



d30 Magical Instruments

MN1a: WINDS/HORNS

Instrument	Level
1 bagpipe	6
2 bladder pipe	5
3 bombard	5
4 cor anglais	7
5 cornamuse	4
6 cornett	3
7 crumhorn	3
8 dulcian	3
9 flageolet	3
10 flute	3
11 flute, transverse	4
12 gemshorn	3
13 hautboy	4
14 hirtenschalmey	4
15 horn (shofar)	3
16 kortholt	4
17 lituus	4
18 lizardserpent	3
19 ocarina	2
20 oboe	4
21 pipe	4
22 rackets	4
23 rauschpfeife	4
24 recorder	3
25 sackbut	6
26 shawm (schalmey)	3
27 trombone	6
28 trumpet	6
29 tuba	6
30 zink	4

MN1b: STRINGS/PERCUSSION

Type	Instrument	Level
1 string	chitarraone	7
2 string	cittern	5
3 string	citole	5
4 string	clavichord	7
5 string	dulcimer	3
6 string	fiddle	6
7 string	gamba	6
8 string	gittern	4
9 string	harp	7
10 string	harpsichord	8
11 string	hurdy-gurdy	6
12 string	lute	3
13 string	mandolin	4
14 string	mandore	3
15 string	psaltery	4
16 string	rebec	7
17 string	spinet	8
18 string	viol	7
19 string	vielle	7
20 percussion	bell(s)	0
21 percussion	cymbals	0
22 percussion	drum	0
23 percussion	drum, long	0
24 percussion	drum, side	0
25 percussion	jingle	0
26 percussion	naker	0
27 percussion	tabor	0
28 percussion	tambourine	1
29 percussion	timbrel	1
30 percussion	triangle	0

MN2: EFFECT

Effect (as Spell Type)	Duration
1 cure light wounds	I
2 detect evil	I
3 detect magic	I
4 light	P
5 purify food/water	I
6 remove fear	I
7 charm person	P
8 hold portal	P
9 shield	P
10 find traps	I
11 hold person	P
12 levitate (performer only)	P
13 phantasmal force*	P
14 cure disease	I
15 remove curse	I
16 dispel magic	I
17 fly*	P
18 invisibility*	P
19 protection from evil	P
20 cure serious wounds	I
21 neutralize poison	I
22 charm monster	P
23 confusion	P
24 dimension door	P
25 massmorph*	P
26 remove curse	I
27 feblemind	P
28 anti-magic shell	P
29 dispel evil	I
30 stone to flesh	I

* music remains audible

GENERAL INSTRUCTIONS

1. Roll for Instrument Type.

Choice of MN1a or MN1b at DM's discretion.

The instrument's **level** represents the relative difficulty of playing the specified instrument competently to produce its effect(s) as indicated by **MN2**. Multiplying the instrument's level by 2 indicates the equivalent bard level equivalent required.

2. Roll for instrument effect.

Instruments may have as many effects as the DM desires, with a different melody or rhythm required for each (see **3** below).

Make additional roll for **area of effect**: 1d3x10' radius. (DM may roll separate areas of effect for each effect as desired.)

Offensive effects (e.g., confusion and feblemind) affect all in area of effect (on failed save, including other party members) except the person playing the instrument.

Beneficial effects (e.g., cure light wounds, remove disease) affect all in area of effect (no saving throw required, including enemies/foes) including the person playing the instrument.

Duration of effect:

C: goes into effect immediately upon completion of song; roll 1d30 for required duration of performance in rounds

P: in effect for duration of performance (on failed save where appropriate); as long as the instrumentalist continues to perform, effects will continue; if playing stops, all effects cease, and new saving throws must be made if playing then resumes

3. Determine multiple effect option (if required).

Generally, any competent performance of a magical instrument will produce the effect (per MN2). Instruments with more than one effect require different compositions be played. Effect options (below) at DM's discretion (or roll 1d3).

Option 1: any performance produces the "default" effect, and each additional effect requires a specific composition/rhythm

Option 2: each effect requires a specific composition/rhythm and any other performance has no effect

Option 3: each effect requires a specific composition/rhythm and any other performance has a random effect

Character knowledge of specific melodies/rhythms (either from recall or through reading of music transcription) is required to produce these types of effects.