

Boundless Magic

Rods of Wonder



RT WYNTER



Boundless Magic: BM014 – Rods of Wonder

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RODS

Flash Fire Rod

CL: 12th	Weight: 5 lbs.	Price: 12,000 GP
Aura: moderate abjuration		

This slender rod is always constructed of brass and is decorated with several irregular red and orange crystals of an unknown type.

While a creature holds this rod, she gains fire resistance 5 as a constant effect as well as a +1 bonus to her effective caster level when casting any spell with the fire descriptor.

Once per day as a free action, when the wielder of a frost ghost scepter casts a spell with the fire descriptor, she can teleport anywhere inside or along that spell's effect, but is otherwise unaffected by the spell.

Construction Requirements	Cost
Craft Rod, dimension door, fire ball, resist energy	6,000 GP

Frost Ghost Scepter

CL: 12th	Weight: 5 lbs.	Price: 12,000 GP
Aura: moderate abjuration		

This stout, short rod is always constructed of wrought iron, decorated with several large chunks of clear and milky quartz crystals.

While a creature holds this rod, she gains cold resistance 5 as a constant effect as well as a +1 bonus to her effective caster level when casting any spell with the cold descriptor.

Once per day as a free action, when the wielder of a frost ghost scepter casts a spell with the cold descriptor, she can teleport anywhere inside or along

that spell's effect, but is otherwise unaffected by the spell.

Construction Requirements	Cost
Craft Rod, dimension door, ice spears, resist energy	6,000 GP

Rod of Battle

CL: 9th	Weight: 5 lb.	Price: 70,000 GP
Aura: moderate enchantment		

Upon the command of its possessor, this rod activates, changing from a normal-seeming rod to a +3/+3 two-bladed sword. The two-bladed sword is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a —2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day, the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to AC and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming a rod of battle into a weapon or back into a rod is a move action.

In addition, up to 3 times per day the rod wielder may activate a battle surge as a standard action. The battle surge functions as one of the following spells: darkvision, levitate, or spider climb. Each time this ability is activated the wielder chooses which spell effect to use. This ability can be used in either rod or weapon form.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Rod, bless, darkvision, levitate, spider climb	35,000 GP

Rod of Exploration

CL: 19th	Weight: 8 lb.	Price: 70,000 GP
Aura: strong varies		

A rod of exploration is a variation of the standard rod of lordly might.

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. In addition, it has several more mundane uses.

The rod of exploration is made of dense silvery-grey wood and is longer and thicker than other rods, with a large opaque black stone sphere at one end and six semi-precious multi-colored gemstone studs along its length. Pushing any of the rod's studs is an action equivalent to drawing a weapon, and the rod weighs 8 pounds.

The following spell-like functions of the rod can each be used once per day:

Use gaseous form upon self or a willing touched creature, if the wielder so commands.

Use earth glide, as the spell, on self or a willing creature touched. Invoking this power is a standard action.

Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of the same amount of damage. The wielder must choose to use this power before attacking, and if the attack misses this ability is spent.

The following functions of the rod have no limit on the number of times they can be employed:

In its normal form, the rod is 5 to 6 feet long and can be used as a +2 quarterstaff.

When the violet amethyst stud is pushed, the rod becomes a +1 keen longsword. A blade springs from the sphere, with the sphere itself becoming the sword's hilt changing to a purple hue and taking on a shape reminiscent of curved dragon wings. The weapon shortens to an overall length of 4 feet. The only stud visible, and usable, in this form is the violet

amethyst which becomes a pommel gem and can be pressed again to return the rod to its normal form.

When the blue azurite stud is pushed, the rod becomes a +3 adaptable composite longbow. The sphere slides to the middle of the shaft, takes on a blue hue, and becomes a comfortable grip for the bow. As the shaft bends into shape a string pulls away from it. The rod produces no ammunition so arrows must be provided. The blue azurite stud is visible somewhere along the length of the bow and can be push again to revert to the rods normal form. No other studs are visible.

When the green serpentine button is pushed, the rod becomes a +3 heavy pick. The rod shortens to about 3 feet. The sphere takes on a green hue and becomes a bit more flattened and oblong before a sharp pick blade spring from one end of the lozenge shaped stone and a broad flat blade springs from the other side. This form also provides the wielder a +3 to skill checks when digging or mining. The green serpentine stud is visible somewhere along the length of the handle and can be push again to return the rod to its normal form. No other studs are visible.

The following other functions of the rod also have no limit on the number of times they can be employed.

When the yellow citrine stud is pushed, a spike that can anchor in stone is extruded from the sphere, while the other end sprouts three sharp hooks. The sphere itself takes on a yellow hue. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when the yellow citrine stud is pushed again, or it reaches another sturdy surface. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in a staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the climbing pole by pushing the yellow citrine stud again. The stud is visible on both ends of the rod in this form, but no other studs are. Unlike the standard rod of lordly might this form exerts no exceptional force and cannot be used to force open doors.

When the orange carnelian stud is pressed the shaft of the rod will lengthen up to 12 feet long. The sphere takes on an orange hue and shrinks a bit in this form. The wielder can press the stud a second time to stop this growth at the desired length and press it again to return the rod to normal length. No other studs are visible while in pole form.

When the red jasper stud is pushed, the sphere changes to a red hue, the rod floats in place, and indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it until the stud is pressed again.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Rod, bear's endurance, earth glide, keen edge, gaseous form, inflict light wounds	35,000 GP

Rod of Fire and Ice

CL: 9th	Weight: 5 lb.	Price: 33,000 GP
Aura: moderate evocation		

Constructed of steel set with small blue and red gems, this rod is topped with a clear crystal or sphere swirled with red and blue inclusions.

This rod functions as a +2 light mace.

Its other powers are as follows.

Fire: Once per day, when the wielder desires, a short gout of flame can leap forth when the rod strikes an opponent to deal the normal damage for a +2 light mace (1d6+2) and an extra 2d6 points of fire damage. Even when the rod fails to score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack, then the 2d6 points of fire damage still apply. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

Fire Stream: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide stream of fire dealing 9d6 points of fire damage (Reflex DC 16 half) to a range of 200 feet.

Ice: Once per day, the rod can strike as a +3 light mace, and the opponent struck is stunned from the bitter cold of the rod's impact (Fortitude DC 16 negates). Activating this cold power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

Ice Storm: Once per day as a standard action, the wielder can cause the rod to call down an ice storm, just like the spell (3d6 points of bludgeoning damage and 2d6 points of cold damage).

Storm of Fire and Ice: Once per week as a standard action, the wielder of the rod can combine the fire stream power with the ice storm power. The ice storm affects all creatures within 10 feet of the fire stream. The fire stream deals 9d6 points of fire damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the ice storm deals 2d6 points of bludgeoning and 2d6 points of cold damage. A single DC 16 Reflex save applies for both effects.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Rod, fireball, ice storm	16,500 GP

Rod of the Daredevil

CL: 12th	Weight: 5 lbs.	Price: 60,000 GP
Aura: moderate abjuration and transmutation		

This short, slender rod appears to be crafted from solid iron, though it is incredibly light. It is a greater version of the rod of balance.

In this shortened form, the rod has no powers. However, when the wielder pushes a small button on one end of the rod (a move action), the rod springs open to a 5-foot length, and its powers become available for use.

Once extended, the rod possesses several powers that add to the wielder's acrobatic abilities. The wielder of the rod receives a +10 competence bonus on all Acrobatics checks involving long jumps and high jumps; additionally, the wielder covers double the normal distance for a jump when making an Acrobatics check. The individual holding the rod also gain a +4 dodge bonus to AC when fighting defensively instead of the usual +2 bonus. Also, while using this item, the user of the rod cannot be knocked prone, and takes only half damage from falling. A rod of balance emits a faint aura of the abjuration and transmutation schools.

While extended the rod also functions as a +2/+2 defiant quarterstaff.

A second button can be pushed, and the rod will function just as an immovable rod. The rods abilities continue to function while immovable but since the wielder must maintain contact with the rod their usefulness is limited, however the wield can make one final jump from the rod while it is immovable and still gain the rods bonuses.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Rod, Heroic Defiance, break enchantment, cat's grace, feather fall, jump, levitate, stabilize	30,000 GP

Rod of the Great Tree

CL: 13th	Weight: 5 lb.	Price: 54,000 GP
Aura: moderate conjuration and transmutation		

This rod is a greater version of the sapling rod and appears to be the limbless trunk and branching roots of a miniature tree. It grants its wielder a +5 competence bonus on Survival checks to get along in the wild and to keep from getting lost. Additionally, the wielder and any allies within a 20-foot radius of the wielder gain the benefits of the ranger's woodland stride class feature.

If thrust into any natural ground or earth and allowed to stand for 1 hour, the rod grows and blooms into a large tree bearing edible fruit. A rod of the great tree produces 2d4 pieces of fruit. A creature that consumes an entire piece of fruit gains the benefits of either a cure moderate wounds or lesser restoration spell (recipient's choice). Consuming a piece of fruit from this rod is a full-round action that provokes attacks of opportunity, and no single creature can benefit from more than two piece of fruit from a single blooming. A rod of the great tree can bloom once per week and after doing so reverts to its original state after all the fruit is picked, or after 24 hours, whichever comes first. Fruit harvested from the tree lasts for 24 hours before shriveling into useless husks.

A rod of the great tree also functions as a magic staff with 10 charges and the following druid spells.

- Wood Shape (1 charge)
- Tree Shape (1 charge)
- Arboreal Hammer (2 charges)
- Tree Stride (2 charges)
- Siege of Trees (3 charges)

Construction Requirements	Cost
Craft Rod, Craft Staff, arboreal hammer, cure moderate wounds, grove of respite, lesser restoration, tree shape, tree stride, siege of trees, wood shape	27,000 GP

ROD OF WONDER

Rod of Wonder (expanded)

CL: 10th	Weight: 5 lbs.	Price: 12,000 GP
Aura: moderate enchantment		

A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Activating the rod is a standard action.

The expanded wondrous effect tables below can be used to determine the effect of the rod each time it is activated. Use the wondrous target table to determine a target of the effect if needed.

Construction Requirements	Cost
Craft Rod, confusion, creator must be chaotic	6,000 GP

%	Wondrous Target (if needed)
1-20	Random Friendly Creature
21-40	Rod Wielder
41-60	Selected Target
61-80	Random Hostile Creature
81-100	Random Unattended Object

%	Expanded Wondrous Effect Table
1	Color Spray, as spell.
2	An instrument appears adjacent to each nearby creature (as summon instrument).
3	Fireball at target or 100 feet straight ahead, 6d6 points of damage (Reflex DC 15 half).
4	Drench, as spell.
5	Target gains 2d6 temporary hit points that last 1 hour and don't stack with any other temporary hit points.
6	Target grows a thick coat of fur.

7	Skin turns permanently blue, green, or purple (no save).
8	Air bubble, as spell.
9	Lesser restoration, as spell.
10	Target's eyes glow for 24 hours.
11	Obscuring mist, as spell.
12	A random creature from the summon monster I list is summoned in a square adjacent to the target. It is under the wielder's control.
13	Dazed for 1 round (as daze monster).
14	Target grows a full beard, regardless of species or gender. Beard can be shaved off.
15	Bungle, as spell.
16	Target is healed of 1d8+1 points of damage. This is a positive energy effect.
17	Target's head shrinks to ½ size for 24 hours.
18	Enlarge person (Fortitude DC 13 negates).
19	Unnatural lust, as spell.
20	Target sneezes glitter periodically over the next 24 hours.
21	One random tree or animal is affected by awaken.
22	Grease, as spell.
23	Hydraulic Push, as spell.
24	Deluded for 1 round into believing the effect functions as indicated by a second die roll (no save).
25	Target smells strongly of cherry blossoms for the next 2 days.
26	Can't cast or concentrate on spells for 1 round.
27	Create pit, as spell.
28	A herd of multicolored miniature ponies composed of sparkling light prance and play in a 100 foot radius for the next 10 minutes.
29	Roll again, effect deals half as much damage and has half the range and half the duration.
30	Glitterdust, as spell.

31	Shatter, as spell, affects a 5-foot radius around target.
32	Mud Buddy, as spell, under your control.
33	Sharp nettles erupt from targets skin, dealing 1d4 points of bleed damage.
34	If outdoors, dark storm clouds gather overhead for the next hour. If indoors or underground, distant thunder can be heard for the next hour
35	An aqueous orb, as spell, is summoned. This orb is under no one's control and moves randomly each round for the next 10 rounds before disappearing
36	Sleep, as spell, for 1 minute.
37	Target's non-magical clothing change to a bright and vibrant random color, permanently.
38	Hostile levitation, as spell.
39	Shimmering colors dance and play over a 40-foot-by-30-foot area in front of wielder. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
40	For the next 5 rounds fireworks shoot from target. This functions as a snapdragon fireworks spell, but all targets are random.
41	A small rain cloud follows the target around for the next 6 hours. The target is always soaked but suffers no other detrimental effects.
42	Skin turns permanently orange, red, or yellow (no save).
43	Forced quiet, as spell.
44	Target becomes fatigued, if already fatigued target becomes exhausted.
45	Target's shadow becomes stuck in place. This works like the shadow trap spell.
46	Nonliving object of up to 1,000 pounds of mass and up to 30 cubic feet in size turns ethereal.
47	Target is affected by a Dirge of Doom for 1d6 rounds, as the bard ability (Will DC 15 negates).
48	A zone of truth appears, centered on the target.

49	Ray of frost, as spell.
50	One random page out of the next book the target reads is memorized as a memorize page spell.
51	Stinking cloud appears at 30-foot range (Fortitude DC 15 negates).
52	Delusional pride, as spell.
53	A random creature from the summon monster II list is summoned in a square adjacent to the target. It is under the wielder's control.
54	Euphoric cloud, as spell.
55	Grass grows in 160-square-foot area before the wielder, or grass existing there grows to 10 times its normal size.
56	Part of the target's skin peels off, doing 1d6 damage, and changes into a treasure map. This functions as the create treasure map spell except the target need not be dead and the map leads to a random treasure.
57	Next spell targeting the target is turned back, as spell turning.
58	Alter self as spell, except it lasts for 1 hour per wielder's character level and only switches the targets gender.
59	Learns the target's surface thoughts (as with detect thoughts) for 1d4 rounds (no save).
60	Breeze, as spell.
61	Target is hit with a telekinetic fist as the wizard transmutation school power. No attack roll needed. Use wielders character level as effective wizard level to determine damage.
62	Leaves grow from the target. These last 24 hours.
63	A random creature from the summon natures ally I list is summoned in a square adjacent to the target. It is under the wielder's control.
64	Bungle, as spell.
65	Faerie fire surrounds the target.
66	Wielder teleports to a square of her choice adjacent to the target.

67	Takes 1d6 x 1d6 points of damage.
68	Moment of greatness, as spell.
69	Daylight, as spell.
70	Target can wild shape as a druid of 6 th level. Target is aware of this and can activate this ability within the next hour. The change lasts for 1 hour or until the target switches back.
71	Slow, as spell, for 10 rounds (Will DC 15 negates).
72	Confusion, as spell, for 1 round.
73	Target affected by haste for 5 rounds.
74	A stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone within 25 foot (Reflex DC 14 negates).
75	Every door within 100 feet is affected by a knock spell.
76	Target is affected by barbarian rage for 1d4 rounds.
77	Invisibility, as spell.
78	All liquid water within 100 ft "hardens" for 2d6 hours. In is not frozen but takes on a stiff gel-like consistency. Hardened water can be walked on. Living creatures trapped in hardened water can breathe normally but cannot move. Hardened water can be dug through having a consistency roughly equivalent to soft clay.
79	Sickened for 5 rounds.
80	Adhesive spittle, as spell.
81	Gust of wind, but at windstorm force (Fortitude DC 14 negates).
82	A random creature from the summon monster III list is summoned in a square adjacent to the target. It is under the wielder's control.
83	Target is affected by laughing touch as the sorcerer fey bloodline ability (Will DC 15 negates).
84	Takes 1 point of bleed damage to a random ability score.
85	Reduce, as spell, two size categories (no save) for 1 day.

86	Ice spears, as the spell, erupt from under the target
87	Target affected by tongues for 10 minutes.
88	Target affected by babble for 10 minutes.
89	Darkness, 30-foot-diameter hemisphere, centered 30 feet away from wielder.
90	The next broken object touched by the target is made whole, as the spell.
91	Web bolt, as spell.
92	Heavy rain falls for 1 round in 60-foot radius centered on the wielder.
93	Rod channels energy as a cleric of 5 th level. (1-50 positive, 51-00 negative)(1-50 heal, 51-00 harm)
94	Target gains weapon training 1, as the fighter ability, in a weapon group that includes the weapon that they are currently using or their preferred weapon if not currently wielding a weapon.
95	10—40 gems, value 1 gp each, shoot forth in a 30-foot-long stream. Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.
96	Stone call, as spell.
97	Target is affected by Inspire Courage for 1d6 rounds, as a bard of 5 th level.
98	Lightning bolt (70 foot long, 5 foot wide), 6d6 points of damage (Reflex DC 15 half).
99	A random creature from the summon natures ally II list is summoned in a square adjacent to the target. It is under the wielder's control.
00	Flesh to stone (or stone to flesh if the target is stone already, Fortitude DC 18 negates).

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