

Pipes of Haunting

(from the 2e Dungeon Master's Guide)

These magical pipes appear to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spellbinding tune. A listener will think the source of the music is somewhere within 30' of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

When these powerful pipes are blown by a bard or musician, those who fail their saving throws vs. spell are affected as if subject to a *fear* spell. Those who succeed on the roll still suffer the -2 penalty to morale checks and a -1 penalty to surprise rolls. The bard or musician can choose to use the pipes normally.

XP Value: 400

GP Value: 4,000