communicate with birds and get their assistance opening windows and doors, and setting up small traps to protect one's corner on the street. Other useful talents learned on the street included the ability to reliably sprint a four-minute mile reliably in any footwear.

Eventually an elven circus came by, and it was possible to become a singer and bird-trainer with them. This led to an interest in the worship of Shelyn. Work with the circus involved singing, perfecting magics for communicating with others and other flashy tricks, and eventually becoming an apprentice ringleader for the circus.

After the wagon broken down in Absalom, the circus troupe found that there was a returning crowd. And the bird acts became better and better known. So Aewendir become something of a ringleader for the circus, and a local celebrity.

Aewendir Taraben – Abilities & Gear

Augment Summoning Feat

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Extra Performance Feat

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Extra Performance Feat

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Harmonic Spell Feat

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

Prerequisite: Bardic music ability.

Benefit: Whenever you cast a spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

Appears In: Inner Sea World Guide, Curse of the Crimson Throne

Run (Fleet-Footed) Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Spell Focus (Conjunction) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spellsong Feat

You can blend the power of your performance and spellcasting.

Prerequisites: Cha 13, bardic performance class ability, able to cast 1st-level spells.

Benefit: You can combine your bardic performance and your spellcasting in two ways.

First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time.

Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

Appears In: Ultimate Magic

Inner Beauty (1/day) Trait

Once per day, you can manifest your faith in your goddess and gain a +4 trait bonus to a single Bluff, Craft, Diplomacy, or Perform skill check. You can choose to use this trait immediately after making the skill check.

Appears In: Faiths of Purity

Vagabond Child (urban) (Disable Device) Trait

You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In: Advanced Player's Guide Traits, Taldor, Echoes of Glory

Comprehend Languages (Envoy) (1/day) (Sp) Racial Ability

If you have Intelligence 11+, you can cast Comprehend Languages once per day at caster level = character level

Detect Magic (Envoy) (1/day) (Sp) Racial Ability

If you have Intelligence 11+, you can cast Detect Magic once per day at caster level = character level

Detect Poison (Envoy) (1/day) (Sp) Racial Ability

If you have Intelligence 11+, you can cast Detect Magic once per day at caster level = character level

Dream (Dreamspeaker) (1/day) (Sp) Racial Ability

If you have Charisma 15+, you can cast *dream* once per day at caster level = character level

Aewendir Taraben – Abilities & Gear

Dreamspeaker

Unknown

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma scores of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the elf's character level). This racial trait replaces elven immunities.

Appears In: Advanced Player's Guide, Advanced Race Guide

Low-Light Vision

Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Read Magic (Envoy) (1/day) (Sp)

Racial Ability

If you have Intelligence 11+, you can cast Read Magic once per day at caster level = character level

Animal Friend (Rats)

Class Ability (Bard)

An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least "indifferent" toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals of the bard's chosen kind can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals. This ability replaces fascinate.

The bard may select another kind at 5th, 11th, and 17th level. This replaces well versed.

At the Heart of It All

Class Ability (Bard)

Your song pierces to the heart of a creature's identity, weakening it against you.

Prerequisite: Perform (string) or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This haunting melody teases at the veils of understanding and drills into the bedrock of truth. Upon completing this performance, the target attempts a Will save. Failure means you understand the target's primal nature; you gain a +4 bonus on Charisma-based checks to influence the target, and the DCs of your abilities and spells that would influence the creature or its actions (including charm and compulsion effects) increase by +2. These bonuses last for 1 day.

You must have an idea of who the creature is when you begin to play the song, either through researching the creature or by observing it directly from no farther than 100 feet.

Use: 5 rounds of bardic performance.

Action: 5 full rounds.

Appears In: Ultimate Magic

Bardic Knowledge +6 (Ex)

Class Ability (Bard)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance (move action) (42 rounds) Class Ability (Bard)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop and previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Bardic Performance: Attract Rats, 2d3 swarm Class Ability (Bard)

At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3. This ability replaces *suggestion*.

Bardic Performance: Countersong (Su) Class Ability (Bard)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Bardic Performance: Distraction (Su) Class Ability (Bard)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Bardic Performance: Gather Crowd (Ex) Class Ability (Bard)

At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the bard's class level x the result of the bard's Perform check. The crowd gathers over the next 1d10 rounds. If the bard fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds. This ability replaces lore master.

Bardic Performance: Inspire Greatness (2 all) Class Ability (Bard)

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Bardic Performance: Shining Star (Ex) Class Ability (Bard)

At 8th level, the celebrity has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition. The ability replaces dirge of doom.

Bardic Performance: Soothing Performance Class Ability (Bard)

At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check.

If the bard already has wild empathy from another class, he adds the class levels that provide wild empathy to the result of his Perform check to influence an animal. This ability replaces inspire competence.

Bardic Performance: Soothing Performance () Class Ability (Bard)

A bard of 12th level or higher can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components.

Famous +3 (Absalom) Class Ability (Bard)

At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the celebrity grows more famous, additional areas learn of him (typically places where he has lived or traveled, or settlements adjacent to those where he is known) and his bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 17th level and above, the bard's renown has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

This ability replaces inspire courage.

Jack of All Trades: Trained skills (Ex) Class Ability (Bard)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

Minuet of the Midnight Ivy Class Ability (Bard)

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

Appears In: Ultimate Magic

Nature's Speaker Class Ability (Bard)

The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

Summon Nature's Ally Class Ability (Bard)

At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known as a 2nd-level spell, and so on every 3 levels thereafter, until 16th level when he adds *summon nature's ally IV* to his 6th-level spell list and spells known.

This replaces *mass suggestion*.

Aewendir Taraben – Abilities & Gear

The Lullaby of Ember the Ancient **Class Ability (Bard)**

You can put powerful creatures to sleep with the power of your song.

Prerequisite: Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: When you activate this soothing performance, one target within close range falls asleep as if affected by *deep slumber* as long as you maintain the performance. Unlike the spell (which affects weaker creatures first), this masterpiece targets a specific creature of your choice. Although this lullaby does have words, it is not a language-dependent effect.

Use: 1 bardic performance round per round.

Action: 1 round.

Appears In: Ultimate Magic

The Requiem of the Fallen Priest-King **Class Ability (Bard)**

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This piece tells the story of a mighty priest-king who seemed to defy time by snatching near-victory from an overwhelming number of enemies. When you complete the performance, you gain the ability to accelerate time once, which must be used in the next 10 minutes. When you perform this masterpiece, you gain the ability to spend a swift action to perform a nonmagical action that normally requires a move action or a standard action. For example, you could make a full attack, then spend a swift action to take a normal move, load a light crossbow, or draw a weapon in the same round. You must use this extra action within 10 minutes of performing the masterpiece; otherwise the benefit is lost.

This ability does not stack with other effects that increase your speed (such as *haste*) or alter time (such as *time stop*).

Your allies may benefit from this masterpiece, but they must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 1 round of bardic performance for each ally other than yourself whom you want to gain the ability to accelerate time (for example, affecting yourself and five others requires expending 11 rounds of bardic performance).

This is a language-dependent effect.

Use: 5 bardic performance rounds, +1 round per additional person affected.

Action: 1 minute.

Appears In: Ultimate Magic

Triple Time

Class Ability (Bard)

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

Cost: Feat or 1st-level bard spell known.

Effect: This bright and spritely tune mimics the sound of human feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This masterpiece increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Use: 1 bardic performance round.

Action: 1 minute.

Appears In: Ultimate Magic

Versatile Performance (Dance) +17 (Ex) **Class Ability (Bard)**

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

Versatile Performance (Singing) +19 (Ex) **Class Ability (Bard)**

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

Versatile Performance (Wind Instruments) +1 **Class Ability (Bard)**

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

Sleeves of many garments

Wondrous Item (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Construction

Requirements Craft Wondrous Item, *disguise self*; **Cost** 100 gp

Appears In: Ultimate Equipment

Aewendir Taraben, Bard (Animal Speaker, Celebrity) 12 – Spells

Dancing Lights

Bard 0

School: Evocation [Light]

Components: V, S

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Effect: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Save: None

Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Detect Magic

Bard 0

School: Divination

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Save: None

Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Message

Bard 0

School: Transmutation / Air Elemental [language-dependent]

Components: V, S, F (a piece of copper wire)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One creature/level

Duration: 10 min./level

Save: None

Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Aewendir Taraben, Bard (Animal Speaker, Celebrity) 12 – Spells

Prestidigitation

Bard 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: DC 14 See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Read Magic

Bard 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Summon Instrument

Bard 0

School: Conjunction (Summoning)
Components: V, S
Casting Time: 1 round
Range: 0 ft.
Effect: One summoned handheld musical instrument
Duration: 1 min./level (D)
Save: None
Resistance: No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

Cure Light Wounds

Bard 1

School: Conjunction (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Sleep

Bard 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (fine sand, rose petals, or a live cricket)
Casting Time: 1 round
Range: Medium (100 + 10 ft./level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Save: DC 16 Will negates
Resistance: Yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Summon Minor Monster

Bard 1

School: Conjunction (Summoning)
Components: V, S, F/DF (a tiny bag and a small candle)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: 1d3 summoned creatures
Duration: 1 round/level (D)
Save: none
Resistance: No

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

Appears In: Ultimate Magic

Summon Monster I**Bard 1**

School: Conjuration (Summoning)
Components: V, S, F/DF (a tiny bag and a small candle)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally I**Bard 1**

School: Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Tap Inner Beauty**Bard 1**

School: Divination
Components: V, M
Casting Time: 1 action
Range: personal
Duration: 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

Appears In: Faiths of Purity

Blindness/Deafness**Bard 2**

School: Necromancy
Components: V
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Save: DC 16 Fortitude negates
Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Cure Moderate Wounds**Bard 2**

School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Glitterdust**Bard 2**

School: Conjuration / Earth Elemental / Metal Elemental (Creation)
Components: V, S, M (ground mica)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: Creatures and objects within 10-ft.-radius spread
Duration: 1 round/level
Resistance: No

Save Will negates (blinding only); SR no A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

Share Language, Communal**Bard 2**

School: Divination
Components: V, S, M (a page from a dictionary)
Casting Time: 1 action
Range: Touch
Target: Creatures touched
Duration: 24 hours split among the recipients
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like *share language* (*Advanced Player's Guide* 243), except you divide the duration in 1-hour increments among the creatures touched.

Appears In: Ultimate Combat

Aewendir Taraben, Bard (Animal Speaker, Celebrity) 12 – Spells

Summon Nature's Ally II Bard 2

School: Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Deep Slumber Bard 3

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (fine sand, rose petals, or a live cricket)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Save: DC 18 Will negates
Resistance: Yes

This spell functions like sleep, except that it affects 10 HD of targets.

Summon Nature's Ally III Bard 3

School: Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Cure Critical Wounds Bard 4

School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Dimension Door Bard 4

School: Conjuration (Teleport)
Components: V
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Save: None and Will negates (object)
Resistance: No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Song of Kyonin Bard 4

School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Up to 3 creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level or until performance ends or changes (see text)

Certain elven bards of Kyonin are known for the restorative power of their performances - mostly as a result of this spell. You must have a bardic performance in effect to cast this spell (although this spell is called *song of Kyonin*, the bardic performance need not be singing). As long as that performance continues, up to 3 creatures affected by the performance gain fast healing 2. When this bardic performance ends or you change to a different bardic performance, the fast healing granted by this spell ends as well, but all creatures affected by this spell heal 1d8 points of damage + 1 point per caster level (maximum +15) and are cured of any of the following conditions: exhausted, fatigued, nauseated, paralyzed, sickened, or stunned.

Appears In: Inner Sea Magic

Summon Accuser Bard 4

School: Conjuration (Evil, Lawful, Summoning)
Components: V, S, F/DF (A chunk of rotten meat.)
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 10 minutes/level
Save: None
Resistance: No

This spell summons a single accuser devil from Hell to do the spellcaster's bidding, similar to how *summon monster* spells function. Accuser devils, known to diabolists as zebubs, are hideous flying creatures with the torso of a plump human infant and the body and wings of an enormous fly. They make excellent spies, for they have the ability to grant visions of what they have witnessed to others—the Queen's Hands sometimes use summoned zebubs to observe suspects from afar. Accuser devils are detailed on page 84 of the Pathfinder RPG Bestiary 2.

Appears In: Rival Guide

Summon Nature's Ally IV

Bard 4

School: Conjunction (Summoning)

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.