

# Magical Instruments

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(Trainent Inp)



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### Introduction

Music and magic both have a profound effect on the human imagination, inspiring creativity and filling us all with a sense of wonder and awe. Apart from the way they make us feel, magic and music have often been found to be intrinsically linked throughout fairytale and folklore, from drums driving men insane, to the sweet sounds a pipe ensnaring the minds of rats. While various classes and archetypes simulate the idea of magical music, they limit the kinds of characters with access to such wondrous ability, failing to encompass many of the strange and wonderful ideas inspired by the combination of melody and magecraft. To that end, this short compendium of magical musical instruments was created, not only to allow a wider variety of characters access to music's fantastic powers, but also to achieve more exotic and interesting effects through skillful manipulation of sweet sounds. Much as anyone can pick up a guitar and make noise, but only one skilled in his craft can use that noise to make us feel, the items presented in this book reward characters for a skilled performance and may have dire consequences for those who are unskilled in their use.

## New Wondrous Items

All of the wondrous items presented in this book are musical instruments perfectly suited for those looking to get a little more out of their Perform skills. They are presented alphabetically.

#### **DRUMS OF THE DEAD**

**Aura** strong varied; **CL** 15<sup>th</sup> **Slot** none; **Price** 90,000 gp; **Weight** 6 lbs. **Construction Requirements** Craft Wondrous Item, *animate objects, speak with dead*; **Cost** 45,000 gp

This pair of skulls—one belonging to a human man, the other to an elven woman—have been acoustically altered to be exceptional instruments, giving off no sound to the mortal ear, but rather playing notes which can be heard only by the dead. The skulls can be played like any drum, using Perform (percussion instruments), but cannot be heard by the living and thus cannot be used to produce any sonic-dependant effect, except those which affect undead and lifeless creatures. The drums can also be played in such a way as to incite the spirits to aid the user. When played in this way, the ghostly forms of a man and woman can be seen emerging from the skull's eyes, though the figures can only be seen by the performer himself. The drums can be played to activate 3 different abilities, each requiring a different level of skill to achieve.

First, the drums can be used to speak with the dead. This requires that the drums be played for 3 consecutive rounds (requiring a standard action each round), and the performer must succeed on 3 consecutive DC 20 Perform (percussion instruments) checks in order for the magic to be successful. If the he succeeds on all 3 checks, the performer can grant a nearby corpse the ability to speak, exactly as though by the spell *speak with dead*. Secondly, the drums can be played to invoke a poltergeist to animate objects. This requires that the drums be played for 1 full round, and the user must be within 30 feet of the object or objects he wishes to animate. The objects are then animated as though by the spell *animate objects* (with an effective caster level of 15). The objects remain animated for so long as the user continues to play the drums, and they follow his commands so long as he succeeds on a DC 25 Perform (percussion instruments). If he fails the check, the drums remain animated but instead go berserk, attacking the nearest living creature.

Finally, the drums can be played to lay spirits to rest. This allows the user to put down a ghost or other troublesome entity which must be set to rest in order to permanently kill it. In order to invoke this magic, the user of the drums must succeed on 5 consecutive DC 25 Perform (percussion instruments) checks. Additionally, the spirit must either be willing to be put to rest and remain within 10 feet of the performer the entire time the drums are played, or that the spirit be slain and the performer must play while within 10 feet of the spirit's corpse or other earthly remains.

#### FEY FIDDLE

**Aura** moderate enchantment; **CL** 7<sup>th</sup> **Slot** none; **Price** 10,000 gp; **Weight** 6 lbs. **Construction Requirements** Craft Wondrous Item, *charm monster*; **Cost** 5,000 gp

This exquisite fiddle is composed of the polished wood from an unearthly tree and is both supernaturally hard and capable of producing a far superior sound to any ordinary fiddle. In fact, these wondrous fiddles are manufactured in the strange realm of the faeries and carry a touch of that place's unusual and potent magical powers. The very sounds of the *fey fiddle* are magical, and can always be clearly heard within normal distances, even sounding clearly within the area of a *silence* spell or similar magical barrier.

In addition to allowing the player to produce sonic effects when he otherwise wouldn't be able to, the *fey fiddle* can be played in order to influence the attitude of fey creatures. The player can play the fiddle for 1 full round and substitute a Perform (string instruments) check for a Diplomacy check to influence the attitudes of all fey creatures who can hear the performance. If the result of the check is insufficient to improve the attitude of a targeted fey creature, the fiddle instead turns against the user, causing such creatures to become hostile to the player, potentially attacking him. This use of the *fey fiddle* has no effect on creatures that are already helpful. A fey creature which is made helpful by the fiddle is especially inclined to help the fiddle's user, as though compelled by a *charm monster* spell.

#### FLUTE OF MAGNIFICENT PERFORMANCE

Aura strong universal; CL 17<sup>th</sup> Slot none; Price 75,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, wish; Cost 37,500 gp

Made from yew wood, this simple wooden flute is perhaps one of the most beautiful instruments ever made and the sounds it produces are exceptionally sweet. While when newly made, these flutes are simple and plain, those who own them tend to add their own embellishments over time, and it is not uncommon to find *flutes of magnificent performance* with a half dozen names carved into them or with jewels and baubles added to them.

Playing a *flute of magnificent performance* is a fullround action which provokes attacks of opportunity. Each round the flute is played, the user can replicate the effects of bardic performance to inspire courage. The power of the inspire courage effect is based on the results of the Perform (wind instruments) check, and replicates the ability as a bard of a level equal to the result of the Perform (wind instruments) check - 10. Once the user begins playing the flute, he must continue to make Perform checks each round he uses the flute, as the bonuses conferred by the inspire courage effect change accordingly. If the result of the Perform (wind instruments) check exceeds 30, the inspire courage effect is equivalent to that produced by a level 20 bard.

#### GRAND PIANO OF THE INFERNAL MAESTRO

Aura strong conjuration; CL 17<sup>th</sup> Slot none; Price 150,000 gp; Weight 1,200 lbs. Construction Requirements Craft Wondrous Item, *gate*; Cost 75,000 gp

This immense golden piano was said to have been created by the mightiest of fiendish overlords, and has the power to perform wondrous arts, though failure to perform to the piano's standards can prove quite dangerous to the user. Each round this piano is played, there is a chance to open a portal to the lower planes; however, the exact effects of this otherworldly portal depend on the skill of the piano player. For every consecutive round, there is a cumulative 5% chance the otherworldly portal opens (this roll is made in secret by the GM). When the portal opens, the effects of the portal depend on that round's Perform check. A creature who achieves a result of 26 or higher may choose to replicate any effect which requires a Perform (keys) check with a lower DC.

**0-15:** The performer and his allies within 1,000 feet are transported to a random location on the lower planes, as if by the spell *plane shift*.

**16-20:** 1d4 imps or quasits appear and attack the performer and his allies.

**21-25:** An outsider appears and serves the performer for 1 hour per point his Perform check exceeds 20. The performer may choose the type of outsider summoned, but it cannot have more than 10 HD and must have the evil subtype.

**26-30:** Up to one creature of the performer's choice is dragged to the lower planes (DC 20 Will save negates).

**31-35:** All creatures hostile to the performer within 60 feet are dragged to the lower planes (DC 25 Will save negates).

**36-40:** An outsider appears and serves the performer for 1 hour. The performer may choose the type of outsider

summoned, but it cannot have more than 15 HD and must have the evil subtype

**41+:** The user can create either version of the *gate* spell (connecting to evil-aligned planes only), with an effective caster level of 17.

#### HORN OF GHOSTS

**Aura** moderate varied; **CL** 11<sup>th</sup> **Slot** none; **Price** 66,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *fear, solid fog, create undead*; **Cost** 33,000 gp

This magnificent horn is made from aged ivory taken from the tusk of a walrus. The horn bears detailed carvings of figures caught ablaze and the screaming forms of long-haired men and women. At the mouth of the horn, a ring of silver emblazoned with primitive and nonsensical runes indicates the instrument's magical nature. When played, the horn sounds a clear mournful note that can be heard at a great distance, and which can call magic from beyond the grave.

The horn of ghosts can be blown by any creature in order to produce any of the following magical effects. Each effect can be created once each day, and requires a successful Perform (wind instruments) skill check in order to control the magic.

*Create Ghostly Fog:* As a standard action, the bearer of this horn can blow a short wailing note and attempt a Perform (wind instruments) check in order to summon an otherworldly fog. The fog appears at the point of the performer's choosing if his Perform (wind instruments) check is 20 or higher; otherwise, the effect is centered on the user. If the result of the Perform (wind instruments) check is 10 or higher, the *horn of ghosts* replicates the effects of a *fog cloud* spell in a 10-foot-radius area. If the result of the Perform (wind instruments) check is 15 or higher, the area of the *fog cloud* effect increases to a 15-foot radius. If the result of the Perform (wind instruments) check is 20 or higher, the area of the *fog cloud* effect increases to a 20-foot radius. If the Perform (wind instruments) check exceeds 30, the *horn of ghosts* replicates *fog cloud*.

Haunted Note: As a standard action, the bearer of this horn can blow a long steady note of haunting sadness, with a hateful undercurrent. With a Perform (wind instruments) check of 20 or higher, all creatures within 30 feet of the performer must succeed on a Will save (DC equal to the Perform [wind instruments] check -5) or become frightened. With a Perform (wind instruments) check of 25 or higher, the user is excluded from this effect, and may also exclude up to 1 creature for every point he exceeds DC 25. With a Perform (wind instruments) check of 30 or higher, creatures that fail their save are panicked, instead. Even a creature that succeeds his saving throw is shaken for 1 minute. This is a mind-affecting sonic fear effect.

*Call Ghosts:* The bearer of this horn may attempt to summon either 1d4 shadows or 1d2 wraiths as a fullround action. A DC 25 Perform (wind instruments) check is required to summon the creatures, which obey the bearer's commands as long as he continues to play the horn and succeeds on a Perform (wind instruments) check with a DC equal to 25 + 1 per previous round. If the bearer stops playing the *horn of* ghosts while the creatures summoned by the horn are still under his control, those creatures return to the afterlife immediately. If the performer ever fails his Perform (wind instruments) check, the spirits turn against him, attacking him relentlessly until slain or until the *horn of ghosts* is played again as a full-round action to banish them, requiring a DC 25 Perform (wind instruments) check.

#### MINSTREL'S LUTE

Aura strong conjuration; CL 15<sup>th</sup> Slot none; Price 15,000 gp; Weight 3 lbs. Construction Requirements Craft Wondrous Item, *hero's feast*; Cost 7,500 gp

This once simple lute bears the clear marks of lavish embellishments meant to make it look magical or significant in some way. These decorations range from exquisite and beautiful to gaudy and decadent, but always clue the owner of such a lute into its exceptional powers. The first of these lutes was said to have been given to a wandering bard by a deity of travel and fortune to sustain him on his travels and allow him to make his way wherever he went. Whether the legend is true or not, these magical lutes can be played to literally sustain the listeners, allowing for long travel with minimal provisions, and further, allow the performer to ensnare listeners, prompting them to provide him with more gold. The user of the lute can make a DC 20 Perform (string instruments) check in order to sustain himself and 1 creature for every 5 points by which exceeds DC 20, allowing them to go without food or water for 24 hours. The lute's magic also allows the user to treat his Perform check as though it were twice the actual result when performing for money, and the chance that others take an interest in his talents is doubled.

#### TRUMPET OF CALAMITY

Aura moderate evocation; CL 7<sup>th</sup> Slot none; Price 50,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *shout*; Cost 25,000 gp

This fabled golden horn has the potential for terrible destruction, and has been the cause of more than one major catastrophe. Though simple in appearance, a brief inscription in Elven lines the interior of the mouth of the horn, reading, "And so is heralded the end," and the horn's magical powers are readily apparent to all who play the horn.

When played, the *trumpet of calamity* issues forth a destructive burst of sound energy which can cause damage to creatures or objects, as well as deafen those nearby. While the magic of the trumpet is easy to invoke, it is difficult to control, and those unskilled in the operation of such instruments are advised that its use is at their own peril. When played, the *trumpet of calamity* can either cause destruction to the living or to objects. A creature with 10 or more ranks in Perform (wind instruments) can choose which version of the trumpet's magic to unleash, but for all others, there is a 50% chance of either result. In either case, creatures within the area of the trumpet's effect must succeed on a Fortitude save (DC 20) or be deafened for 1 minute after the trumpet is played.



Destruction to Objects: When played for 1 full round, the trumpet of calamity can damage or destroy nearby objects. When this magic is activated, the user must make a special Perform (wind instruments) check: for every 5 points by which this check exceeds o, one object within 30 feet is destroyed, suffering 10d6 points of damage. A successful Fortitude save (DC equal to the Perform [wind instruments] check halves this damage. If the result of the Perform check is 20 or higher, the trumpet's user can choose which objects are affected; otherwise, objects nearest to the wielder (not including objects held or worn by the user) are affected first, in a random order.

Destruction to Creatures: When played for 1 full round, the trumpet of calamity can damage creatures within 30 feet of the user. The user must make a special Perform (wind instruments) check when he uses this power. For every 10 points by which the Perform (wind instruments) check exceeds 0, a single creature is dealt 10d6 points of damage (a single creature can only be targeted by this once). If the result is 30 or higher, the user may choose which creatures are affected; otherwise, the user is affected first, followed by the creatures nearest to him.

Construct creatures can be affected by either version of the trumpet's abilities. The trumpet's magical effects can each be safely used once per day; for each additional time the ability is used each day, there is a cumulative 10% chance the trumpet is destroyed, exploding in a wave of sonic energy in a 20-foot radius area centered on the user. All creatures in the area suffer 10d6 points of sonic damage and are deafened (a DC 20 Fortitude save halves the damage and negates the deafening effect). Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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# Behold the Magic of Music!

The fantasy genre is full of musical instruments that possess great magical powers, and, when played, can have all kinds of incredible and wondrous effects. While there are certainly a few magical instruments to be found in the Pathfinder Roleplaying Game Core Rulebook (a surprising number of them horns), there's always room for more.

As a result, we've packed this book with seven never-before-seen musical instruments that are also wondrous items. Percussion specialists can enjoy the somber tones of the drums of the dead, which are great for slances, but can also empower poltergeists and bring peace to restless spirits. The persistent notes of the fey fiddle can be heard even in areas of magical silence, and anyone who plays it well finds that it makes fey creatures very friendly indeed. Or, for those who enjoy brooding over their instrument in true theatrical fashion, consider the grand piano of the infernal maestro, whose keys can not only produce music, but, in the right hands, open up portals to hell itself. All these and many more instruments can be found in this tome!

# BATTISTETINDER ROLEPLAYING GAME COMPATIBLE