

MISSING MAGIC: ROD, STAFF, WAND™

For the Pathfinder Roleplaying Game. A collection of random magic treasures. Includes 3 new rods, 4 new staves, and 16 new wands all inspired by classic edition magic items, plus 2 new magic item creation feats!



Table 6-1 Rods, Staves, and Wands

01-03	<i>rod of absorption</i>
04-13	<i>rod of cancellation</i>
14-15	<i>rod of lordly might</i>
16-20	<i>rod of metal and mineral detection</i>
21-23	<i>rod of the python</i>
24	<i>rod of resurrection</i>
25	<i>rod of rulership</i>
26	<i>rod of smiting</i>
27	<i>rod of suggestion</i>
28-32	<i>rod of wonder</i>
33-34	<i>staff of curing</i>
35	<i>staff of domination</i>
36	<i>staff of the magi</i>
37	<i>staff of power</i>
38-41	<i>staff of wounding</i>
42-43	<i>staff of horrid wilting</i>
44-46	<i>wand of baleful polymorph</i>
47-55	<i>wand of detect magic</i>
56-57	<i>wand of detection</i>
58-65	<i>wand of dispel magic</i>
66-68	<i>wand of fear</i>
69-71	<i>wand of fireballs</i>
72-74	<i>wand of ice</i>
75-79	<i>wand of illumination</i>
80-83	<i>wand of illusion</i>
84-86	<i>wand of lightning</i>
87-91	<i>wand of magic missiles</i>
92-94	<i>wand of paralysis</i>
95-99	<i>wand of secret door detection</i>
100	<i>wand of summoning</i>

If found as part of a treasure hoard, rods have 1d20 charges, staves have 1d10 charges, and wands have 2d20+10 charges.

ROD OF ABSORPTION

See *rod of absorption* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF CANCELLATION

See *rod of cancellation* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF LORDLY MIGHT

See *rod of lordly might* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF METAL AND MINERAL DETECTION

See *rod of metal and mineral detection* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF THE PYTHON

See *rod of the python* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF RESURRECTION

Aura conjuration (healing); **CL** 13th

Slot none; **Price** 35,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff can restore life to a deceased target once per day. It can be recharged. See the spell *resurrection* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Rod, *resurrection*;

Cost 17,500 gp

ROD OF RULERSHIP

See *rod of rulership* in the *Pathfinder Roleplaying Game Core Rulebook*.

ROD OF SMITING

Aura abjuration [good]; **CL** 9th

Slot none; **Price** 15,000 gp; **Weight** 5 lbs.

DESCRIPTION

This rod mimics the effects of the *dispel evil* spell, including the following abilities:

- +4 AC bonus vs. evil (1 charge)
- Dispatch evil extraplanar creature (2 charges)
- Dispel evil enchantment (3 charges)

This item can be recharged. See the spell *dispel evil* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Rod, *dispel evil*; **Cost** 7,500 gp

ROD OF SUGGESTION

Aura enchantment (compulsion); **CL** 11th

Slot none; **Price** 35,000 gp; **Weight** 5 lbs.

DESCRIPTION

The wielder of this rod can influence the actions of multiple creatures as per the *suggestion* spell. See the spell *suggestion*, *mass* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Rod, *suggestion*, *mass*;

Cost 17,500 gp

ROD OF WONDER

See *rod of wonder* in the *Pathfinder Roleplaying Game Core Rulebook*.

STAFF OF CURING

Aura conjuration (healing); **CL** 11th

Slot none; **Price** 55,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff allows the wielder to remove blindness, deafness, disease, and paralysis. It can only be used by clerics, druids, paladins, and other users of divine magic. This item can be recharged. See the spells *remove blindness/deafness*, *remove disease*, and *remove paralysis* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Staff, *remove blindness/deafness*, *remove disease*, *remove paralysis*;

Cost 27,500 gp

STAFF OF DOMINATION

Aura enchantment (compulsion); **CL** 17th

Slot none; **Price** 319,500 gp; **Weight** 8 lbs.

DESCRIPTION

This staff allows the wielder to dominate creatures and humanoids.

- *dominate animal* (1 charge)
- *dominate monsters* (3 charges)
- *dominate person* (2 charges)

See the spells *dominate animal*, *dominate monster*, and *dominate person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Staff, *dominate animal*, *dominate monster*, *dominate person*; **Cost** 159,750 gp

STAFF OF HORRID WILTING

Aura necromancy; **CL** 15th

Slot none; **Price** 96,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff draws moisture from all targets within a 60 ft. radius, dealing 15d6 to each. This item can be recharged. See the spells *remove blindness/deafness*, *remove disease*, and *remove paralysis* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Staff, *horrid wilting*; **Cost** 48,000 gp

STAFF OF THE MAGI

See *staff of the magi* in the *Pathfinder Roleplaying Game Core Rulebook*.

STAFF OF POWER

See *staff of power* in the *Pathfinder Roleplaying Game Core Rulebook*.

STAFF OF WOUNDING

Aura conjuration (healing); **CL** 11th

Slot none; **Price** 44,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff acts as a +3 weapon, and also allows the wielder to inflict additional damage depending upon the number of charges used.

- *inflict light wounds* 1d8+5 (1 charge)
- *inflict moderate wounds* 2d8+5 (2 charges)
- *inflict moderate wounds* 3d8+5 (3 charges)

See the spells *inflict light wounds*, *inflict moderate wounds*, and *inflict serious wounds* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Staff, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*;

Cost 22,000 gp

WAND OF BALEFUL POLYMORPH

Aura transmutation (polymorph); **CL** 9th

Slot none; **Price** 67,500 gp; **Weight** --

DESCRIPTION

This wand allows the user to change one target into a small creature. A DC 19 Fortitude save by the target negates. See the spell *baleful polymorph* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Improved, *baleful polymorph*; **Cost** 33,750 gp

WAND OF DETECT MAGIC

Aura divination; **CL** 1st

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This wand allows the user to detect magical auras as per the spell. See *detect magic* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *detect magic*;

Cost 750 gp

WAND OF DETECTION

Aura divination; **CL** 1st

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This wand allows the user to detect auras of a specific type. Roll below to determine that type:

01-17	<i>detect chaos</i>
18-67	<i>detect evil</i>
68-83	<i>detect good</i>
84-100	<i>detect law</i>

See the spells *detect chaos/good/evil/law* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, spell; **Cost** 750 gp

WAND OF DISPEL MAGIC

Aura abjuration; **CL** 5th

Slot none; **Price** 22,500 gp; **Weight** --

DESCRIPTION

This wand allows the user to dispel magic as per the spell of the same name. See the spell *dispel magic* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *dispel magic*;
Cost 11,250 gp

WAND OF FEAR

Aura necromancy [fear, mind-affecting]; **CL** 7th

Slot none; **Price** 42,000 gp; **Weight** --

DESCRIPTION

This wand unleashes terror on one target. See the spell *fear* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *fear*; **Cost** 21,000 gp

WAND OF FIREBALLS

Aura evocation [fire]; **CL** 5th

Slot none; **Price** 22,500 gp; **Weight** --

DESCRIPTION

This wand generates explosive bursts of flame for 5d6 worth of damage. See the spell *fireball* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *fireball*; **Cost** 11,250 gp

WAND OF ICE

Aura evocation [cold]; **CL** 7th

Slot none; **Price** 42,000 gp; **Weight** --

DESCRIPTION

This wand conjures hailstones, snow and sleet for 3f6 points of bludgeoning damage and 2d6 cold damage to every creature in a 20 ft. radius. Duration is 7 rounds. See the spell *ice storm* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand; *ice storm*;
Cost 21,000 gp

WAND OF ILLUMINATION

Aura evocation; **CL** 15th

Slot none; **Price** 225,000 gp; **Weight** --

DESCRIPTION

This wand has three separate effects:

- *dancing lights* (1 charge)
- *lights* (1 charges)
- *sunburst* (3 charges)

See the spells *dancing lights*, *light*, and *sunburst* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Greater; *dancing lights*, *light*, *sunburst*; **Cost** 112,500 gp

WAND OF ILLUSION

Aura illusion (figment); **CL** 5th

Slot none; **Price** 22,500 gp; **Weight** --

DESCRIPTION

The wand allows the user to project an image complete with sound, smell, and thermal imaging. For each charge the image lasts for as long as the user concentrates plus 3 rounds. See the spell *major image* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *major image*;
Cost 11,250 gp

WAND OF LIGHTNING

Aura evocation [electricity]; **CL** 5th

Slot none; **Price** 22,500 gp; **Weight** --

DESCRIPTION

The wand unleashes 5d6 in electrical energy. See the spell *lightning bolt* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *lightning bolt*;
Cost 11,250 gp

WAND OF MAGIC MISSILES

Aura evocation [force]; **CL** 1st

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This wand sends for darts of energy that deal 1d4+1 points of force damage. See the spell *magic missile* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *magic missile*;
Cost 750 gp

WAND OF PARALYSIS

Aura enchantment (compulsion); **CL** 9th

Slot none; **Price** 99,000 gp; **Weight** --

DESCRIPTION

This wand allows the user to cast the various *hold* spells to paralyze animals, humanoids, and other creatures. Charges are dependent upon the spell used.

- *Hold Animal* (1 charge)
- *Hold Monster* (3 charges)
- *Hold Person* (2 charges)

See the spells *hold animal*, *hold monster*, and *hold person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Improved; *hold animal*, *hold monster*, *hold person*; **Cost** 49,500 gp

WAND OF SECRET DOOR DETECTION

Aura enchantment (compulsion); **CL** 1st

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This wand allows the user to locate secret compartments, entrances, and so forth. See the spells *detect secret door* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *detect secret door*;

Cost 750gp

WAND OF SUMMONING

Aura conjuration (summoning);

CL 1st (I); 3rd (II); 5th (III); 7th (IV)

Slot none; **Price** 1,500 gp (I), 9,000 gp (II), 22,500 gp (III), 42,000 gp (IV); **Weight** --

DESCRIPTION

This wand is charged with one of the following summon monster spells:

01-50	<i>summon monster I</i>
51-75	<i>summon monster II</i>
76-90	<i>summon monster III</i>
91-99	<i>summon monster IV</i>
100	<i>summoning, improved*</i>

See the *summon monster* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, *summon monster* of the appropriate level; **Cost** 750 gp (I), 4,500 gp (II), 11,250 gp (III), 21,000 gp (IV)

*See *wand of summoning, improved* below.

WAND OF SUMMONING, IMPROVED

Aura conjuration (summoning);

CL 9th (V); 11th (VI); 13th (VII)

Slot none; **Price** 67,500 gp (V), 99,000 gp (VI), 136,500 gp (VII); **Weight** --

DESCRIPTION

This wand is charged with one of the following summon monster spells:

01-50	<i>summon monster V</i>
51-75	<i>summon monster VI</i>
76-99	<i>summon monster VII</i>
100	<i>summoning, greater*</i>

See the *summon monsters* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Improved; *summon monster* of the appropriate level; **Cost** 33,750 gp (V), 49,500 gp (VI), 68,250 gp (VII)

*See *wand of summoning, greater* below.

WAND OF SUMMONING, GREATER

Aura conjuration (summoning);

CL 15th (VIII); 17th (IX);

Slot none; **Price** 180,000 gp (VIII), 229,500 gp (IX); **Weight** --

DESCRIPTION

This wand is charged with one of the following summon monster spells:

01-75	<i>summon monster VIII</i>
76-100	<i>summon monster IX</i>

See the *summon monsters* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Greater; *summon monster* of the appropriate level; **Cost** 90,000 gp (VII), 114,750 gp (IX)

*See *wand of summoning, greater* below.

New Feats

A number of classic “old school” rods, staves and wands were derived from higher-level spells. These new feats allow you to recreate those items, as well as invent new items.

CRAFT WAND, IMPROVED

You can create wands from spells higher than 4th level

Prerequisite: Craft Wand, Caster Level 13th

Benefit: You can create a wand of any 7th level or lower spell that you know. You may also add up to three spells into the same wand. The formula to determine the cost to create a wand remains the same, based on spell level and caster level.

CRAFT WAND, GREATER

You can create potions from spells higher than 7th level

Prerequisite: Craft Wand, Improved, CL 17th

Benefit: You can create a wand of any 9th level or lower spell that you know. You may also add up to five spells into the same wand. The formula to determine the cost to create a wand remains the same, based on spell level and caster level.

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
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AJ7304	Missing Magic: Rods, Staves, Wands
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*If you don't own any of the above fine Asparagus Jumpsuit products, the gamemaster can choose a pre-generated item of the type rolls from the selection in the *Pathfinder Roleplaying Game Core Rulebook*.

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