

Dalla Melodica

Version 1.10 (Januray 2023)

<https://www.dndbeyond.com/magic-items/6093100-dalla-melodica>



Wondrous Item, rare (requires attunement by a Bard)

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. This is one that never made it to the same status as the other seven but is still as strong as the others. The following table lists the spells common to all instruments, as well as the spells specific to each one and their rarity. The user can cast one of these spells once per day at its base level of casting, afterwards the user can cast them on their own using their own spell slots.

All Instruments of the Bards Spells

Fly, Invisibility, Levitate, Protection from Evil and Good

Dalla Melodica Spells

Mind Spike, Thunder Step

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

Notes: Bard

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Dalla Melodica Spells

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