

## Flute of the Fey

*This wooden instrument is very simple looking which belies its arcane nature. The only indication of its magical abilities are very small words written along the pipes in the Elven and Magius languages. This set of pipes was crafted by the Silvanesti bard Elidan for Suzine des Quivalen one of his human students before the Kinslayer War. As fate would have it, this flute was used both against and for the elves as Suzine eventually left her lover General Giarna and married the elven prince Kith-Kanan. After she was captured and sacrificed herself in her attempt to kill Giarna, the pipes disappeared...until now.*



This flute, when used in conjunction with a bardic performance, summons forth a satyr (as described in the bestiary) to the musician's side. The more skilled musician, the more powerful the satyr will be, and as such has one additional hit dice for every two ranks above 5 that the musician has in the Perform (wind) skill. If the musician also happens to be a druid the satyr gains two additional hit dice on top of the total.

When summoning, the player makes a Perform (wind) skill check and the satyr may remain for a number of rounds equal to the result of this check. The duration need not be consecutive. The magic of the flute creates a connection between the musician and the satyr in the same manner as the *shield other* spell, with the satyr receiving half of the damage taken by the musician. If the satyr is killed or has its hit point drop below 0 it is instantly teleported back to its home and cannot be summoned again for one week.

The satyr performs one of two functions-acting as either a protector or as a motivator, with the musician deciding which action the satyr will take. The satyr can alternate between these two actions as the bard decides and the musician does not need to speak or make his/her desires known; the satyr instinctively knows what the musician wants. Regardless of which function the satyr is performing, it will never move more than 10 feet from the musician if it can help it. If it ever finds itself more than 10 feet from the musician it will attempt to move back within 10 feet and if it cannot do so in one round it is teleported to its home and cannot be summoned again for 24 hours.

When serving as a protector the satyr acts on the same initiative as the musician and enjoys any benefits from the musician's bardic performance just as any other ally. Just as with other summoned creatures, the satyr uses its *summon nature's ally* ability to bring forth more creatures.

When performing as a motivator it can assume control of the musician's bardic performance (at the character's direction) allowing the effect of the performance to continue. While doing so use either the satyr's or the musician's Perform (wind) skill check, whichever is higher. The number of rounds the satyr continues a bardic performance for the musician is counted against the musician's bardic performance allowance for the day. The musician may begin another bardic performance while the satyr continues a previous, thus allowing the bard to have two effects in operation at the same time. While both the bard and the satyr are conducting bardic performances only the musician's is counted against the daily allowance for bardic performance.

**Aura** strong conjuration; **CL** 12th  
**Slot** none; **Weight** 3 lbs