Bardic Songs

- Hymn of the Mighty: all party members do 1 extra point of damage.
- Lay of Deflection: all party members take 1 less point of damage.
- Ballad of Legends: all party members get a chance to attain a Heroic Reroll when they roll a 6 as per the "Rolling a 6" rule, except they only have to roll a 3 or higher, instead of a 6, to get a Heroic Reroll.
- Song of Mending: at the end of 3 rounds of singing, all party members heal 3 points of damage. This song may only be sung once per encounter.
- Chant of Renewal: at the end of 3 rounds of singing, 3 Heroic Rerolls may be given to any party members as the Bard sees fit, for use only during the current encounter. This song may only be sung once per encounter.
- Melody of Madness: all enemies (except undead) must make a tough task roll or become confused (may not move or make Attack Actions, but may make Defense Actions). This lasts for 3 rounds, the duration of the song. Enemies that have been confused may not become confused again on repeat singings of this song.
- Shanty of Pain: at the end of 3 rounds of singing, all enemies must roll a Defense Action versus 3 damage.

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