

FOCHLUCAN BANDORE

Wondrous item, instrument, uncommon (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.

APPEARANCE

The "Fochlucan Bandore" is a mesmerizing musical instrument that beautifully merges the traditional forms of a bandore and a lute. It features an elegantly curved body, reminiscent of a bandore, but extends into a longer, slender neck characteristic of a lute, culminating in a distinctively crafted headstock. The instrument's surface is a canvas of intricate carvings and inlays, depicting mystical symbols and ancient runes, hinting at its magical origins. Its rich, warm wood tones are accentuated by a deep varnish, giving it an antique yet well-maintained appearance. Perhaps its most striking feature is its shimmering, light-like strings, adding a magical quality to its already ethereal aesthetic. This blend of artistic beauty, arcane significance, and ancient tradition renders the Fochlucan Bandore not just a musical instrument, but a remarkable piece of art and a mystical artifact, resonating with an aura of age-old lore and enchantment.

ARCANE CHALLENGE

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.

CHARMING HARMONY

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.

SPELLCASTING ABILITY

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.

STANDARD SPELLS FOR BARD INSTRUMENTS

All instruments of the bards can be used to cast the following spells: Fly, Invisibility, Levitate, and Protection from Evil and Good.

UNIQUE SPELLS OF THE FOCHLUCAN BANDORE

In addition, the Fochlucan Bandore can be used to cast Entangle, Faerie Fire, Shillelagh, and Speak with Animals.