

Bard Song List

0-LEVEL BARD SONGS

Boom: Makes loud noise, causing 1 point of non-elemental damage and suffer a -2 penalty to Concentration checks.

Detune: Removes the tuning from a nearby instrument.

Ghostharp: Object records, plays a song at your command.

Ghost Sound: Figment sounds.

Giggle: Target begins giggling.

Lullaby: Makes subject drowsy (–5 on Perception checks, –2 on Will saves against sleep.)

Songbird: Perform and gain +1 on your Cha checks.

Song of Serenity: Subject is cured of fatigue.

Summon Instrument: Summons one musical instrument.

1ST-LEVEL BARD SONGS

Adoration: You gain a bonus on Diplomacy checks and performance combat checks.

Amplify: Lowers Listen DC by 20.

Army's Paeon: Provides Fast Healing 2.

Clarion Call: Make a sound like a mighty horn or trumpet and subject can speak in a booming voice that carries over great distances.

Distort Speech: Subject's speech is 50% unintelligible, so it might miscast spells.

Elemental Carol: Enhances saving throws against element type by +2 and provides 5 Elemental Resistance.

Elemental Threnody: Reduces saving throws against element type by -2 and enemy's Elemental resistance by -5.

Focusing Chant: Gain +1 on attack rolls, skill checks, and ability checks.

Foe Requiem: Deals 2d6 + Charisma modifier points of non-elemental damage to one enemy.

Hideous Laughter: Subject loses actions.

Insidious Rhythm: Subject has –4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration check to cast spells.

Inspirational Boost: The bonuses granted by your inspire courage ability increase by 1.

Joyful Noise: You negate silence in a 10-ft.-radius emanation.

Knight's Minne: Grants a deflect AC bonus of +2.

Play Instrument: Play instrument as if you were skilled.

Quick Etude: Grants a dodge AC bonus of +2.

Saving Finale: Subject rerolls failed saving throw.

Sheepfoe Mambo: Provides a +1 morale bonus on saving throws.

Solid Note: Creates tangible music note.

Toilsome Chant: Apply Inspire Competence to a skill check that takes up to an hour to complete.

2ND-LEVEL BARD SONGS

Allegro: Gain haste while maintaining bardic performance.

Battle Hymn: Allies can reroll one Will save/round.

Blurring Melody: Blinds an enemy.

Cacophonous Call: Nauseates target.

Dexterous Etude: Enhances the Dexterity of an ally by +2.

Dissonant Chant: Concentration checks more difficult within area of spell.

Distracting Cacophony: Noise makes it difficult to cast.

Distressing Tone: Sound sickens 1d4 creatures.

Enchanting Etude: Enhances the Charisma of an ally by +2.

Foe Lullaby: Puts an enemy to sleep.

Fowl Aubade: Enhances saving throws against sleep/charm by +2.

Ghostbane Dirge: Incorporeal creature takes half damage from non-magical weapons.

Goblin Gavotte: Enhances saving throws against paralysis/petrify by +2.

Harmonic Chorus: Give another caster +2 to caster level and +2 on save DCs.

Herb Pastoral: Enhances saving throws versus poison/disease by +2.

Hunter's Prelude: Provides a +2 morale bonus to Attack rolls with ranged weapons.

Learned Etude: Enhances the Intelligence of an ally by +2.

Lively Step: You and allies gain +10 increase to speed.

Piercing Shriek: Target is staggered by a painful sound.

Scop's Operetta: Enhances saving throws versus silence/blind by +2.

Silent Verse: Silences an enemy.

Sinewy Etude: Enhances the Strength of an ally by +2.

Spirited Etude: Enhances the Wisdom of an ally by +2.

Sword Madrigal: Provides a +1 morale bonus to Attack rolls.

Valor Minuet: Provides a +2 morale bonus to Damage rolls.

Vivacious Etude: Enhances the Constitution of an ally by +2.

3RD-LEVEL BARD SONGS

Advancing March: Provides the *haste* effect on allies.

Army's Anthem: Provides Fast Healing 2 to all allies.

Army's Paeon II: Provides Fast Healing 4.

Battlefield Elegy: Gives the enemy the effect of *Slow*.

Dirge of Discord: All within 20 ft. take -4 on attack rolls and Dexterity, and reduce speed by 50%.

Elemental Carol II: Enhances saving throws against element type by +4 and provides 10 Elemental Resistance.

Elemental Threnody II: Reduces saving throws against element type by -4 and enemy's Elemental resistance by -10.

Exquisite Accompaniment: Instrument maintains bardic performance for you.

Foe Discord: Deals 2d6 + Charisma modifier points of non-elemental damage to all enemies.

Foe Requiem II: Deals 4d6 + Charisma modifier points of non-elemental damage to one enemy.

Haunting Choir: Spirits cause wracking pain to listeners.

Haunting Tune: Foes becomes shaken.

Knight's Ballad: Grants allies a deflect AC bonus of +2.

Knight's Minne II: Grants a deflect AC bonus of +4.

Magic Finale: The enemy is targeted by a *Dispel* effect.

Nixie's Lure: Unearthly and infectious song that seductively summons up to 24 HD of creatures and fascinate them.

Purging Finale: Removes one negative effect.

Quick Ballad: Grants allies a dodge AC bonus of +2.

Quick Etude II: Grants a dodge AC bonus of +4.

Reviving Finale: Allies cured 2d6 damage.

Romeo's Ballad: Immobilizes an enemy.

Sheepfoe Mambo II: Provides a +2 morale bonus on saving throws.

4TH-LEVEL BARD SONGS

Blinding Melody: Blinds all enemies.

Cacophonous Shield: Shield 10 ft. from you blocks sounds, deals 1d6 non-elemental damage +1/level, and deafens creatures passing through.

Dexterous Coda: Enhances the Dexterity of all allies by +2.

Dexterous Etude II: Enhances the Dexterity of an ally by +4.

Enchanting Coda: Enhances the Charisma of all allies by +2.

Enchanting Etude II: Enhances the Charisma of an ally by +4.

Fowl Aubade II: Enhances saving throws against sleep/charm by +4.

Goblin Gavotte II: Enhances saving throws against paralysis/petrify by +4.
Herb Pastoral II: Enhances saving throws versus poison/disease by +4.
Horde Lullaby: Puts all enemies to sleep.
Hunter's Prelude II: Provides a +4 morale bonus to Attack rolls with ranged weapons.
Learned Coda: Enhances the Intelligence of all allies by +2.
Learned Etude II: Enhances the Intelligence of an ally by +4.
Quiet Verse: Silence all enemies.
Scop's Operetta II: Enhances saving throws versus silence/blind by +4.
Song of Healing: Your bardic performance heals allies.
Sinewy Coda: Enhances the Strength of all allies by +2.
Sinewy Etude II: Enhances the Strength of an ally by +4.
Spirited Coda: Enhances the Wisdom of all allies by +2.
Spirited Etude II: Enhances the Wisdom of an ally by +4.
Sword Madrigal II: Provides a +2 morale bonus to Attack rolls.
Valor Minuet II: Provides a +4 morale bonus to Damage rolls.
Virtuoso Performance: Start a second bardic performance while maintaining the first.
Vivacious Coda: Enhances the Constitution of all allies by +2.
Vivacious Etude II: Enhances the Constitution of an ally by +4.
Wall of Sound: Sonic wall deflects and damages creatures.

5TH-LEVEL BARD SONGS

Army's Paeon III: Provides Fast Healing 6.
Body Harmonic: Piercing tone deals 1d10 damage to one ability/round.
Cacophonous Call, Mass: As *cacophonous call*, but affecting multiple targets.
Dirge: Enemies take 2 points of Str and Dex damage/round.
Elemental Carol III: Enhances saving throws against element type by +6 and provides 15 Elemental Resistance.
Elemental Threnody III: Reduces saving throws against element type by -6 and enemy's Elemental resistance by -15.
Foe Requiem III: Deals 6d6 + Charisma modifier points of non-elemental damage to one enemy.
Frozen Note: Paralyzes creatures listening to your song.
Fugue: Your Perform check creates variety of effects.
Ghostbane Dirge, Mass: As *ghostbane Dirge*, but affecting multiple creatures.
Irresistible Dance: Forces subject to dance.
Knight's Minne III: Grants a deflect AC bonus of +6.
Music of the Spheres: Grant fast healing, resistance, and save bonuses to all creatures in a 20-foot radius.
Pied Piping: Compel similar creatures to follow you.
Quick Etude III: Grants a dodge AC bonus of +6.
Shadowbard: Shadowy duplicate starts a bardic performance.
Sheepfoe Mambo III: Provides a +3 morale bonus on saving throws.
Stunning Finale: Stuns 3 creatures for 1 round.

6TH-LEVEL BARD SONGS

Alluring Air: Confuses an enemy.
Army's Anthem II: Provides Fast Healing 4 to all allies.
Dexterous Etude III: Enhances the Dexterity of an ally by +6.
Enchanting Etude III: Enhances the Charisma of an ally by +6.
Foe Discord II: Deals 4d6 + Charisma modifier points of non-elemental damage to all enemies.
Fowl Aubade III: Enhances saving throws against sleep/charm by +6.
Goblin Gavotte III: Enhances saving throws against paralysis/petrify by +6.
Herb Pastoral III: Enhances saving throws versus poison/disease by +6.

Hunter's Prelude III: Provides a +6 morale bonus to Attack rolls with ranged weapons.

Knight's Ballad II: Grants allies a deflect AC bonus of +4.

Learned Etude III: Enhances the Intelligence of an ally by +6.

Quick Ballad II: Grants allies a dodge AC bonus of +4.

Scop's Operetta III: Enhances saving throws versus silence/blind by +6.

Sinewy Etude III: Enhances the Strength of an ally by +6.

Spirited Etude III: Enhances the Wisdom of an ally by +6.

Sword Madrigal III: Provides a +3 morale bonus to Attack rolls.

Valor Minuet III: Provides a +6 morale bonus to Damage rolls.

Vivacious Etude III: Enhances the Constitution of an ally by +6.