Rite Publishing Presents









By J.H. Gulliver



Rite Publishing Presents:

#30 Staves

It's just a long wooden club (Design): T. H. Gulliver It's just a symbol of my office (Editor): Steven D. Russell Master of bojutsu (Cover Artist): Peter Temesi This is my BOOM stick! (Interior Artists): Peter Temesi and Slade Don't part this old man from his walking stick (Layout and Publisher): Steven D. Russell

"But take this staff in your hand so you can perform the signs with it." – Exodus 4:17, New International Version (NIV)

Special Thanks: Owen K.C. Stephens and Marc Radle

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#30 Staves

Dear Owain Northway,

Your monstrous messenger delivered the parcel you sent into my hands, landing outside the fourth floor window of the library with a gentle flap of its stony wings. It visibly frightened one of my newest and most self-confident assistants. I thank you for both the intriguing parcel and the pleasure of seeing the young scholar at a loss for words.

Unfortunately, I am at a loss as well. I cannot answer your question definitively. Yes, this is a 'staff of the guardian' such as the one that once belonged to our mutual friend Adhan Nir, the First Shield of the Masad. I cannot say that it is the 'staff of the guardian.' The staff you delivered to me is either the one often wielded by our friend or a quite similar duplicate, but that is not unusual as staves, once created, are often copied.

The original creation of a staff involves a great investment of time and ingenuity to discover the right quantity of material and the appropriate shape, with careful consideration of the desired spells. The preparation of the staff to allow use of the specific spells and the initial charging of the staff is fraught with peril and requires patience. A too hasty artisan can warp the materials, never knowing whether they failed to discover the right container or destroyed the perfect materials in their haste. Once a design is discovered, those aspects of the design essential to the staff's function are copied into the imitations, even those that seem like flaws. A knotty surface or burnt appearance may seem to us a sign of neglect or poor choice of wood but might be absolutely necessary to that particular staff.

As you requested, I will hold on to the staff for further investigation. I have added it to our library's catalogue of staves—those that we keep here and those that we only store descriptions of. Find attached a copy of our catalogue of over 30 staves attached.

Regards, Pers Veilborn, Librarian.

Staves

Staff of the Planetripper

Aura strong varied; CL 13th Slot none; Price 154,200 gp; Weight 5 lbs. Description

The dark glassy material of this staff changes slowly but continually as if the inside were a thick liquid.

Despite its appearance, this staff has 20 hit points and a hardness of 10. It allows the use of the following spells:

- *Contact other plane* (1 charge)
- Dismissal (1 charge)
- *Planar adaptation* (1 charge)
- Create demiplane, lesser (Ultimate Magic) (2 charges)
- *Plane shift* (2 charges)

Requirements Craft Staff, contact other plane, dismissal, lesser create demiplane, planar adaptation, plane shift; Cost 83,350 gp

Twistroot Staff

Aura moderate divination and transmutation; CL oth

Slot none; Price 68,400 gp; Weight 5 lbs. Description

This staff is made from a long twisted tree root. It allows the use of the following spells:

- Entangle (1 charge)
- *Plant growth* (1 charge)
- Speak with plants (1 charge)
- Command plants (1 charge)
- *Commune with nature* (2 charges)

Requirements Craft Staff, command plants, commune with nature, entangle, plant growth, speak with plants; Cost 34,200 gp

Wondrous Staves

Wondrous staves have some added benefit for the wielder, such as those benefits found in wondrous items. The creator of a wondrous staff needs both the Craft Staff and Craft Wondrous Item feats.

Bloodhound's Staff

Aura moderate divination and transmutation; CL 10th

Slot none; Price 50,400 gp; Weight 5 lbs. Description

This deep reddish-brown staff covered with small tear-drop shaped pores allows the use of the following spells:

- Tireless pursuit (Advanced Spell Index) (1 charge)
- Acute senses (Ultimate Magic Spell Index) (1 charge)
- Bloodhound (Advanced Spell Index) (1 charge)
- Hunter's eye (Advanced Spell Index) (1 charge)
- Blood biography (Advanced Spell Index) (2 charges)

Designed to be wielded by hunters of those who would corrupt the innocent, the wielder gains a +2 bonus to Perception checks whenever the staff is in hand.

Requirements Craft Staff, Craft Wondrous Item, acute senses, blood biography, bloodhound, hunter's eye, tireless pursuit; Cost 25,200 gp

Driftwood Staff

Aura moderate transmutation: CL 9th Slot none; Price 57,600 gp; Weight 5 lbs. Description

The waves have rubbed smooth this thick piece of twisted black palm wood. It allows the use of the following spells:

- *Air bubble* (Ultimate Combat) (1 charge)
- *Water breathing* (1 charge)
- *Control water* (2 charges)
- *Ride the waves* (Ultimate Magic) (1 charge)
- Summon nature's ally V(2 charges)

This staff is designed to allow interaction and exchange between land-dwelling creatures and the sentient creatures who lived beneath the water. The bearer of this staff is able to speak and understand Aquan.

Requirements Craft Staff, air bubble, control water, ride the waves, summon nature's ally, water breathing, Creator must speak Aquan; Cost 28,800 gp

Staff of Feast and Famine

Aura moderate transmutation: CL 8th Slot none; Price 16,800 gp; Weight 5 lbs. Description

This staff is usually made from apricot wood stained with juices and rubbed with nut oil. Woods from other fruit trees are possible. It allows the use of the following spells:

- *Create water* (1 charge)
- Purify food and drink (1 charge)
- Detect poison (1 charge)
- Goodberry (1 charge)
- Feast of ashes (Advanced Player's Guide) (2 charges)

This staff has a strong connection with the earth. If one end of this staff is planted in the earth over night, the fruits on nearby trees grow sweeter, the leaves greener, and the nuts heavier. The staff itself begins to sprout small branches and leaves. If the staff is left planted in the earth for a year, the staff begins to grow small roots. Once this staff has grown roots, pulling it from the ground conjures a heroes' feast.

Requirements Craft Staff, Craft Wondrous Item, create water, detect poison, feast of ashes, goodberry, heroes' feast, plant growth, purify food and drink; Cost 8,400 gp

Staff of Force

Aura moderate evocation [force]; CL 8th Slot none; Price 33,200 gp; Weight 5 lbs. Description

This staff is shaped like an iron rod topped with a hard crystal sphere.

- *Floating disk* (1 charge)
- Shield (1 charge)
- Chain of perdition (Ultimate Combat) (2 charges)
- *Tiny hut* (2 charges)
- *Resilient sphere* (2 charges)

Smashing the sphere destroys the staff but scars the nearest surface with a *symbol of force*.

Requirements Craft Staff, *chain of perdition, floating disk, tiny hut, resilient sphere, shield, symbol of force*; **Cost** 16,600 gp

Staff of Portents

Aura strong varied; CL 13th Slot none; Price 138,200 gp; Weight 5 lbs. Description

Made from the thin forked branch of a hawthorn tree, this staff allows the use of the following spells:

- Blindness/deafness (1 charge)
- Bestow curse (1 charge)
- *Cup of dust* (Advanced Player's Guide) (1 charge)
- *Debilitating portent* (Ultimate Combat) (1 charge)
- *Rain of frogs* (Ultimate Magic) (1 charge)
- *Plague storm* (Ultimate Magic) (2 charges)
- Control weather (2 charges)

The DC to resist the effect of any hex cast by a witch carrying this staff increases by +2. Any creature that sunders or breaks this staff is cursed as the spell *bestow curse*. The creator of the staff chooses the curse during creation.

Requirements Craft Staff, Craft Wondrous Item, *bestow curse*, *blindness/deafness*, *control weather*, *cup of dust*, *debilitating portent*, *plague storm*, *rain of frogs*, creator of this staff must be able to cast a hex; **Cost** 69,100 gp

Staff of the Artificer

Aura strong varied; CL 13th Slot none; Price 151,200 gp; Weight 5 lbs.

Description

Made of several interlocking pieces of smooth metal, this 3 ft. long staff can be disassembled into four pieces one foot in length each. When disassembled it cannot be used to cast spells, but when assembled it allows the use of the following spells:

- *Malfunction* (Ultimate Magic) (1 charge)
- *Rapid repair* (Ultimate Magic) (1 charge)

• Soothe construct (Ultimate Magic) (1 charge)

• *Unbreakable construct* (Ultimate Magic) (1 charge)

• *Control construct* (Ultimate Magic) (2 charges)

The wielder of this staff can cast *jury rig* (Ultimate Combat) at will but can only have one *jury rig* in effect at one time.

Requirements Craft Staff, Craft Wondrous Item, *control construct, jury rig, malfunction, rapid repair, soothe construct, unbreakable construct;* **Cost** 75,600 gp

Staff of the Battlefield

Aura strong evocation [force]; CL 13th Slot none; Price 78,700 gp; Weight 5 lbs. Description

This dark brown staff made from kingwood is topped with a clenched fist. It allows the use of the following spells:

• Force hook charge (Ultimate Magic) (1 charge)

• Force punch (Ultimate Magic)(1 charge)

- Interposing hand (2 charges)
- *Wall of force* (2 charges)

If the staff is broken, it unleashes a wall of force energy that pushes creatures other than the staff's bearer back 30 ft. or until they encounter a solid object. In one variation of the staff, the middle finger of the clenched fist is extended.

Requirements Craft Staff, Craft Wondrous Item, *force hook charge, force punch, interposing hand, wall of force*; **Cost** 39,350 gp

Staff of the Bear

Aura moderate varied; CL 10th

Slot none; Price 42,400 gp; Weight 5 lbs. Description

Made from maple, this short, thick staff can be used as a club. It allows the use of the following spells:

• Detect snares and pits (1 charge)

• Aspect of the bear (Advanced Player's Guide) (1 charge)

• *Bear's endurance* (1 charge)

• Summon nature's ally IV (grizzly bear only) (2 charges)

When the bearer of this staff walks through forested terrain, the path left is that of a bear.

Requirements Craft Staff, Craft Wondrous Item, aspect of the bear, bear's endurance, detect snares and traps, pass without trace, summon nature's ally IV; **Cost** 21,200 gp

Staff of the Deceiver

Aura moderate varied; CL 10th

Slot none; Price 50,500 gp; Weight 5 lbs. Description

This thin staff made from the branch of an ash tree appears to be an ordinary walking stick. It allows the use of the following spells:

- *Disguise self* (1 charge)
- *Memory lapse* (Advanced Player's Guide) (1 charge)
- Vocal alteration (Ultimate Magic) (1 charge)
- Misdirection (1 charge)
- *Glibness* (1 charge)

The bearer of this staff gains a +5 competence bonus to Bluff checks at all times while the staff is in hand.

Requirements Craft Staff, Craft Wondrous Item, *disguise self, glibness, memory lapse, misdirection, vocal alteration,* creator must have 10 ranks in Bluff; **Cost** 25,250 gp

Staff of the Dungeon's Warden

Aura strong varied; CL 14th

Slot none; Price 156,700 gp; Weight 5 lbs. Description

This two-foot long staff is usually painted black and carved to resemble a key. It allows the use of the following spells:

- *Phantom trap* (1 charge)
- Hungry pit (Advanced Player's Guide)
- *Wall of force* (1 charge)
- Conjure black pudding (extended) (Ultimate Magic) (1 charge)
- *Guards and wards* (2 charges)
- *Tar pool* (extended) (Ultimate Combat) (3 charges)

The bearer of this staff can cast *arcane lock* three times per day without expending any of this staff's charges.

Requirements Craft Staff, Craft Wondrous Item, arcane lock, conjure black pudding, guards and wards, hungry pit, phantom trap, wall of force; **Cost** 80,100 gp

Staff of the Engineer

Aura strong conjuration and transmutation; CL 13th

Slot none; Price 171,400 gp; Weight 5 lbs.

Description

Covered with intricate rules, measures, and formulae this staff allows the use of the following spells:

- *Magic siege engine, greater* (Ultimate Combat) (1 charge)
- *Fabricate* (raw materials must be provided) (1 charge)
- Wall of stone (1 charge)
- *Move earth* (2 charges)
- Wall of iron (2 charges)

• Rampart (Advanced Player's Guide) (2 charges)

The hundreds of markings on the staff are very useful to engineers and grant a +2 bonus to Knowledge (engineering) checks.

Requirements Craft Staff, *fabricate, greater magic siege engine, move earth, rampart, wall of iron, wall of stone,* Creator must have 10 ranks of Knowledge (engineering); **Cost** 85,700 gp

Staff of the Fearmonger

Aura strong necromancy [fear, mind-affecting] and illusion (phantasm) [mind-affecting, evil]; **CL** 15th **Slot** none; **Price** 138,500 gp; **Weight** 5 lbs.

Description

Made from the wood at the heart of a red alder that has been slowly and thoroughly charred, this staff allows the use of the following spells:

- *Fear* (1 charge)
- Phantasmal killer (1 charge)
- Scare (extended) (1 charge)
- *Nightmare* (2 charges)
- Frightful aspect (Ultimate Combat) (2 charges)

If this staff is broken, it unleashes a stream of black smoke that leave behind a *symbol of fear* on the nearest surface.

Requirements Craft Staff, *fear*, *frightful aspect*, *nightmare*, *phantasmal killer*, *scare*, *symbol of fear*; **Cost** 69,250 gp

Staff of the Fleshwarper

Aura moderate transmutation; CL 8th Slot none; Price 72,400 gp; Weight 5 lbs. Description

This staff is made from ironwood that has warped and twisted as it grew. It allows the use of the

- following spells:
 Countless Eyes (Ultimate Magic) (1 charge)
 - *Eruptive Pustules* (Ultimate Magic) (1 charge)
 - *Monstrous Physique I* (Ultimate Magic) (1 charge)
 - *Strangling Hair* (Ultimate Magic) (1 charge)
 - Resinous Skin (Ultimate Combat) (1 charge)
 - Undead Anatomy I (Ultimate Magic) (1 charge)

The bearer of this staff gains a +2 bonus to Intimidate checks.

Requirements Craft Staff, Craft Wondrous Item, countless eyes, eruptive pustules, monstrous physique I, resinous skin, strangling hair, undead anatomy I; **Cost** 36,200 gp

Staff of the Forest Lord

Aura moderate varied; CL 11th

Slot none; Price 60,000 gp; Weight 5 lbs. Description

This oak staff allows the use of the following spells: • *Forest friend* (Ultimate Combat) (1 charge)

- Aspect of the stag (Advanced Player's Guide) (1 charge)
- *Grove of respite* (Advanced Player's Guide) (2 charges)
- *Tree stride* (2 charges)

The bearer of this staff is able to cast *tree shape* once per day without using any of the staff's charges as long as it is on the bearer's spell list.

When used as a melee weapon, this staff deals damage as a club. A druid can cast shillelagh upon this staff as if it were a nonmagical club.

A ranger bearing this staff treats forests as favored terrain. If forests are already a favored terrain, the ranger's bonus increases by +2.

Requirements Craft Staff, Craft Wondrous Item, aspect of the stag, forest friend, grove of respite, tree stride; **Cost** 30,000 gp

Staff of the Guardian

Aura moderate abjuration; CL 10th Slot none; Price 81,900 gp; Weight 5 lbs. Description

Description

Made from holly, this slender staff allows use of the following spells:

- *Knight's calling* (Advanced Player's Guide) (1 charge)
- Holy shield (Ultimate Magic) (1 charge)
- *Paladin's sacrifice* (Advanced Player's Guide) (1 charge)
- Magic circle against evil (1 charge)
- *Resist energy, communal* (Ultimate Combat) (1 charge)
- Sacrificial oath (Advanced Player's Guide) (2 charges)

When any creature of evil alignment holds the staff, it sprouts thorny leaves making it painful, but not impossible, to carry. Once per day, the bearer of this staff can cast *blaze of glory* without using any of the staff's charges.

Requirements Craft Staff, Craft Wondrous Item, blaze of glory, communal resist energy, holy shield, knight's calling, magic circle against evil, paladin's sacrifice, sacrificial oath; **Cost** 41,200 gp

Staff of the Herald

Aura moderate varied; CL 10th Slot none; Price 38,400 gp; Weight 5 lbs. Description

This staff is long enough to be used as a pole to bear a banner or flag. It allows the use of the following spells:

- *Undetectable alignment* (1 charge)
- *Blistering invective* (Ultimate Combat) (2 charges)
- Eagle's Splendor (2 charges)
- *Honeyed tongue* (Advanced Player's Guide) (1 charge)
- *Tongues* (1 charge)

The bearer of this staff gains a +2 bonus to Diplomacy.



Requirements Craft Staff, Craft Wondrous Item, *blistering invective, eagle's splendor, honeyed tongue, tongues, undetectable alignment,* creator must have 5 ranks in Diplomacy; Craft Wondrous Item; **Cost** 19,200 gp

Staff of the Investigator

Aura moderate divination; CL 10th Slot none; Price 113,000 gp; Weight 5 lbs. Description

This yew wood staff functions as a longbow. It allows the use of the following spells:

- *Zone of truth* (1 charge)
- *Speak with dead* (1 charge)
- Commune (1 charge)
- *Scrying* (1 charge)
- *True seeing* (1 charge)

When a caster wielding this staff casts spells to *detect magic, detect evil, detect chaos, detect good,* or *detect law,* the length of time the caster can detect a lingering aura doubles.

Requirements Craft Staff, Craft Wondrous Item, commune, detect magic, scrying, speak with dead, true seeing, zone of truth; **Cost** 56,500 gp

Staff of the Liberator

Aura moderate conjuration and transmutation; CL 10th

Slot none; Price 68,000 gp; Weight 5 lbs. Description

This staff is shaped like—and deals damage as—a light hammer with a long shaft. It allows the use of the following spells:

- Burst bonds (Advanced Player's Guide) (1 charge)
- Expeditious Retreat (1 charge)
- Knock (1 charge)
- *Remove paralysis* (1 charge)
- *Litany of escape* (Ultimate Combat) (1 charge)

All creatures, whether foes or allies, within a 50 ft. radius of this staff gain a +2 bonus to Escape Artist checks. If this staff is broken, all locks within 120 ft. are dealt 50 hp of damage as if struck with an iron hammer.

Requirements Craft Staff, Craft Wondrous Item, *burst bonds, expeditious retreat, knock, litany of escape, remove paralysis,* creator must have 5 ranks in Escape Artist; **Cost** 34,000 gp

Staff of the Marshall

Aura moderate varied; CL 10th

Slot none; Price 92,000 gp; Weight 5 lbs. Description

This black walnut quarterstaff allows the use of the following spells:

• *Tactical acumen* (Ultimate Combat) (1 charge)

- Seek thoughts (Advanced Player's Guide) (1 charge)
- *Battlemind link* (Ultimate Magic) (1 charge)
- Rebuke (Advanced Player's Guide) (1 charge)
- Shared wrath (Advanced Player's Guide) (2 charges)

When the bearer strikes this staff against the ground, it makes the sound of a clap of thunder that can be heard up to two miles away.

Requirements Craft Staff, Craft Wondrous Item, battlemind link, eagle's splendor, horn of pursuit, rebuke, shared wrath, tactical acumen; **Cost** 46,000 gp

Staves as Weapons

The following staves are not only durable enough to use as weapons, they are enhanced as such. The creator of these staves needs both the Craft Staff and Craft Magic Arms and Armor feats.

Staff of Banishment

Aura strong abjuration; CL 15th Slot none; Price 193,312 gp; Weight 5 lbs.

Description

This warm brown staff is made of kingwood, which is often used in protective magic. It allows the use of the following spells:

- *Dismissal* (1 charge)
- *Forbiddance* (1 charge)
- Dispel evil (1 charge)
- Antimagic field (3 charges)
- *Banishment* (2 charges)

As a move action, the wielder of this staff can swing it in large circle overhead, transforming it from a wooden staff into a +2 evil outsider bane warhammer. The staff cannot be used to cast spells while in this form. To transform it back into a staff, the wielder must plant the shaft of the warhammer on the ground for one round or be out of contact with the warhammer for two rounds.

Requirements Craft Magic Arms and Armor, Craft Staff, *antimagic field*, *banishment*, *dismissal*, *dispel evil*, *forbiddance*, *summon monster I*; **Cost** 96,812 gp

Staff of Conduction

Aura moderate evocation; CL 8th Slot none; Price 22,705 gp; Weight 4lbs.

Description

This staff takes the form of a wooden shaft topped with an iron head. The staff can be used to cast the following spells:

- Shocking grasp (1 charge)
- *Shock shield* (Ultimate Combat) (1 charge)
- *Defensive shock* (Ultimate Magic) (2 charges)

As a weapon, the staff attacks as a +1 shock light mace.

Requirements Craft Magic Arms and Armor, Craft Staff, *call lightning*, *defensive shock*, *shock shield*, *shocking grasp*; **Cost** 11,505 gp

Staff of Conduction, Greater

Aura moderate evocation; CL 12th Slot none; Price 119,512 gp; Weight 8lbs. Description

This staff takes the form of a reinforced wooden shaft topped with a large iron head. The staff can be used to cast the following spells:

- Shock shield (Ultimate Combat) (1 charge)
- *Shocking grasp* (1 charge)
- Defensive shock (Ultimate Magic) (1 charge)
- *Lightning bolt* (1 charge)
- Ball lightning (Advanced Player's Guide) (2 charges)

As a weapon, the staff attacks as a +2 shocking burst heavy mace.

Requirements Craft Magic Arms and Armor, Craft Staff, *ball lightning, call lightning, defensive shock, lightning bolt, shock shield, shocking grasp;* **Cost** 87,812 gp

Staves of Legend

Staves of Legend increase in power and ability with many of their high level spells remaining inaccessible until the learner has reached a caster level high enough to access them and performed a ritual or invested resources to unlock the staff's full potential. Each staff has three versions: a lesser version, a standard version and a greater version. As the caster level of a staff of legend increases these higher level spells become more accessible. To charge a staff of legend, the user needs to forego a spell slot equal to the highest level spell the user can currently access through the staff.

Staves as minor artifacts

The GM could treat the lesser, standard, and greater varieties of the staff as individual magic items. Alternatively, the GM could treat each staff as a unique minor artifact with its own history. For that reason, the supplement includes a history and means of destruction unique to the item.

Destroying a Staff of Legend

When treated as minor artifacts, staffs of legend can gain the broken condition but they cannot be ruined except under special and specific circumstances. This is in keeping with the motif of many of the great legendary items in mythology and fiction be it Excalibur or the shards of Narsil. Discovering a ritual to repair the staff may be the first of the rituals the character needs to perform to awaken the slumbering powers within the staff. The true destruction of a staff of legend should never be a



mundane occurrence; instead it should be something that a player character is likely to encounter at least at one point in their career. GMs can use rare hazards, disasters, high CR monsters, the involvement of unique NPCs, and/or evocative locales as such potential hazards to the staff of legend.

Recognizing a Staff of Legend Although the staff contains the latent potential to

Although the staff contains the latent potential to cast more powerful spells, a lower level caster will often be unaware of the staff's true nature. Investigating the staff will reveal some clues. The GM could allow *detect magic* to indicate an aura that is stronger than the staff should emanate considering its identifiable powers.

If the GM is treating each staff as a minor artifact, appropriate knowledge checks (DC 20 plus the staff's caster level) could reveal its similarity to a staff once wielded by a famed spellcaster. These items are legendary and once the PCs become aware of the possible importance of the item, the DCs to learn more details from the specific legends surrounding the staff are lower (DC 10 plus the staff's caster level). Of course, not all of these legends are true. The GM should share enough information about the staff and its heritage to encourage the player's to become emotionally invested in the item but allow some to aspects of the staff's power to remain mysterious.

Unleashing the Staff's Potential

When first encountered, a staff of legend allows use of only a few lower level spells, regardless of the caster level of the player. Some spells are accessible only to rightful bearers of a higher caster level who have performed rituals to unleash those powers. When the bearer of a staff reaches (or already is) an appropriate caster level, the GM could find an appropriate means of allowing a player to unleash the staff's powers.

Alternatively, a GM may choose to require a ritual to unleash the staff's powers, such as the slaying of a particular creature or travel to a particular space. Such rituals have the potential to sidetrack adventures (or railroad adventurers along a path chosen by the GM) and GMs should take care when choosing a ritual.

Normally, a GM should allow a caster to upgrade the staff to a greater version by using item creation rules. Doing so requires paying the difference between the weaker staff's base price and the more powerful staff's base price, and takes 1 day of work for every 1000 gp (or fraction thereof) of the difference in prices. Upgrading a magic staff is easier than creating one from scratch, and the item maker gains a +5 circumstance bonus to any skill check required to successfully create the more powerful staff. This allows a spellcaster that acquires one version of a staff to, over time, invest in improving his staff as he grows in power.

Creating Staves at Tower Teyels

Normally, a spellcaster cannot create a staff until at least 11th level, due to the caster level prerequisite listed in the Craft Staff feat. The following optional feat gives spellcasters as low as 8th level the chance to create the lesser versions of any staff presented here. Note that the Craft Lesser Staff feat allows the creation of lesser versions of staves only. The standard Craft Staff feat is still needed to create standard or greater staves. A GM could even consider allowing a PC who takes the Craft Lesser Staff feat to swap it out for the standard Craft Staff feat once the PC reaches 11th level. (When creating lesser staves beyond those presented in this product, a lesser staff has a caster level of 8, no more than 4 total spells, and a total price of no more than 12,000 gp.)

Craft Lesser Staff (Item Creation)

You can create lesser versions of magic staves. **Prerequisite:** Caster level 8th. **Benefit:** You can create the lesser version

of any staff whose prerequisites you meet. Crafting such a staff takes 1 day for each 1,000 gp in its base price. To craft a lesser staff, you must use up raw materials costing half of its base price. A newly created staff has 10 charges. See the magic item creation rules for more information.

Shadowstaff

Aura moderate illusion [shadow] (lesser), strong illusion [shadow] (standard and greater); **CL** 8th (lesser), 12th (standard), 17th (greater)

Slot none; **Price** 59,600 gp (lesser), 168,800 gp (standard), 376,400 gp (greater); **Weight** 5 lbs. **Description**

This short twisted dark stick constantly exudes a thick smoky shadow two inches thick. When used, shadow oozes from the staff in dark heavy drips that vanish within a few rounds.

The lesser version of this staff allows use of the following spells:

- *Shadow conjuration* (1 charge)
- Shadow projection (Advanced Player's Guide) (1 charge)
- *Shadow step* (Ultimate Magic) (1 charge)

The standard version of this staff allows use of the following additional spells:

- Shadow evocation (1 charge)
- *Shadow walk* (2 charges)
- *Shadow conjuration, greater* (1 charge)

The greater version of this staff allows use of the following additional spells:

- *Shadow evocation, greater* (1 charge)
- *Shades* (1 charge)

As a standard action, the lesser version of this two foot long stick grows into a shadowy +*1* quarterstaff as the spell shadow weapon (Ultimate Magic). This does not use up any of the weapons charges. The standard and greater versions of the staff will turn into a shadowy +*1* frost quarterstaff.

Construction Requirements Craft Staff, shadow conjuration, shadow projection, shadow step, shadow weapon (lesser); Craft Staff, greater shadow conjuration, shadow evocation, shadow walk (standard); Craft Staff, greater shadow evocation, shades (greater); **Cost** 30,200 gp (lesser), 84,800 gp (standard), 188,600 gp (greater) **Shadowstaff as a minor artifact**

The following history, suggested ritual for advancement, and means of destruction could help

a GM who chooses to introduce shadowstaff as a minor artifact,

History

Set-Ur the Illusory created this staff by harvesting the shadow cast by the branch of a birch tree on a moonlit night. He claims to have sliced the shadow branch at precisely the moment the sun chased away the shadows cast by the moon. While Set-Ur used the staff only to prove the illusiveness of the aspirations of powerful and scheming men, the staff is most remembered as the fearsome instrument of Lord Fable.

Suggested Ritual

To become the rightful bearer of this staff, a spellcaster must expend all the charges in the staff and then travel to the plane of shadow to completely recharge the staff.

Destruction

Shadowstaff cannot be destroyed on the material plane. If broken on the material plane, it transports up to eight willing creatures to the plane of shadow as the spell *shadow walk* and then reappears in a place on the material plane with close connections to the plane of shadow leaving those transported behind. On the plane of shadow, however, the staff can be destroyed as if it were a normal staff.

The Staff of Flame

Aura moderate evocation [fire] (lesser), strong evocation [fire] (standard and greater); **CL** 8th (lesser), 12th (standard), 15th (greater)

Slot none; **Price** 39,600 gp (lesser), 90,000 gp (standard), 268,200 gp (greater); **Weight** 5 lbs. **Description**

The wood of this staff is thoroughly charred and warm to the touch. It smokes slightly whenever it is used. The staff is undamaged by flame.

The lesser version of this staff allows use of the following spells:

- *Produce flame* (1 charge)
- *Flame blade* (1 charge)
- *Flaming sphere* (1 charge)
- *Fire trap* (1 charge)

• *Resist energy* (fire only) (1 charge)

The standard version of this staff allows use of the following additional spells:

- *Resist energy* becomes *resist energy communal* (fire only) (1 charge)
- Fire snake (Advanced Player's Guide) (1 charge)
- *Wall of fire* (1 charge)

The greater version of this staff allows use of the following additional spells:

- *Contagious flame* (Advanced Player's Guide) (1 charge)
- Sirocco (Advanced Player's Guide) (1 charge)
- Fire storm (2 charges)

In addition to these spells, the staff allows the use of the cantrip *spark* at will without using any of the staff's charges. **Construction Requirements** Craft Staff, *fire trap*, *flame blade*, *flaming sphere*, *produce flame*, *resist energy*, *spark* (lesser); Craft Staff, *communal resist energy*, *fire snake*, *wall of fire* (standard); Craft Staff, *contagious flame*, *fire storm*, *sirocco* (greater); **Cost** 19,800 gp (lesser), 45,000 gp (standard), 134,100 gp (greater)

The Staff of Flame as a minor artifact

The following history, suggested ritual for advancement, and means of destruction could help a GM who chooses to introduce the Staff of Flame as a minor artifact,

History

The creator of this staff was either a pyromancer or the ancient red dragon he served. While the staff is known as 'the devil's walking stick,' there is nothing inherently evil about the staff. Though most of its wielders have used its destructive powers to force obedience from entire villages, others have used it in the service of good. It was lost when it was taken on a mission to destroy the Hungry Jarl and his band of frost giants.

Suggested Ritual

The ritual required to bond with the staff can only be carried out in an environment of intense heat such as that capable of causing 4d6 points fire damage each round. The ritual takes three minutes to complete.

Destruction

Draining the staff of all its charges and then subjecting it to 120 points of cold damage destroys the staff.

Malitia, Staff of Mischief

Aura moderate varied (lesser), strong varied (standard and greater); CL 8th (lesser), 13th (standard), 16th (greater)

Slot none; Price 14,800 gp (lesser), 111,800 gp (standard), 310,400 gp (greater); Weight 5 lbs.

Description

This staff is made from blue elderberry wood, gems, crystals and glows with a garish light blue color.

The lesser version of this staff allows use of the following spells:

- *Beguiling gift* (Advanced Player's Guide) (1 charge)
- *Confusion, lesser* (1 charge)
- *Unnatural lust* (Ultimate Magic) (1 charge) The standard version of this staff allows use of the
- following additional spells:
 - Confusion (1 charge)
 - Jester's Jaunt (Advanced Player's Guide) (1 charge)
 - *Mad monkeys* (Ultimate Magic) (1 charge)
 - *Envious urge* (Ultimate Magic) (1 charge)
 - *Bard's Escape* (Advanced Player's Guide) (2 charges)
 - *Mislead* (2 charges)

The greater version of this staff allows use of the following additional spells:

- Fool's Forbiddance (Advanced Player's Guide) (1 charge)
- Irresistible Dance (1 charge)
- Pied Piping (Advanced Player's Guide) (1 charge)

Construction Requirements Craft Staff, beguiling gift, lesser confusion, unnatural lust (lesser); Craft Staff, bard's escape, confusion, envious urge, jester's jaunt, mad monkeys, mislead (standard); Craft Staff, fool's forbiddance, irresistible dance, pied piping (greater); Cost 7,200 gp (lesser), 55,900 gp (standard), 155,200 gp (greater)

Malitia as a minor artifact

The following history, suggested ritual for advancement, and means of destruction could help a GM who chooses to introduce Malitia as a minor artifact,

History

Before Jamar Zain became a poet in the Court of Tamar, he was a jester in the lesser House of Avik. He created this staff to sow confusion and chaos among those he envied in the palace. The staff survived the sudden and well-deserved death of the impish Zain and was wielded by a series of similarly short-lived scoundrels. It did not become truly powerful though until the half-fiend clown Makma carried it to the abyss where it exchanged hands many times and grew in power.

Suggested Ritual

Only a handful of very clever de*mons know the ritual Makma used to extend the staff's power. Getting them to share this secret could be difficult.

Destruction

Sundering the staff with an axiomatic or other lawfully-aligned weapon destroys it.

Stonecaster

Aura moderate transmutation [earth] (lesser), strong transmutation [earth] (standard and greater); CL 8th (lesser), 12th (standard), 15th (greater)

Slot none; Price 44,800 gp (lesser), 225,600 gp (standard), 450,000 gp (greater); Weight 8 lbs. Description

This staff is made from petrified wood.

The lesser version of this staff allows use of the following spells:

- Expeditious excavation (Advanced Player's Guide) (1 charge)
- Stone fist (Advanced Player's Guide) (1 charge)
- Magic stone (1 charge)
- Soften earth and stone (1 charge)
- Stone call (1 charge)
- *Stone shape* (1 charge)

The standard version of this staff allows use of the following additional spells:

- *Meld into stone (1 charge)*
- Spike stones (1 charge)
- Stoneskin (1 charge)



- Stone tell (1 charge)
- Wall of stone (1 charge)

The greater version of this staff allows use of the following additional spells:

Changestaff (1 charge)

The treant created using the *changestaff* spell has the appearance of petrified wood and gains the effects of the spell stoneskin.

• *Earthquake* (1 charge)

Construction Requirements Craft Staff, expeditious excavation, magic stone, soften earth and stone, stone call, stone fist, stone shape (lesser); Craft Staff, meld into stone, spike stones, stone tell, stoneskin, wall of stone (standard); Craft Staff, *changestaff*, *earthquake* (greater); **Cost** 22,400 gp (lesser), 112,800 gp (standard), 225,000 gp (greater)

Stonecaster as a minor artifact

The following history, suggested ritual for advancement, and means of destruction could help a GM who chooses to introduce Stonecaster as a minor artifact,

History

Before they discovered the secrets of the written word, the forge, and the sword, the first shamans drew upon the hardness of the stone to protect their fragile clans. This staff is older than the arcane. Stonecaster has lain under the earth for most of its long existence.

Suggested Ritual

The final step in the ritual to unleash the potential of Stonecaster requires travelling deep beneath the earth.

Destruction

If the staff is ever broken or its rightful bearer is slain, the staff transforms into a petrified treant and seeks out an isolated cavern before turning back into a staff. If that treant is prevented from reaching a rocky resting place, it cannot turn back into a staff. Feeding stonecaster to a xorn would destroy it.

Wormrot Staff

Aura moderate necromancy [disease, evil] (lesser and standard), strong necromancy [disease, evil] (greater); **CL** 8th (lesser), 11th (standard), 14th (greater)

Slot none; **Price** 64,000 gp (lesser), 176,000 gp (standard), 260,148 gp (greater); **Weight** 5 lbs. **Description**

This staff is made from half-rotted wood with insects crawling in and out of it. Despite its spongy appearance, the staff is as solid as sturdy wood.

If the wormrot staff lies under ground for a full year, then the ground for a 1-mile radius around its burial spot becomes blighted as the spell *cursed earth*.

The lesser version of this staff allows use of the following spells:

- Contagion (1 charge)
- Excruciating deformation (1 charge)
- *Fleshworm infestation* (1 charge)
- *Touch of slime* (1 charge)

The standard version of this staff allows use of the following additional spells:

- Absorb toxicity (1 charge)
- *Plaque carrier* (1 charge)
- Greater contagion (1 charge)

The greater version of this staff allows use of the following additional spells:

- *Epidemic* (1 charge)
- *Control weather* (2 charges)

Construction Requirements Craft Staff, contagion, excruciating deformation, fleshworm infestation, touch of slime (lesser); Craft Staff, absorb toxicity, greater contagion, plague carrier (standard); Craft Staff, control weather, epidemic (greater); **Cost** 32,000 gp (lesser), 68,000 gp (standard), 130,074 gp (greater)

Wormrot as a minor artifact

The following history, suggested ritual for advancement, and means of destruction could help a GM who chooses to introduce Wormrot as a minor artifact,

History

The Maurdak of the Estrie intended for this to be a staff of healing but the wood was infested, already eaten from the inside. Discarded but not destroyed, the aura of unfinished magic still lingered on the staff when the Maurdak's rivals found it. These enemies finished the preparation of the staff and filled it with spells that could be used against the Royal children. They left the staff, still resonating with the distinct aura of the Maurdak's own magic, where the King's advisors could find it, ensuring suspicion would fall on the Maurdak.

Suggested Ritual

Wormrot feeds on disease. To properly unleash the latent potential of Wormrot, the caster should infect themselves with horrific diseases.

Destruction

If Wormrot is given to a newborn child destined to be a great monk (20th level) it becomes a flawless and uncontaminated piece of wood.

Major Artifacts

Staff of the Necromancer Pharoah

Aura strong; CL 30th Slot none; Weight 25lbs.

History

The Necromancer Pharoah of the Land of Tombs created this staff from a single piece of onyx. When Nukramajin gathered around him armies of the undead, he held this staff in his hand. When he ordered his armies to walk through the river Saghir to the lands of the living, it was with this staff he pointed. When Nukramajin took his own life, he placed a piece of his essence within this staff.

This staff is one part of the cunning phylactery created by Nukramajin. By distributing his essence among five of his most powerful magical devices and ordering his cultists to secret away these in different locations around the Land of Tombs, Nukramajin baffled those who would prevent his return. As of yet, no treasure seeker or cultist has managed to gather the five parts of this distributed phylactery. When they do, Nukramajin will rule again and the armies of the undead will surge over the cities of the living.

Description

This heavy staff is 6 ft. tall and made of onyx with silver spiraling up the outside. It allows the use of the following spells:

- *Desecrate* (1 charge)
- *Command undead* (1 charge)
- Undead anatomy I (Ultimate Magic) (1 charge)
- Animate dead (1 charge)
- Create undead (1 charge)
- *Create greater undead* (2 charges)
- *Energy drain* (1 charge)

If the Staff of the Necromancer Pharoah is brought within 30 ft. of the four other parts of the distributed phylactery, the staff releases the shard of Nukramajin's essence. The staff then tugs upon the soul of the next living creature who touches it as the spell *trap the soul*.

Destruction

The staff must be shattered into four pieces. Each piece must be accepted by the ruler of a different demiplane.

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