



# New Spellsongs

## An Eldritch Might Enhancement by Monte Cook

The variant bard in the Book of Eldritch Might II: Songs and Souls of Power uses spellsongs rather than spells. For a basic overview of the concept of spellsongs, see the variant bard description in Chapter One: Alternate Classes or Monte's "Alternate Bards and Sorcerers" article in the DMs Only article archives at [www.montecook.com](http://www.montecook.com).

First, a note about spellsong-affecting feats: Although spellsong-affecting feats such as Intensify Song or Sustain Song are free actions, DMs should allow bards to use only one such feat in a given round.

Now, here are additional new spellsongs for the bard.

### SPELLNOTES

#### PERSONAL KNOWLEDGE

Divination [Sonic]

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (DC 11 + Charisma bonus)

**Spell Resistance:** No

With a single touch and a soft, low note, you learn one of the following six things about a creature (you choose when you cast the note):

1. Name
2. Age
3. Race/Type
4. Class (if applicable)
5. Closest Ally (if applicable)
6. Most Hated Enemy (if applicable)

#### TRUE LANGUAGE

Divination [Sonic]

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Producing a long, continuous note, you enable yourself to be understood by all who can hear you. This spellnote does not impel anyone to obey what you say, nor does it grant intelligence to something that normally would not understand your words (such as a squirrel or a rock). Animals, however, can understand simple one-word statements (such as "danger" or "drink") and creatures with a language can understand as if you spoke to them in their native tongue.

Bards of 10th level or higher using this spellnote also understand words spoken to them in any language.

This spellsong does not enable subjects to understand unfamiliar written or sign language.

### SPELLCHORDS

#### SENSE AURAS

Divination [Sonic]

**Range:** 60 feet

**Area:** A quarter circle emanating from you to the extreme of the range

**Duration:** 1 round/level

**Saving Throw:** None

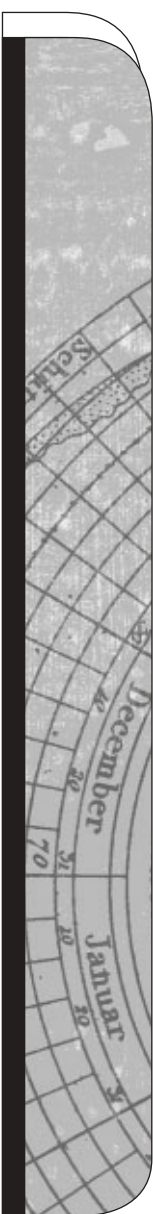
**Spell Resistance:** No

With a single sustained note, you adjust your vision to see magical auras and invisible objects or creatures. You instantly know the strength and location of each magical aura or invisible object or creature within the area. You can only focus on the set area in a given round (as a standard action), but you can move the area as a free action once per round. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras. "Invisible creatures and objects" includes any that are astral, ethereal, or out of phase, as if they were normally visible. It does not enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

**Aura Strength:** An aura's magic power and strength depend on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *sense auras* indicates the stronger of the two.

How long the aura lingers depends on its original strength:



Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d610 minutes
Strong	1d6 hours
Overwhelming	1d6 days

*Note:* The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

to leave the inhabitants of a town alone if the adventurers who bested it swear to leave it alone with its hoard.

The *oathchord* does not take effect until all the subjects have sworn their oaths to the satisfaction of all the other subjects. This means one subject cannot back out or change his oath and still expect the magic to affect the others. In such a case, the spellsong fails and is wasted.

### SENSE LIES

Divination [Sonic]

**Range:** 60 feet

**Target:** One creature/level, no two of which can be more than 30 feet apart

**Duration:** 1 round/level (C)

**Saving Throw:** Will negates (DC 13 + Charisma bonus)

**Spell Resistance:** No

With a simple chord, you sense whether a subject deliberately and knowingly speaks a lie by discerning the disturbances that lying causes to her aura. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Strength	Functioning Spell Level	Item Caster Level
Dim	Cantrip or lingering aura	Lingering aura
Faint	1st to 3rd	1st to 5th
Moderate	4th to 6th	6th to 11th
Strong	7th to 9th	12th to 20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

### OATHCHORD

Enchantment [Charm, Mind-Affecting, Sonic]

**Range:** Touch

**Target:** One willing creature/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You magically seal an agreement between two or more creatures. Each affected creature must be willing and must state an oath of up to 25 words. The oath must present some task that the creature will or will not do. For example, "I shall go to the top of Mount Charast by the end of the year," or "I will never harm another orc again." Hard-to-adjudicate oaths such as, "I will do my utmost to make sure that no one harms King Farstad," are risky, because it is ultimately up to the DM to decide if a character has fulfilled an oath or not (in the example, a PC might feel he did his utmost, but the DM might not).

A character who takes an oath and breaks it loses a level. This level is unrecoverable except by earning experience, as if the character had died and returned to life via a *raise dead* spell. *Restoration* spells do not restore the lost level. A character who unwillingly or unwittingly breaks an oath can, at the DM's discretion, restore the level by using an *atonement* spell and fulfilling a quest for the god of the cleric who cast the *atonement*.

Bards use this spellsong to seal pacts and agreements. Usually, one creature offers to undergo the effects of the chord if another will do so as well, making an oath that the other desires. For example, two lords might make oaths not to attack each other's lands, or a dragon might swear an oath



## SPELLMELODIES

### FIND CREATURE

Divination

**Range:** Unlimited

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (DC 15 + Charisma bonus)

**Spell Resistance:** Yes

You create a very complex melody that floats up into the ether to find a creature you name. The spellsong reveals the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane where the subject lies.

To find a creature with this spellsong, you must have seen the creature or have some item that once belonged to it. Creatures who do not wish to be found are allowed saving throws and spell resistance.

### SONG OF VITRIFICATION

Transmutation

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (DC 15 + Charisma bonus)

**Spell Resistance:** Yes

With a shrill tune, you turn a creature to glass. If the glass resulting from this spell is broken or damaged, the being (if ever returned to its original state) carries similar damage, deformities, etc. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells like *deathwatch*). Only creatures made of flesh are affected by this spellsong.

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