

Faerie Flute of Mending

(Sitar of Restfulness) ☞ Level 7+ Rare

Carved from a unicorn horn bequeathed upon its death, this fragile appearing flute is imbued with magical healing power. It is rumored the flute was blessed by Sehanine and carried by the Court Bard to Tiandra, the Summer Queen, but was lost ages ago. Rumor also claims only a faerie of worth can unlock the magics of the flute, but that the finding of the flute by that fey heralds a great darkness arising.

Wondrous Item

Property

Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

The flute may be used as a wand and may be affected by feats or other game mechanics that affect wands.

Only a fey creature may use the daily power of this wondrous item, and only a fey creature deemed worthy by the flute may unlock its other powers. To all others, the flute is merely a finely crafted musical instrument with poor sound quality.

The flute must be wielded, and able to be played, to use any of its powers.

Power ☞ Daily (Standard Action)

Standard Action. Use this power during a rest. At the end of the rest, you and each ally who remained within 20 squares of you during the rest gains 6 temporary hit points.

Song of Rest: The temporary hit points equal 9.



This flute can hold up to six (6) charges of arcane healing energy. At moonrise of each day, the flute regains up to four (1d4) charges. If the flute is above ground, and not inside a non-natural structure, the flute regains up to six (1d6) charges, but no less than two.

Charges: ○ ○ ○ ○ ○ ○

Property

A worthy fey bard may add their Charisma modifier to the amount healed by bard powers, bard paragon path powers, and the healing powers of this flute.

Power ☞ Encounter (Minor Action)

This power expends a charge from the flute.

Effect: One creature within 10 squares, and who can hear the flute being played, may spend a healing surge + the value gained from the above property.

Special: For each charge expended while using this power, an additional 1d6 hit points may be regained.