RODS OF WONDER

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



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Few magic items in the history of roleplaying can simultaneously generate such strong feelings of love and terror as the *rod of wonder*. As powerful as it is unpredictable, those using such a device must be prepared to accept the consequences of their actions! Ever fancied unleashing the awesome power of a *rod of wonder* in your game but didn't want to prep the required stat blocks, carry yet another heavy book to the game or muddle through hoping for the best? *Rods of Wonder* banishes these problems!

Rods of Wonder presents not only comprehensive details on the original, iconic magic item but also full details of three variant rods. Designed to easily fit into your character's folder, *Rods of Wonder* contains all the information you need to quickly and easily get the most out of this unpredictable, iconic magic item.



CREDITS

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ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

BONUS MATERIAL

Thank you for purchasing *Rods of Wonder* we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

CONTACT US

Email gatekeeper@ragingswan.com with questions and comments about this supplement.

ERRATA

We would like to think *Rods of Wonder* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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Published by Raging Swan Press 1st printing, May 2011

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This PLAYER'S RESOURCE presents enhanced information regarding the *rod of wonder*, a classic wondrous item that it is difficult (or at the least, time-consuming) to use without extensive preparation.

Few magic items in the history of roleplaying can simultaneously generate such strong feelings of love and terror as the *rod of wonder*. As powerful as it is unpredictable, those using such a device must be prepared to accept the consequences of their actions!

Rods of Wonder also presents three variant rods with which a GM can "reward" his players. Each rod benefits from its own comprehensive listing containing all the information needed (including handy stat blocks for all the summoned creatures) to use the item in-game.

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RODS OF WONDER

Semi-precious gems encrust this three-foot long sceptre-like rod.

Some say that *rods of wonder* bind the very essence of chaos within them while others believe that the frustrated essences of bound demons lurk within these powerful, but oft-dreaded items.

IDENTIFICATION

Aura moderate (enchantment; DC 19 Knowledge [arcana]) Identify DC 25 Spellcraft

ACTIVATION & USE

The possessor must be holding a *rod of wonder* when he utters its command word to make use of its powers

CONSTRUCTION

Requirements Craft Rod, CL 10th, *confusion*, creator must be chaotic; Weight 5 lbs.; **Cost** 6,000 gp; **Price** 12,000 gp.

DESTRUCTION

A *rod of wonder* is difficult to break (AC 9, hardness 10, hp 10, DC 27 Break check).

VARIANT RODS OF WONDER

As well as the most famed version of this wondrous and unpredictable rod, several other rarer variants exist.

ALIGNED RODS

Some *rods of wonder* are strongly chaotic aligned and only function in the hands of a character sharing the rod's same general ethos (chaos over law). Such rod's base price is 8,400 gp. Many intelligent rods (see overleaf) fall into this category.

Lesser Variants: Refer to the table below to determine the price of an aligned, lesser rod.

CURSED RODS

Cursed *rods of wonder* are thankfully rare, but those that do exist are the bane of their owner's lives. The curse haunting such

rods is unusually pernicious and difficult to detect, however. Every time the rod is activated, the GM makes two rolls to determine what weird effect the rod manifests before choosing the one with the greatest detrimental effect to the rod's owner and his allies.

LESSER RODS

A few *lesser rods of wonder* are known to exist. Such items possess the same powers as a normal *rod of wonder*, but whether due to errors in the creation process or because of the creator's whim — they only function a few times each day. The table below presents the price of such items.

USES PER DAY		Aligned Price ²
1	2,400 gp	1,680 gp
2	4,800 gp	3,360 gp
3	7,200 gp	5,040 gp

1: The cost for an unaligned rod

2: The cost of an aligned rod

INTELLIGENT RODS

Rare rods are gifted with intelligence. Such items are often capricious and mischievous, taking great delight in the chaos and confusion their powers create. Intelligent *rods of wonder* have all the powers of a normal rod as well as those listed below.

ARCHNER

Senses 60 ft.; Perception +2; Communication speech

CE; **Personality & Background** A capricious, self-centred individual, Archner enjoys the chaos and confusion his powers creates. He often manically cackles when the rod's powers cause woe to the owner. Archner is certain of his own brilliance and constantly suggests tactical options to his owner. Unsurprisingly these normally include using the rod "just once more." He does his best to mask his true ethos, but secretly enjoys causing his owner's death so that he may move on to blight a new victim's life.

Spell-Like Abilities (CL 10th)

3/day—*lesser confusion* (DC 13) 1/day—*confusion* (DC 16) Abilities Int 11, Wis 14, Cha 10; Ego 8 Price 14,600 gp plus rod's base price

KARETH

Senses 60 ft.; Perception +1; Communication speech

CN; **Personality & Background** Kareth is a schizophrenic. Two personalities dominate the rod and they switch back and forth with no warning. Both answer to the same name, but have diametrically opposed outlooks on life; one sees the good in life while the other assumes that inevitable doom lurks just around the corner.

Spell-Like Abilities (CL 10th)

3/day-hideous laughter (DC 14), lesser confusion (DC 13)

QUIRKS

At the GM's whim, a *rod of wonder* may have a quirk. Quirks have no real effect on game play, but can be fun to role-play.

- The rod makes a strange sound when activated.
- The rod titters when the owner suffers because of its powers.
- The rod glows with the radiance of a torch for one round after use. Subsequently it glows like a torch for one hour. It does not generate any heat while doing so.
- When used, the rod changes colour for 10 minutes.
- When used, the rod throbs for 5 minutes.
- The rod has a series of comical images carved into its shaft.
- When it creates an affect that aids its owner, faint cheering emanates from the rod. When it creates an affect that hinders the owner, faint booing emanates from the rod.

1/day—*displacement* Abilities Int 10, Wis 12, Cha 14; Ego 9 Price 16,900 gp plus rod's base price

LERALL

Senses 60 ft.; Perception +0; Communication speech

CG; **Personality & Background** Perpetually confused, Lerall tries to be helpful, but has no control over the rod's affects. An enthusiastic combatant, he shouts and screams encouragement during battle and shows genuine remorse when his powers hurt or inconvenience his owner.

Spell-Like Abilities (CL 10th)

3/day—lesser confusion (DC 13)

Abilities Int 11, Wis 10, Cha 14; Ego 8

Price 3,400 gp plus rod's base price

ZACHKIR

- Senses darkvision 120 ft.; Perception +3; Communication speech, telepathy
- CE; Personality & Background The frustrated bound sentience of the demon, Zachkir is intent on causing as much death and destruction as possible. She often "accidentally" catches her owner's allies with her spells and always masks her alignment with undetectable alignment. Intelligent and patient, she waits for some climatic encounter before fully betraying her owner.

Purpose defeat lawful good characters Spell-Like Abilities (CL 10th) At-Will—confusion (DC 17) 3/day—black tentacles, undetectable alignment Abilities Int 14, Wis 16, Cha 16; Ego 17 Price 82,700 gp plus rod's base price

- Small fireworks burst from the rod whenever it is held.
- Bright lights and vivid colours dance in the air above the rod, when used.

COMMAND WORDS

A *rod of wonder* require command words to activate. At the GM's discretion, the command word could change subtly every time it is used. It requires a DC 15 Spellcraft check to pronounce the new word correctly. Sample command words include:

 Achuorn, Aujirorur, Aurivin, Caesinkir, Caexus, Eranlorn, Jhurer, Kosmaposs, Laruthic, Loratihk, Ornivent, Pokiv, Rachojak, Sjekshar, Thurposs, Ularistix, Uskvar, Voresharil, Vurnank, Wuxsk, Zyajek.

ROD OF WONDER

Consult the table below, to determine which weird effect the rod calls forth.

D%	Wondrous Effect (CL 10 or as detailed)
01-05	Slow (DC 15 Will negates) target for 10 rounds.
06-10	Faerie fire surrounds the target.
11-15	Deludes the wielder for 1 round into believing the
	rod functions as indicated by a second die roll.
16-20	Gust of wind, but at windstorm force (DC 14
	Fortitude negates [blown away 1d4 x 10 ft. taking
	1d4 nonlethal damage per 10 ft.; flying creatures
	blown back 2d6 x 10 ft. {DC 25 Fly check negates}
	and suffer 2d6 nonlethal]; extinguishes unprotected
	flames, 75% chance of extinguishing protected
	flames, ranged weapon attacks impossible [except
	by siege engines at a -4 penalty], sound-based
	Perception checks suffer a -8 penalty).
21-25	Wielder learns the target's surface thoughts (as with
	detect thoughts) for 1d4 rounds.
26-30	Stinking cloud (DC 15 Fortitude negates) appears at
	30-ft. range.
31-33	Heavy rain falls for 1 round in 60-ft. radius centred
	on rod wielder (reduces visibility 50%, -4 on
	Perception checks, ranged weapon attacks and 50%
	chance of extinguishing unprotected flames).
34-36	Summons an animal: a rhino (01 – 25 on d%),
	elephant (26 – 50) or mouse (51-100).

ELEPHANT

N Huge animal

Init +0; Senses low-light vision, scent; Perception +21, Sense
Motive +1

Speed 40 ft.

ACP 0; Acrobatics +0 (+4 jumping), Stealth -8 AC 17, touch 8, flat-footed 17; CMD 30 (34 vs. trip)

(-2 size, +9 natural)

```
Fort +13, Ref +7, Will +6
```

hp 93 (11 HD)

Space 15 ft.; **Base Atk** +8; **CMB** +20 (+22 bull rush)

Melee gore (reach 10 ft.) +16 (2d8+10) and slam (reach 10 ft.) +16 (2d6+10)

- Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage), trample (1d8+15; DC 25)
- Trample (Ex) As a full-round action, the elephant can overrun a Large or smaller creature. This works like the overrun manoeuvre except it does not need to make a check to succeed instead just moving over opponents. Targets can make an attack of opportunity (at a -4 penalty) or a DC 25 Reflex save to halve the damage (1d8+15).

Abilities Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills as above

37-46	Lightning bolt (DC 15 Reflex halves; 70 ft. long, 5 ft.
	wide; 6d6 electricity damage).
47-49	A stream of 600 large butterflies pours forth and
	flutters around for 2 rounds, blinding (DC 14 Reflex
	resists) everyone within 25 ft.
50-53	Enlarge person (DC 13 Fortitude negates) on target if
	within 60 ft. of rod.
54-58	Darkness (30 ft. diameter hemisphere, centred 30 ft.
	away from rod).
59 - 62	Grass grows in 160-square-ft. area before the rod or
	existing grass grows to 10 times normal size (3 ft.
	high providing concealment [20% miss chance]).
63-65	Turn ethereal any nonliving object of up to 1,000 lbs.
	mass and up to 30 cubic feet in size.
66-69	Reduce wielder two size categories for 1 day (no
	save).
70 - 79	Fireball (DC 15 Reflex halves, 6d6 fire damage) at
	target or 100 ft. straight ahead.
80 - 84	Invisibility covers rod wielder.
85 - 87	Leaves grow from target if within 60 ft. of rod. These
	last 24 hours.
88 - 90	10 - 40 gems (value 1 gp each) shoot forth in a 30-ft.
	long stream. Each gem deals 1 damage to any
	creature in its path: roll 5d4 for the number of hits
	and divide them among available targets.
91 - 95	Shimmering colours dance and play over a 40-ft. by
	30-ft. area in front of rod. Creatures therein are
	blinded (DC 15 Fortitude negates) for 1d6 rounds.
96 - 97	Wielder (50% chance) or target (50% chance) turns
	permanently blue, green or purple (affected
	character has a -20 penalty on Disguise checks and a
<u> </u>	-10 penalty on Stealth checks made to hide).
98 - 100	Flesh to stone (or stone to flesh if target is stone
	already; DC 18 Fortitude negates) if target is within
	60 ft.

N Large animal
Init +0; Senses scent; Perception +12
Speed 40 ft.
ACP 0; Acrobatics +0 (+4 jumping), Stealth -4
AC 16, touch 9, flat-footed 16; CMD 20 (24 vs. trip)
(-1 size, +7 natural)
Fort +10, Ref +4, Will +2
hp 42 (5 HD)
Space 10 ft.; Base Atk +3; CMB +10
Melee gore +8 (2d6+9)
Atk Options powerful charge (4d6+12)
Powerful Charge (Ex) On a charge, the rhino deals 4d6+12
damage.
Abilities Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5
Feats Endurance, Great Fortitude, Skill Focus (Perception)
Skills as above

ROD OF BEWILDERMENT

Consult the table below, to determine which weird effect the rod calls forth.

D%	Wondrous Effect (CL 10 or as detailed)	
01-05	Haste (DC 15 Fortitude negates) target for 10	
	rounds.	
06-10	Doom (DC 11 Will negates) affects target.	
11-15	Deludes the wielder for 1 round into believing the	
	rod functions as indicated by a second die roll.	
16-20	A blast of water bursts from the rod in a 60 ft. line and knocks prone (DC 14 Reflex negates) all	
	creatures in the area. Subsequently, it costs 2 squares of movement to enter any square in the area of affect.	
21-25	Wielder detects all secret doors within 60 ft. (as with	
	detect secret doors) for 3d4 rounds.	
26-30	A wind wall appears 40-ft. away.	
31-33	Blood falls like heavy rain for 1 round in 60-ft. radius	
	centred on rod wielder (reduces visibility 50%, -4 on	
	Perception checks, ranged weapon attacks and 50%	
	chance of extinguishing unprotected flames).	
34-36	Summons an animal: an owlbear (01 – 25), bulette (26 – 50) or beetle (51-100).	
37-46	Fireball (DC 15 Reflex halves; 6d6 fire damage) at	
	target or 100 ft. straight ahead.	
47-49	A stream of 600 large moths pours forth and	
	congregate around the nearest or brightest light	
	source for 2 rounds, blinding (DC 14 Reflex resists)	
	everyone within 25 ft.	
50-53	Reduce person (DC 13 Fortitude negates) on target if	

BULETTE

N Huge magical beast

Init +6; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11, Sense Motive +1 Speed 40 ft., burrow 20 ft.

ACP 0; Acrobatics +9 (+17 jumping), Stealth -6

AC 22, touch 10, flat-footed 20; CMD 28 (32 vs. trip)

(-2 size, +2 Dex, +12 natural)

Fort +11, Ref +8, Will +5

hp 84 (8 HD)

Space 15 ft.; Base Atk +8; CMB +16

Melee bite (reach 10 ft.) +13 (2d8+9/19-20) and 2 claws (reach 10 ft.)+12 (2d6+6)

Atk Options leap

Leap (Ex) When a bulette charges and makes a DC 20 Acrobatics check to jump in the air and land by its enemies it can make four claw attacks against foes in reach, but it cannot use its bite attack.

Abilities Str 23, Dex 15, Con 20, Int 2, Wis 13, Cha 6 **SQ** savage bite

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills as above

	within 60 ft. of rod.
54-58	Darkness centred 30 ft. away from rod.
59 - 62	Mushrooms grow in 160-square-ft. area before the
	rod or existing mushrooms grows to 10 times normal
	size (3 ft. high providing cover [+4 to AC, +2 on Reflex
	saves] and it costs 2 squares of movement to enter a
	square containing giant mushrooms).
63-65	Renders nearest nonliving object of up to 1,000 lbs.
	mass weightless for 2d6 rounds. Object ascends at
	20 ft./round until it plummets back to earth.
66-69	Increases wielder two size categories for 1 day (no
	save).
70 - 79	Stinking cloud (DC 15 Fortitude negates) at target or
	60 ft. straight ahead.
80 - 84	Glitterdust (DC 14 Will negates) covers rod wielder.
85 - 87	Target starts sweating profusely and continues to do
	so for 24 hours.
88 - 90	10 - 40 rings of costume jewellery quality (value 1 gp
	each) shoot forth in a 30-ft. long stream. Each ring
	deals 1 damage to any creature in its path: roll 5d4
	for the number of hits and divide them among
	available targets.
91 - 95	A shining sun-like light appears above the rod and
	blinds (DC 15 Fortitude negates) creatures in the
	area for 1d6 rounds.
96 - 97	Target's armour or clothes affected by continual
	flame.
98 - 100	Forceful hand (AC 20, hp rod owner's undamaged
	total, CMB +19) appears and pushes target (01 - 50)
	or rod wielder (51 - 100%) in random direction.

Owlbear
N Large magical beast
Init +5; Senses darkvision 60 ft., low-light vision, scent;
Perception +12, Sense Motive +1
Speed 30 ft.
ACP 0; Stealth -3
AC 15, touch 10, flat-footed 14; CMD 21 (25 vs. trip)
(-1 size, +1 Dex, +5 natural)
Fort +10, Ref +5, Will +2
hp 47 (5 HD)
Space 10 ft.; Base Atk +5; CMB +10 (+14 grapple)
Melee 2 claws +8 (1d6+4 plus grab) and
bite +8 (1d6+4)
Grab (Ex) If it hits a Medium or smaller target with its bite, the
owlbear can try to grapple as a free action without
provoking attacks of opportunity.
Abilities Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10
Feats Improved Initiative, Great Fortitude, Skill Focus

(Perception)

Skills as above

ROD OF MARVELS

Consult the table below, to determine which weird effect the rod calls forth.

D%	Wondrous Effect (CL 10 or as detailed)	
01-05	Fly (DC 15 Will negates) target for 10 rounds.	
06-10	Hideous laughter (DC 13 Will negates) affects the	
	target.	
11-15	Deludes the wielder for 1 round into believing the	
	rod functions as indicated by a second die roll.	
16-20	A blast of hot sand bursts from the rod in a 60 ft. line	
	and knocks prone (DC 14 Reflex negates) all	
	creatures in the area. The sand gets everywhere;	
	those hit by the sand blast suffer -1 penalty to attack	
	rolls and skill checks until they wash. Subsequently, it	
	costs 2 squares of movement to enter any square in	
	the area of affect.	
21-25	Wielder detects traps (as with <i>find traps</i>) for 1d4	
	rounds.	
26-30	A heightened web (DC 15 Reflex negates) appears at	
	30-ft. range.	
31-33	Hail falls for 1 round in 60-ft. radius centred on rod	
	wielder (inflicting 1 point of damage on everyone in	
	the area and increasing the DC of hearing-based	
	Perception checks by 4; it costs 2 squares of	
	movement to enter an affected square).	
34-36	Summons an animal: a dire wolverine (01 – 25),	
	stegosaurus (26 – 50) or mouse (51-100).	
37-46	Fire bolt (as lightning bolt; DC 15 Reflex halves; 70 ft.	
	long, 5 ft. wide; 6d6 fire damage).	
47-49	A stream of large chicken feathers pours forth and	
	swirls around for 2 rounds, blinding (DC 14 Reflex	
	resists) everyone within 25 ft.	

DIRE WOLVE	ERINE
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N Large animal

Init +7; Senses low-light vision, scent; Perception +12, Sense
Motive +1

Speed 30 ft., climb 10 ft.

ACP 0; Climb +12, Stealth -1

AC 16, touch 12, flat-footed 13; CMD 21 (25 vs. trip) (-1 size, +3 Dex, +4 natural)

Fort +7, Ref +7, Will +2

hp 42 (5 HD); rage

Rage (Ex) When injured, the dire wolverine flies into a rage on its next turn and gains +4 to Strength, +4 to Constitution and -2 to AC.

Space 10 ft.; Base Atk +3; CMB +8

Melee 2 claws +6 (1d8+4) and bite +6 (1d6+4)

Abilities Str 19, Dex 17, Con 17, Int 2, Wis 12, Cha 10 Feats Improved Initiative, Skill Focus (Perception), Toughness Skills as above

50-53	Jump (DC 13 Will negates) on target if within 60 ft. of	
	rod.	
54-58	Fog cloud centred 30 ft. away from rod.	
59 - 62	Thick brown slime covers the ground in 160-square-	
	ft. area before the rod increasing by 5 the DC of all	
	Acrobatics checks made in the area.	
63-65	Turn invisible any nonliving object of up to 1,000 lbs.	
	mass and up to 30 cubic feet in size.	
66-69	Wielder affected by <i>alter self</i> (but no save) and	
	transforms into a dwarf (01-25), gnome (26-50),	
	hobgoblin (51-75) or orc (76-100) for one day.	
70 - 79	Dispel magic at target or 100 ft. straight ahead.	
80 - 84	Silence (DC 15 Will negates) emanates rod wielder.	
85 - 87	Small mushrooms grow from target if within 60 ft. of	
	rod. These last 24 hours.	
88 - 90	10 - 40 wooden holy symbols of various	
	denominations (value 1 gp each) shoot forth in a 30-	
	ft. long stream. Each symbol deals 1 damage to any	
	creature in its path: roll 5d4 for the number of hits	
	and divide them among available targets.	
91 - 95	Deep shadows fill a 40-ft. by 30-ft. area in front of	
	rod. Creatures therein gain concealment (20% miss	
	chance) even against opponents with darkvision.	
96 - 97	Weeping warts permanently festoon the wielder's	
	(50% chance) or target's (50% chance) face. (The	
	affected character has a -10 penalty on Disguise	
	checks and a -4 penalty on all Charisma-based skill	
	checks).	
98 - 100	Eyebite (DC 18 Fortitude negates) if target within 60	
	ft.	

N Huge animal

Init +6; Senses low-light vision, scent; Perception +16, Sense
Motive +1

Speed 30 ft.

- ACP 0; Stealth -6
- AC 22, touch 10, flat-footed 20; CMD 31 (35 vs. trip) (-2 size, +2 Dex, +12 natural)

Fort +13, Ref +10, Will +5

hp 90 (12 HD)

Space 15 ft.; Base Atk +9; CMB +19 (+21 overrun)

Melee tail (reach 15 ft.) +16 (4d6+12 plus trip)

- Atk Options Cleave, Improved Overrun, Power Attack (-3 attack, +9 damage), trip
- Trip (Ex) The stegosaurus can make a trip attempt as a free action without provoking an attack of opportunity, if it hits with its tail attack.

Abilities Str 27, Dex 14, Con 17, Int 2, Wis 13, Cha 10

Feats Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills as above

ROD OF WONDERMENT

Consult the table below, to determine which weird effect the rod calls forth.

D%	WONDROUS EFFECT (CL 10 OR AS DETAILED)
01-05	Bestow curse (each turn the target has a 50% chance
	to act normally, otherwise it takes no action; DC 15
	Will negates) affects target for 10 rounds.
06-10	Sanctuary (DC 13 Will negates) affects the target.
11-15	Deludes the wielder for 1 round into believing the
	rod functions as indicated by a second die roll.
16-20	The ground in a 30 ft. square 40 ft. away is affected
	by a soften earth and stone.
21-25	Wielder can use <i>augury</i> as a free action for 1d4
	rounds.
26-30	Deep slumber (DC 15 Will negates) targeted at 30-ft.
	range.
31-33	Heavy snow falls for 1 round in 60-ft. radius centred
	on rod wielder (reduces visibility 50%, -4 on
	Perception checks, ranged weapon attacks and 50%
	chance of extinguishing unprotected flames; it costs
	2 squares of movement to enter an affected square).
34-36	Summons an animal: a dire bear (01 – 25), giant stag
	beetle (26 – 50) or mouse (51-100).
37-46	Cold bolt (as lightning bolt; DC 15 Reflex halves; 70
	ft. long, 5 ft. wide; 6d6 cold damage).
47-49	A stream of 600 bats pours forth and flutters around
	for 2 rounds, blinding (DC 14 Reflex resists) everyone
	within 25 ft.
50-53	Longstrider on target if within 60 ft. of rod.

54-58	Calm emotions (DC 14 Will negates, centred 30 ft.
	away from rod).
59 - 62	Wild flowers grow in 160-square-ft. area before the
	rod and existing flowers grows to 3 ft. high
	(providing concealment [20% miss chance]).
63-65	Turn transparent any nonliving object of up to 1,000
	lbs. mass and up to 30 cubic feet in size.
66-69	Wielder glows with the radiance of a sunrod for 1
	day (no save).
70 - 79	Sleet storm centred on the target.
80 - 84	Resist energy 20 (acid [01-20], cold [21-40],
	electricity [41-60], fire [61-80] or sonic [81-100])
	affects the rod wielder.
85 - 87	Small, demonic horns grow from the target's head if
	within 60 ft. of rod. These last 24 hours.
88 - 90	A stream of caltrops shoots forth in a 30-ft. long
	stream. Caltrops deals 1 damage to any creature in
	its path: roll 5d4 for the number of hits and divide
	them among available targets. Once on the ground
	they have their normal affect.
91 - 95	Thick, cloying mist rises from the ground in a 40-ft.
	by 30-ft. area around rod providing concealment
	(20% miss chance). Creatures therein are fatigued
	(DC 15 Fortitude negates) for 1d6 rounds.
96 - 97	Wielder (50% chance) or target (50% chance)
	permanently emits a rank odour that animals hate
	(affected character has a -20 penalty on Animal
	Handling and Ride checks and a -10 penalty on wild
	empathy checks).
98 - 100	Greater dispel magic if target is within 60 ft.

DIRE BEAR

N La	irge	animal	
Init		Sancas	low light

Ini	t +5; Senses	low-light	vision,	scent;	Perception	+12, Sens	е
	Motive +1						
-							

Speed 40 ft.; Run

	ACP 0; Acrobatics +1	(+5 jumping),	, Stealth -3, Swim +19
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AC 18, touch 10, flat-footed 17; CMD 26 (30 vs. trip) (-1 size, +1 Dex, +8 natural)

Fort +12, Ref +8, Will +4

hp 95 (10 HD)

Melee 2 claws +13 (1d6+7 plus grab) and

bite +13 (1d8+7)

Grab (Ex) If it hits a Medium or smaller target with its bite, the dire bear can try to grapple as a free action without provoking attacks of opportunity.

Abilities Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 10

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception) Skills as above

GIANT STAG BEETLE

N Large Vermin
Init +0; Senses darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., fly 20 ft. (poor)
ACP 0; Acrobatics +0 (-4 jumping), Fly -6, Stealth -4
AC 17, touch 9, flat-footed 17; CMD 20 (28 vs. trip)
(-1 size, +8 natural)
Immune mind-affecting effects
Fort +7, Ref +2, Will +2
hp 45 (7 HD)
Space 10 ft.; Base Atk +5; CMB +10
Melee bite +8 (2d8+6)
Atk Options trample (1d6+6, DC 17)
Trample (Ex) As a full-round action, the stag beetle can overrun
a Medium or smaller creature. This works like the overrun
manoeuvre except it does not need to make a check to
succeed instead just moving over opponents. Targets can
make an attack of opportunity (at a -4 penalty) or a DC 17
Reflex save to halve the damage (1d6+6).
Abilities Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9

Skills as above

Rod of Wonder includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

- Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.
- **Appearance**: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.
- Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.
- Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).
- **Init and Senses**: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.
- **Speed**: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.
- ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

- **AC**: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.
- **Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.
- Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.
- HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

- Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.
- **Melee**: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- **Ranged**: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.
- **Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.
- **Spells and Spell-Like Abilities**: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.
- **Combat Gear**: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

- Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.
- Feats: An alphabetical listing of all the creature's feats.
- Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.
- **Gear**: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.
- **Spellbook**: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full writeups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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