

The Genius Guide to: Apeiron Staves



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Just what are apeiron staves? Simply put, they are to spellcasters what a magic sword is to a fighter. They are weapons of war used by the magically inclined to blast away that which ails them. Where the swordmaster passes down his blade to his favorite student, so too does the master wizard pass his apeiron staff down to his star apprentice.

Apeiron staves are magical implements whose most basic function can be used without draining their magical reserves. While they are staff shaped, are magical, and have charges, that is where the comparison between an apeiron staff and a regular magical staff ends. Apeiron staves do not cast spells, but rather offer a number of augmentations to their basic effect. These augmentations do drain a separate reservoir, but even when this pool is empty, the apeiron staff can still be activated to use its basic effect.

While most apeiron staves are offensively oriented, a fair number also exist to assist your allies. No longer shall a support character be faced with the question of what to do on some rounds. They can help give orders to their allies, boost their offensive capabilities, lift the burdens ailing their compatriots, and much more.

THE WORD APEIRON

In our world, the word apeiron (pronounced a-pay-ron) is Ancient Greek for “infinite” or “unlimited”, or more literally “without limit” or “without end”. Previously it’s been used by the 6th century B.C. Greek natural philosopher Anaximander in his response to the Pre-Socratic natural philosophers of that age who were debating which element, Earth, Wind, Air, or Fire, was the basis of reality. Anaximander proposed that the basis of reality was actually the apeiron, or the infinite, and attributed a divine-like aspect to it. Much like how these staves create magic, creation sprung forth from

the apeiron. The name “apeiron staves” is thus appropriate for a type of magical staff that can continuously create a basic magic effect.

WHY APEIRON STAVES?

In the core rules, staves are treated as “spells-in-a-can” – a delivery mechanism for a specific number of abilities the user likely already possesses. Yes, they let you create impressive effects, but at the end of the day they are simply a different way to cast a spell. We already have potions, wands, scrolls, and a multitude of command-word items to do this. Why should the vast majority of magic item categories simply be different ways to cast a spell? That’s where apeiron staves come in.

WON’T THESE MAKE CERTAIN SPELLS OBSOLETE?

Yes... and no. While it’s true *scorching ray* loses much of its oomph when you can do similar damage all day with an apeiron staff, the same is true of a longsword making unarmed combat irrelevant. Adding these staves to a campaign allows a spellcaster to expend one resource (gold) to save another (common offensive spells). This opens up possibilities for selecting, and using, more interesting spells with spell slots that would normally be used to give the player some offensive capability. Cantrips, for example, will be used for more utilitarian purposes rather than ensuring the wizard could always do some minor offensive damage in combat.

DESCRIPTION OF APEIRON STAVES

Apeiron staves are command-word items that anyone with a caster level equal to or greater than the staff’s caster level may activate.

PHYSICAL DESCRIPTION: These generally appear like other magical staves, ranging from four to seven feet in length and usually made of wood.

ACTIVATION: Activating an apeiron staff is a standard action, unless the effect or augmentation being used specifies otherwise.

SPECIAL QUALITIES: Roll d%. A 01-30 result indicates that something (a design, inscription, or the like) provides some clue to the apeiron staff’s function, and a 31-100 indicates no special qualities.

Each apeiron staff has a maximum of 20 charges. Activating the staff does not use up a charge unless you are augmenting the effect. Each day the apeiron staff regains one charge automatically. Each morning, when a spellcaster prepares spells or regains spell slots, he can also imbue an apeiron staff with a portion of his power. By sacrificing one prepared spell or spell slot, the spellcaster may add a number of charges equal to the

THE DESIGN PHILOSOPHY BEHIND APEIRON STAVES

Apeiron staves can change the way spellcasters act in combat, which is a fairly major shift of tactics and resources. To ensure that these changes don’t also change game balance, a number of design decisions made to keep these balanced while still being worthwhile to use.

The first decision was to ensure that these do not marginalize martial characters. When a spellcaster can tear the world apart and change reality to suit their desires with but a word, *and* can consistently deal as much damage as a martial character with a magical item, then the item is not balanced. To this end, the damage was chosen to ensure that by the time a spellcaster can reasonably afford an apeiron staff its unlimited function is useful, but not as effective as the primary attack of a martial character of the same level.

The second decision was to require attacks made with apeiron staves a standard action to use, rather than allow a full-attack like one could with a normal weapon. This provides a more consistent basis with which to compare the staves to other weapons, and also helps keep the damage in check.

Since not all apeiron staves are used for dealing damage, we also had to create a set of design guides to keep utility-based apeiron staves on par with their damage-dealing counterparts. First and foremost, there will be no unlimited healing or restoration abilities (staves should not make spells like *lesser restoration* useless). Second decision was that all bonuses granted by the basic effects should be circumstance bonuses (just like most tools and kits), so that they’ll stack with most spells, but not with other tools (or each other).

spell level of the sacrificed spell or spell slot. The spellcaster may only add charges to one apeiron staff per day, although each staff regains a charge automatically as usual.

Like regular staves, apeiron staves may be taken as bonded objects by wizards able to acquire such a staff.

The effective spell level, when relevant, of these effects is equal to the maximum spell level a wizard of the staff's caster level can cast. For example, the spell level of an effect from a staff with a caster level of 3 would be 2.

Below are explanations of the traits that an individual apeiron staff possesses.

NAME: The name of the apeiron staff.

PRICE: The base price of the apeiron staff.

CASTER LEVEL: The caster level of the apeiron staff

DESCRIPTION: A physical description of the staff.

EFFECT: The effect that an apeiron staff has. This effect can be produced an unlimited amount of times. These effects are treated as spell-like abilities (and are affected by spell resistance). For all effects related to activating the staff or augmentations, the spellcaster uses their own caster level (and all relevant modifiers) instead of the staff's. This includes caster level dependent effects and caster level checks to overcome spell resistance.

Unless otherwise noted, the energy created by these staves is too ephemeral to cause lasting effects such as starting fires or creating ice from water. The effects may also target unattended objects.

If the target is not affected by the staff, applicable augmentations can still affect them.

SPECIAL: Anything special about this staff. If there is nothing special about the staff, this section is omitted.

AUGMENTATIONS: Additional effects that can be added to the base effect at the cost of charges. In general, only two augmentations can be added to the base effect per activation. If this is not the case, this section will make note of that. Adding an augmentation takes no action, but must be done at the time the staff is activated (you cannot add an augmentation to an ongoing effect). Unless otherwise noted, an augmentation can only be added once per activation. Adding an augmentation multiple times incurs the charge cost for each time. You choose the order in which the augmentations take effect. If an augmentation changes the possible target(s), then any other augmentation also affects those targets. Augmentations last only as long as the staff's base effect.

SACRIFICIAL POWER: Most staves offer special abilities when you sacrifice a prepared spell or spell slot as part of activating the staff, and those abilities are listed here. Any creature with spells or spell slots able to use an apeiron staff may also sacrifice spells for these additional effects.



REQUIREMENTS: The requirements to craft the apeiron staff. Craft Staff counts as Craft Apeiron Staff for the purposes of making apeiron staves. Requirements marked with an * can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*, those marked with ** can be found in *Pathfinder Roleplaying Game: Ultimate Magic*, and those marked with *** can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

COST: The cost to craft the apeiron staff.

APEIRON STAVES

APEIRON STAFF OF DEFENSES

SLOT none; **PRICE** 9,780 gp; **CL** 7th

DESCRIPTION

This staff is roughly six feet long, and made of polished white wood. A silver cap is fitted to the bottom, while the head of the staff splits into several tendrils, which are woven into a complex rune.

EFFECT

Upon activation, you grant one ally within close range (25 ft. + 5 ft./ 2 caster levels) a +1 circumstance bonus to AC and CMD for one round.

AUGMENTATIONS

AURA OF PROTECTION: A second ally within 10 feet of your target is also affected by the effect. (1 charge)

HAZY: The target of the effect is treated as if under the effect of *blur* for one round. (2 charges)

SAVING GRACE: You grant the target of the effect a +2 circumstance bonus to saving throws for one round. (1 charge)

SACRIFICIAL POWER

Allies affected by the staff gain a dodge bonus to avoid attacks of opportunities equal to the level of the spell sacrificed. This bonus lasts for one round.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *blur*, *shield*, *shield other*; **COST** 4,890

APEIRON STAFF OF FORCE, BEGINNER'S

SLOT none; **PRICE** 1,500 gp; **CL** 1st

DESCRIPTION

This staff is seven feet long, and only a single inch in diameter. It is made from a single, long shard of smoky quartz.

EFFECT

When activating this staff, you deal 1d3 points of force damage to a target within close range (25 ft. + 5 ft./2 caster levels). You do not make a ranged touch attack. This is a force effect. This bolt of force counts as *magic missile* for purposes of interaction with spells, feats, items, and abilities. You must wait 1d2 rounds following the current round before using this staff again.

AUGMENTATIONS

Only one augmentation can be used per activation.

FORCED RECHARGE: You activate the staff even if its recharge has not ended. (3 Charges)

POWERFUL BOLT: The bolt of force does an additional amount of force damage equal to the modifier for your ability score that determines bonus spells. (2 charges)

SACRIFICIAL POWER

None.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, caster level 3, *magic missile*; **COST** 750 gp

APEIRON STAFF OF FORCE, LESSER

SLOT none; **PRICE** 3,570 gp; **CL** 5th

DESCRIPTION

This staff is seven feet long, and only a single inch in diameter. It is made from a single, long shard of clear quartz, with imperfections that look like little stars scattered throughout its length.

EFFECT

When activating this staff, you deal 1d4 + your caster level points of force damage to a target within close range (25 ft. + 5 ft./2 caster levels). You do not make a ranged touch attack. This is a force effect. This bolt of force counts as *magic missile* for purposes of interaction with spells, feats, items, and abilities. You must wait one round following the current round before using this staff again.

AUGMENTATIONS

Only one augmentation can be used per activation.

FORCED RECHARGE: You activate the staff even if its recharge has not ended. (2 Charges)

POWERFUL BOLT: The bolt of force does an additional amount of force damage equal to the modifier for your ability score that determines bonus spells. (2 charges)

SPLIT BOLT: The staff can shoot at 2 enemies, instead of one. The bolts must strike different foes. Roll damage once, but apply its result to each enemy if they would be affected. (4 charges)

SACRIFICIAL POWER

Increase the range of the effect by 20 feet per level of the spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, caster level 5, *magic missile*; **Cost** 1,785 gp

APEIRON STAFF OF FORCE

SLOT none; **PRICE** 15,450 gp; **CL** 11th

DESCRIPTION

This staff is seven feet long, and an inch-and-a-half in diameter. It is made from a single, long shard of perfect quartz.

EFFECT

When activating this staff, you deal 2d4 + your caster level + your casting ability modifier force damage. The target of this must be within close range (25 ft. + 5 ft./2 caster levels). This bolt of force counts as *magic missile* for purposes of interaction with spells, feats, items, and abilities. You must wait one round following the current round before using this staff again.

AUGMENTATIONS

FORCED BURST: The enemy hit by the bolt of force and all creatures adjacent to the enemy are affected by the bolt of force. (4 charges)

FORCED RECHARGE: You activate the staff even if its recharge has not ended. (2 Charges)

FORCEFUL BOLT: The user may make a free bull rush attempt against the target of the bolt. The combat maneuver bonus for this is equal to the user's caster level plus their casting ability modifier. Any feats that modify bull rushes also modify this ability. (4 charges)

POWERFUL BOLT: The bolt of force does an additional amount of force damage equal to your casting ability modifier. This augmentation can be chosen more than once per use of the staff, up to three times. (1 charge)

SACRIFICIAL POWER

Increase the range of the effect by 40 feet per level of the spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, creator must be a wizard specializing in evocation, *force punch*, toppling *magic missile*; **Cost** 7,725 gp



APEIRON STAFF OF FORCE, GREATER

SLOT none; **PRICE** 159,730 gp; **CL** 18th

DESCRIPTION

This staff is seven feet long, and an inch-and-a-half in diameter. It is made from a single, long shard of perfect quartz with arcane runes etched along its length.

EFFECT

When activating this staff, you deal 5d4 + your caster level + your casting ability modifier force damage. The target of this must be within close range (25 ft. + 5 ft./2 caster levels). This bolt of force does not count as *magic missile* for purposes of interaction with spells, feats, items, and abilities.

AUGMENTATIONS

FORCED BURST: The enemy hit by the bolt of force and all creatures adjacent to the enemy are affected by the bolt of force. (2 charges)

FORCEFUL BOLT: The user may make a free bull rush attempt against the target of the bolt. The combat maneuver bonus for this is equal to the user's caster level plus their casting ability modifier. Any feats that modify bull rushes also modify this ability. (1 charge)

POWERFUL BOLT: The bolt of force does an additional amount of force damage equal to your casting ability modifier. This augmentation can be chosen more than once per use of the staff, up to three times. (1 charge)

TOPPLING BOLT: The user may make a free trip attempt against the target of the bolt. The combat maneuver bonus for this is equal to the

user's caster level plus their casting ability modifier. Any feats that modify trips also modify this ability. (2 charges)

SACRIFICIAL POWER

Increase the range of the effect by 100 feet per level of the spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *clenched fist*, creator must be a wizard specializing in evocation, *force punch*, *toppling* magic missile*; **Cost** 79,865 gp

APEIRON STAFF OF GLORY

SLOT none; **PRICE** 23,450 gp; **CL** 7th

DESCRIPTION

Looking more like a long club than a staff, this weapon is made of lacquered hardwood, is slightly less than six feet long and almost as big around as a man's wrist. Metal studs are placed evenly along its surface, and worn leather straps are wrapped around two midpoints of its length to act as convenient places to hold it in battle.

EFFECT

Upon activation, you grant one ally within close range (25 ft. + 5 ft./ 2 caster levels) a +2 circumstance bonus to attack and damage rolls, as well as CMB checks for one round.

AUGMENTATIONS

QUICKENING STRIKE: The target of the effect may make a one more attack of opportunity than he is normally allowed during his next turn. (1 charge)

ADVANTAGEOUS POSITIONING: The next time within the next round that the target finishes a full-attack action, as a swift action he may move up to half their speed that provokes as normal. (2 charge)

SMARTER, NOT HARDER: Any combat maneuver the target makes on his next round does not provoke attacks of opportunity. (1 charge)

PIERCE THE FOG OF WAR: For the next round, the target of the effect is treated as if possessing the Blind-Fight feat. (1 charge)

SACRIFICIAL POWER

Affected ally overcomes one point of damage reduction per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *fox's cunning*, *haste*; **Cost** 11,725 gp

APEIRON STAFF OF SOOTHING, LESSER

SLOT none; **PRICE** 1,050 gp; **CL** 3rd

DESCRIPTION

This staff is made of bright green wood, with just the outer layer of bark stripped off. Roughly five-and-a-half feet long its head is bent and carved to look like a winged snake, while the bottom of the staff tapers to a thin point.

EFFECT

Upon activation, the duration of a fatigued, shaken, or sickened condition affecting one ally within close range (25 ft. + 5 ft./2 caster levels) is reduced by 1 round. If the condition only has one round remaining, the effect ends. The same instance of a condition cannot have its duration reduced more than once by this effect.

AUGMENTATIONS

MINOR INVIGORATION: The target gains a +1 competence bonus to the next attack or combat maneuver roll they make in the next round. (2 charges)

MINOR HOPE: The target gains a +2 competence bonus to saving throws against effects that cause the condition your reduced the duration of. This bonus lasts for a number of rounds equal to the ability modifier that determines your bonus spells. (1 charge)

MINOR RESPITE: The target heals 1d6+1 hit points. (2 charges)

SACRIFICIAL POWER

Allies affected gain 1 temporary hit point per level of spell sacrificed. These disappear after a minute, if not used up sooner.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron staff, *cure light wounds*, *lesser restoration*; **Cost** 525 gp

APEIRON STAFF OF SOOTHING

SLOT none; **PRICE** 5,450 gp; **CL** 7th

DESCRIPTION

This staff is made of smooth, polished wood that has been lacquered a deep green. Roughly five feet long its head is shaped into two snakes that turn to face each other and simple glyphs of wings run its length, while the bottom of the staff tapers to a thin point.

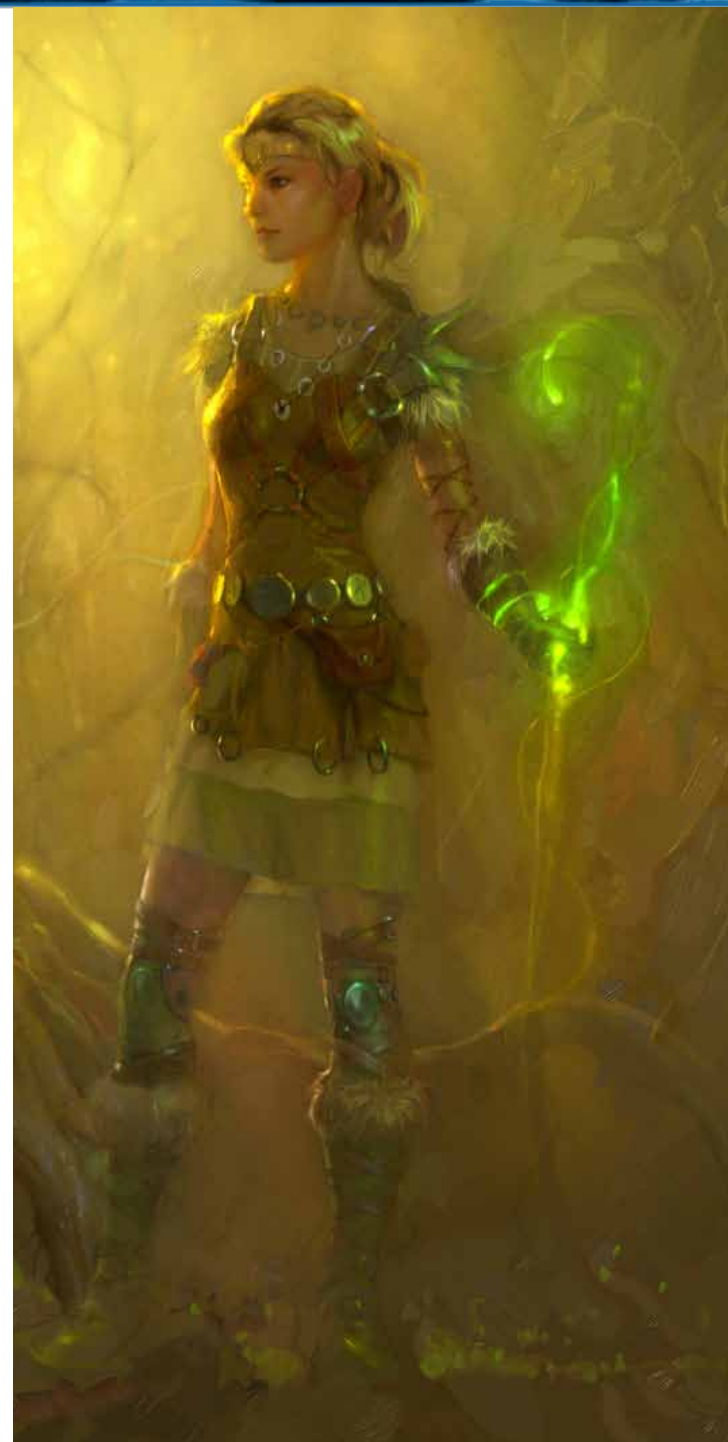
EFFECT

As the *minor staff of soothing*, except it also affects the dazed, deafened, nauseated, sickened, and staggered conditions. In addition, the duration is reduced by 2 rounds.

AUGMENTATIONS

INVIGORATION: The target gains a +1 competence bonus to all attack and combat maneuver rolls for one round. (2 charges)

HOPE: The target gains a +4 competence bonus to saving throws against effects that cause the condition your reduced the duration of. This bonus lasts for a number of rounds equal to the ability modifier that determines your bonus spells. (1 charge)



MINOR RESPITE: The target heals 2d6 plus the ability modifier that determines your bonus spells. (3 charges)

SACRIFICIAL POWER

Allies affected gain 2 temporary hit points per level of spell sacrificed. These disappear after a minute, if not used up sooner.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron staff, *cure serious wounds, restoration*; **Cost** 2,725 gp

APEIRON STAFF OF SOOTHING, GREATER

SLOT none; **PRICE** 20,540 gp; **CL** 12th

DESCRIPTION

This four-and-a-half foot long staff is made of smooth, polished wood that has been lacquered a dark green. Its entire length has been finely carved, giving the appearance of a two-headed, winged snake, with the heads facing each other and the wings tucked close to the body.

EFFECT

As the *staff of soothing*, except it also affects blinded, paralyzed, and stunned conditions.

AUGMENTATIONS

BLESSING FOR THE MANY: All allies within 20 feet of the target are affected by the effect. (2 charges)

INVIGORATION: The target gains a +2 circumstance bonus on attack, combat maneuver, and damage rolls for one round. (2 charges)

HOPE: The target gains a +4 competence bonus to saving throws against effects that cause the condition your reduced the duration of. This bonus lasts for a number of rounds equal to the ability modifier that determines your bonus spells. (1 charge)

RESPITE: The target heals 2d6 plus the ability modifier that determines your bonus spells. (2 charges)

SACRIFICIAL POWER

Allies affected gain 3 temporary hit points per level of spell sacrificed. These disappear after a minute, if not used up sooner.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron staff, *heal, restoration*; **Cost** 10,270 gp

APEIRON STAFF OF THE SPECTRAL HERO

SLOT none; **PRICE** 56,000 gp; **CL** 11th

DESCRIPTION

This cast iron staff is five feet long and has the appearance of an elongated, impossibly thin soldier.

EFFECT

You summon a spectral hero at a location within 50 feet. Treat the spectral hero as *spiritual ally*. (*Pathfinder Roleplaying Game: Advanced Player's Guide*), except as noted below. The spectral ally uses a greatsword's critical threat range and multiplier. Its attack bonus is equal to your caster level. It is limited to normal ground movement

(though its speed is unchanged). It can be harmed by physical attacks and has a base AC of 10. It possesses a deflection bonus to AC equal to 2 + the ability modifier that determines your bonus spells and a number of hit points equal to 3 times your caster level. It lasts for a number of rounds equal to you the modifier of the ability score that determines your bonus spells. The spectral hero acts immediately after summoned, and always acts on your turn.

SPECIAL: If the staff is activated again, any previously summoned spectral hero is destroyed. Unlike normal augmentations, the augmentations for this staff affect the behavior of an already summoned spectral hero. As a standard action, the spellcaster may apply a number of augmentations, up to the normal limit. The spectral hero must remain within 100 feet of you, or it is automatically dispelled.

AUGMENTATIONS

GUARDED HERO: The spectral hero gains a +4 dodge bonus to AC for 1 round. (1 charge)

GHASTLY SHOW: Instead of making the spectral hero make attacks this round, you may attempt to Intimidate all enemies within 30 feet of the spectral hero, as if he were using the Dazzling Display feat and your Intimidate bonus. (1 charge)

INSIGHTFUL STRIKES: Add half of your caster level to all damage the spectral hero deals this round. (1 charge)

POWERFUL ATTACK: The spectral hero's attacks are modified as if by Power Attack for one round. For the purposes of Power Attack, treat the spectral hero's weapon as a greatsword. (1 charge)

GHOSTLY VOLLEY: Instead of a greatsword as his weapon, the spectral hero uses a longbow for this round. If used in conjunction with the Powerful Attack augmentation, the spectral hero's attacks are modified with Deadly Aim instead of Power Attack. (1 charge)

SACRIFICIAL POWER

Every damage roll the spectral hero makes gains a bonus equal to the level of the spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *fear*, *true strike*, *spiritual ally*; **Cost** 28,000 gp

BEGINNER'S APEIRON STAFF

SLOT none; **PRICE** 350 gp; **CL** 1st

DESCRIPTION

The *beginner's apeiron staff* is a five foot length of smooth oak wood, topped with a crystal orb 2 inches in diameter.

EFFECT

This staff causes a *prestidigitation* effect to occur wherever you desire within close range (25 ft. + 5 ft./2 caster levels).

SPECIAL: Any *light* spell cast on the staff's orb has double the normal radius.

AUGMENTATIONS

MAGICAL OVERLOAD: Instead of *prestidigitation*, the staff can be used to create any other cantrip or orison you know. (1 charge)

SACRIFICIAL POWER

None.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *prestidigitation*; **Cost** 175 gp

BLAZE STAFF, LESSER

SLOT none; **PRICE** 2,530 gp; **CL** 3rd

DESCRIPTION

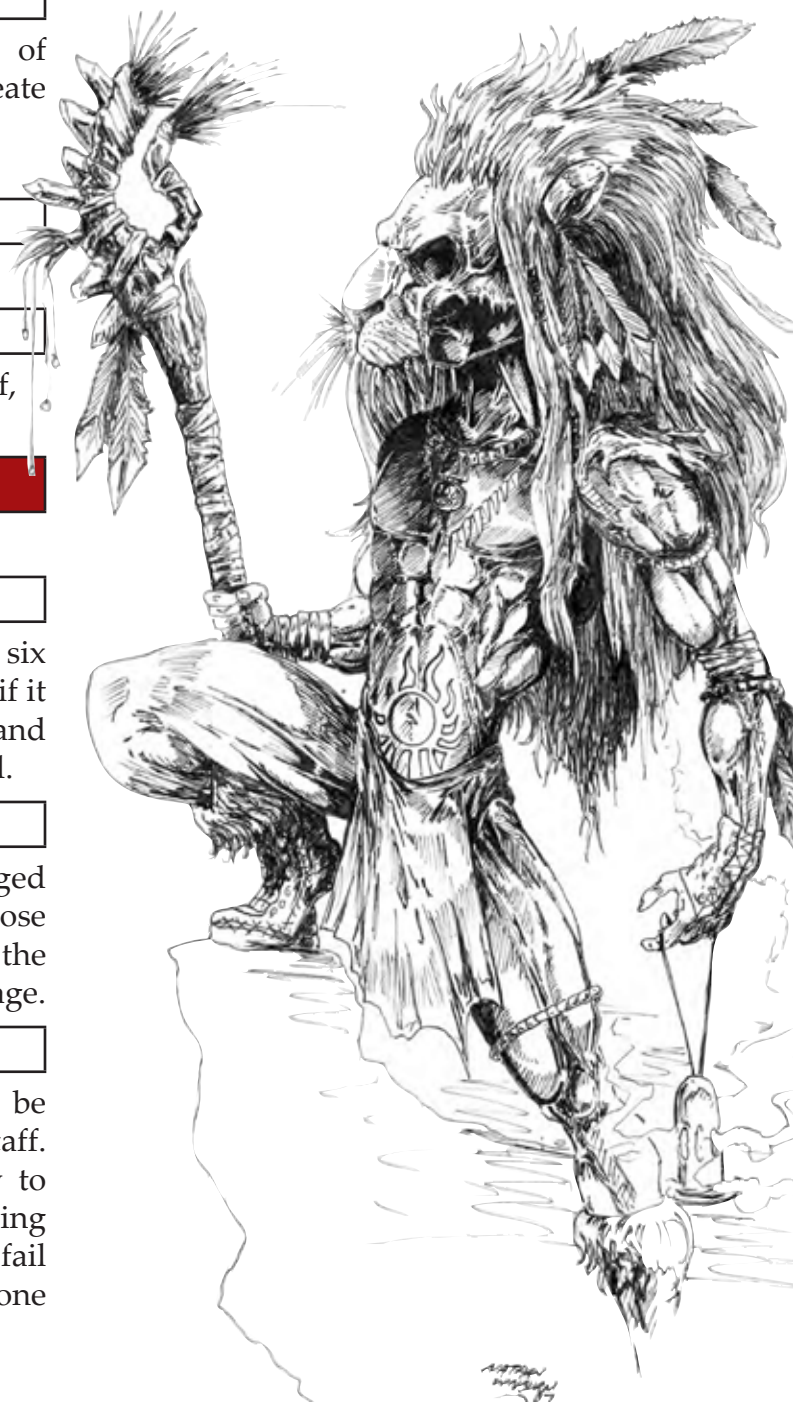
This twisted, gnarled wooden staff is six feet long, though it would be seven feet if it was straight. The dark wood is charred and blackened, but also smooth and polished.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 1d8 fire damage.

AUGMENTATIONS

DAZZLING FLARE: Your target may be dazzled by the flares produced by this staff. They receive a Fortitude saving throw to avoid being dazzled. The DC of this saving throw is 10 + 1/2 your caster level. If they fail the saving throw, they are dazzled for one minute. (1 charge)



POWERFUL FLARE: You may add the modifier of the ability score that determines your bonus spells to the damage roll. (2 charges)

SACRIFICIAL POWER

The attack deals an additional 1d8 fire damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *flare*, *scorching ray*; **Cost** 1,165 gp

BLAZE STAFF

SLOT none; **PRICE** 12,230 gp; **CL** 9th

DESCRIPTION

This twisted, gnarled wooden staff is six feet long, though it would be seven feet if it was straight. The dark wood is charred and blackened, and long cracks in its length glow as if the interior was still burning charcoal, despite being cool to the touch.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 2d8 fire damage.

AUGMENTATIONS

BURN LIKE A TORCH: Your target may catch fire. Instead of the normal DC to avoid catching fire, they receive a Reflex saving throw against a DC of 10 + 1/2 your caster level. If they fail their saving throw, they catch fire for 1d2+1 rounds. While on fire, they also shed light as a torch. See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on catching on fire. (3 charges)

DAZZLING FLARE: Your target may be dazzled by the flares produced by this staff. They receive a Fortitude saving throw to avoid being dazzled. The DC of this saving throw is 10 + 1/2 your caster level. If they fail the saving throw, they are dazzled for one minute. (1 charge)

FIRE STORM: Select one square that the target is in. If the attack hits your target, all creatures adjacent to that square must make a Reflex save (DC 10 + 1/2 your caster level) or take half the fire damage. Other augmentations do not affect these targets. Each target takes the fire damage only once. (2 charges)

POWERFUL FLARE: You may add the modifier of the ability score that determines your bonus spells to the damage roll. (1 charge)

VOLCANIC BOMB: The projectile of the staff takes the form of a volcanic bomb, dealing an additional 2d6 points of bludgeoning damage. If the touch attack hits, the bomb bursts into smoke. If it misses, use the missed splash weapon rules to determine where the volcanic bomb lands. This square is affected by the smoke, but not the damage from the volcanic bomb or the effect of the apeiron staff. See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on the effects of smoke. This lasts for 2 rounds. (2 charges)

SACRIFICIAL POWER

The attack deals an additional 1d8 fire damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *flare*, *fireball*, *pyrotechnics*, *scorching ray*; **Cost** 6,115 gp



BLAZE STAFF, MAJOR

SLOT none; PRICE 128,230 gp; CL 16th

DESCRIPTION

This twisted, gnarled wooden staff is six feet long, though it would be seven feet if it was straight. The dark wood is charred and blackened, with long cracks in its length glow as if the interior was still burning charcoal. Though cool to the touch the staff smells slightly of charred wood, and a thin tendril of smoke constantly curls off the head of the staff.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes fire damage equal to 4d8.

AUGMENTATIONS

BURN LIKE A TORCH: Your target may catch fire. Instead of the normal DC to avoid catching fire, they receive a Reflex saving throw against a DC of 10 + 1/2 your caster level. If they fail their saving throw, they catch fire until extinguished. While on fire, they also shed light as a torch. See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on catching on fire. (2 charges)

DAZZLING FLARE: Your target may be dazzled by the flares produced by this staff. They receive a Fortitude saving throw to avoid being dazzled. The DC of this saving throw is 10 + 1/2 your caster level. If they fail the saving throw, they are dazzled for one minute. (1 charge)

FIRE STORM: Select one square that the target is in. If the attack hits your target, all creatures adjacent to that square must make a Reflex save (DC 10 + 1/2 your caster level) or take half the fire damage. Other augmentations do not affect these targets. Each target takes the fire damage only once. (2 charges)

VOLCANIC BOMB: The projectile of the staff takes the form of a volcanic bomb, dealing an additional 4d6 points of bludgeoning damage. If the touch attack hits, the bomb bursts into smoke. If it misses, use the missed splash weapon rules to determine where the volcanic bomb lands. This square is affected by the smoke, but not the damage from the volcanic bomb or the effect of the apeiron staff. See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on the effects of smoke. This lasts for 2 rounds. (2 charges)

SACRIFICIAL POWER

The attack deals an additional 1d8 fire damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *flare*, *fireball*, *hungry pit*, *incendiary cloud*, *pyrotechnics*, *scorching ray*; **Cost** 64,115 gp



CAUSTIC STAFF, LESSER

SLOT none; **PRICE** 2,530 gp; **CL** 3rd

DESCRIPTION

This staff is a six-foot-long, hollow tube of copper with a stylized dragon's mouth around the opening at one end.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 1d4 acid damage.

AUGMENTATIONS

NOXIOUS FUMES: The target of the effect must make a Fortitude save or be sickened for one round. The DC of this save is 10 + 1/2 your caster level. (1 charge)

RESIDUAL ACID: The target of the effect takes additional acid damage equal to half the original damage on their next turn. (3 charges)

SACRIFICIAL POWER

The attack deals an additional 1d4 acid damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *acid splash*; **Cost** 1,165 gp

CAUSTIC STAFF

SLOT none; **PRICE** 12,230 gp; **CL** 9th

DESCRIPTION

This staff is a six-foot-long, hollow tube of copper with a stylized dragon's mouth around the opening at one end. The copper is dark green at each end of the staff, and light green near the middle.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 3d4 acid damage.

AUGMENTATIONS

ACID BURST: Select one square that the target is in. All creatures adjacent to that square are affected by the effect if it hits the original target. Each creature receives their own saving throw if the effect or an augmentation requires one. Damage and augmentations only affect the creatures once. (2 charges)

CORROSIVE: The damage dealt is treated as ongoing damage for the next round, for purposes of spellcasting and concentration checks. (2 charges)

NOXIOUS FUMES: The target of the effect must make a Fortitude save or be sickened for 1d2 rounds. The DC of this save is 10 + 1/2 your caster level. (1 charge)

RESIDUAL ACID: The target of the effect takes additional acid damage equal to half the original damage on their next turn. (2 charges)

SACRIFICIAL POWER

The attack deals an additional 1d4 acid damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *acid arrow*, *acid splash*, *acidic spray***;**Cost** 6,115 gp

CAUSTIC STAFF, MAJOR

SLOT none; **PRICE** 128,230 gp; **CL** 16th

DESCRIPTION

This staff is a six-foot-long, hollow tube of copper with a stylized dragon's mouth around the opening at one end. Heavy calcification is built up at both ends of the staff, and the middle is heavily tarnished. A slight scent of bleach accompanies the staff at all times.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 5d4 acid damage.

AUGMENTATIONS

ACID BURST: Rather than a specific target, the effect targets all creatures in a 20-foot-burst. Make one attack roll, and compare it to each creature's touch AC. (1 charge)

ACIDIC VEIL: The target of the effect must make a Reflex saving throw or be blinded for 1d4+1 rounds. The DC of this save is 10 + 1/2 your caster level. (2 charges)

CORROSIVE: The damage dealt is treated as ongoing damage for the next round, for purposes of spellcasting and concentration checks. (1 charge)

NOXIOUS FUMES: The target of the effect must make a Fortitude save or be sickened for 1d4 rounds. The DC of this save is 10 + 1/2 your caster level. (1 charge)

RESIDUAL ACID: The target of the effect takes additional acid damage equal to half the original damage on their next turn. (1 charge)

SACRIFICIAL POWER

The attack deals an additional 1d4 acid damage per level of spell sacrificed.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *acid arrow*, *acid splash*, *acidic spray***, *caustic eruption***; **Cost** 64,115 gp

COMMANDER'S APEIRON STAFF

SLOT none; **PRICE** 20,340 gp; **CL** 9th

DESCRIPTION

This simple wooden staff has a golden cap at the bottom, and a golden disc as a headpiece. If the wielder has a symbol or heraldry, or works for an organization or nation with such an identifying symbol, the disc displays the appropriate symbol of the wielder's choice.

EFFECT

Upon activation, choose one 5-foot square within close range (25 ft. + 5 ft./2 caster levels). This square glows with a dull light, but not enough to illuminate the area. Any ally who enters the designated square (even if simply

as a part of its normal move) gains a +2 circumstance bonus on attack rolls and a +1 circumstance bonus on saving throws. These bonuses last for one round. The square magic infusing the square lasts until the beginning of your next turn.

AUGMENTATIONS

ACTION ORDER: One ally within close range (25 ft. + 5 ft./2 caster levels) may immediately take a move or swift action. This does not count against their normal limit of actions per round. They cannot use this action to activate a spell-like ability or cast a spell. (4 charges)

EXPANDED RALLY POINT: Instead of designating a single 5-foot square, you designate a 15-foot by 15-foot block of squares. (4 charges)

HEARTEN: Any ally who passes through the designated square gains DR 3/-- for one round. (2 charges)

SACRIFICIAL POWER

A number of allies equal to the level of the spell sacrificed gain a 10-foot circumstance bonus to their base speed. This bonus lasts for one round per level of the spell sacrificed. These allies must be within close range to you, but need not enter the designated square.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *haste*, *tactical acumen****; **Cost** 10,170 gp



RIME STAFF, LESSER

SLOT none; PRICE 2,030; CL 3rd

DESCRIPTION

This staff is a dull grey column of rock six feet long, though it weighs only as much as a wooden staff.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes cold damage equal to 1d3 + the modifier of the ability that determines your bonus spells.

AUGMENTATIONS

ICY: One five-foot square that the target is a part of becomes difficult terrain as ice forms underneath the target. In addition to being difficult terrain, the DC of any Acrobatics checks occurring in the square increases by +5. This ice lasts for a minute. (1 charge)

SHATTERING COLD: When hit by the effect, the target must make a Will save (DC 10 + 1/2 caster level) or 1 random liquid in his possession freezes and shatters. (2 charges)

SACRIFICIAL POWER

The staff deals an additional 2d3 cold damage per level of the spell sacrificed. For every two levels of the spell sacrificed, the DC of any saving throw required by an effect from the staff increases by +1.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *ray of frost*; Cost 1,015 gp

RIME STAFF

SLOT none; PRICE 12,230 gp; CL 9th

DESCRIPTION

This staff is a dull white column of marble with veins of silver. It is six feet long, though it weighs only as much as a wooden staff.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 4d3 cold damage.

AUGMENTATIONS

ICE STORM: Rather than a specific target, the effect targets all creatures in a 20-foot-burst. Make one attack roll, and compare it to each creature's touch AC. In addition, treat all squares within the area as under the effects of a *fog cloud*, which lasts for 1 round per 2d3 of ice damage dealt. (3 charges)

ICY: A five-foot diameter that includes an area occupied by the target becomes difficult terrain as ice forms underneath the target. In addition to being difficult terrain, the DC of any Acrobatics checks occurring in the square increases by +5. This ice lasts for 1d4 minutes. (1 charge)

NUMBING COLD: The target must make a Fortitude save or be slowed, as the spell *slow*, for one round. The DC of the save is equal to 10 + 1/2 your caster level. (3 charges)

SHATTERING COLD: When hit by the effect, the target must make a Will save (DC 10 + 1/2 caster level) or 1 random liquid in his possession freezes and shatters. (2 charges)

SACRIFICIAL POWER

The staff deals an additional 2d3 cold damage per level of the spell sacrificed. For every two levels of the spell sacrificed, the DC of any saving throw required by an effect from the staff increases by +1.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *ray of frost*, *sleet storm*; Cost 6,115 gp

RIME STAFF, MAJOR

SLOT none; PRICE 128,230 gp; CL 16th

DESCRIPTION

This staff is a bright white column of marble with veins of silver and flecks of sapphire. Frost forms on its length, regardless of the ambient temperature, though it does not cool things that touch it. It is six feet long, though it weighs only as much as a wooden staff.

EFFECT

Upon activation, you may make a ranged touch attack against an enemy within close range (25 ft. + 5 ft./2 caster levels). If the attack hits, the enemy takes 8d3 cold damage.

AUGMENTATIONS

ICE STORM: Rather than a specific target, the effect targets all creatures in a 20-foot-burst. Make one attack roll, and compare it to each creature's touch AC. In addition, treat all squares within the area as under the effects of a *fog cloud*, which lasts for 1 round per 2d3 of ice damage dealt. (1 charge)

ICY: A ten-foot diameter that includes an area occupied by the target becomes difficult terrain as ice forms underneath the target. In addition to being difficult terrain, the DC of any Acrobatics checks occurring in the square increases by +5. This ice lasts for 10 minutes. (1 charge)

NUMBING COLD: The target must make a Fortitude save or be slowed, as the spell *slow*, for 1d3+1 rounds. The DC of the save is equal to 10 + 1/2 your caster level. (2 charges)

SHATTERING COLD: When hit by the effect, the target must make a Will save (DC 10 + 1/2 caster level) or 1 random liquid in his possession freezes and shatters. (1 charge)

SACRIFICIAL POWER

The staff deals an additional 2d3 cold damage per level of the spell sacrificed. For every two levels of the spell sacrificed, the DC of any saving throw required by an effect from the staff increases by +1.

CONSTRUCTION

REQUIREMENTS: Craft Apeiron Staff, *polar midnight*, *ray of frost*, *sleet storm*; **Cost** 64,115 gp

FEATS

The following feats are designed to work with the apeiron staff rules, and give characters interested in apeiron staves additional options.

APEIRON STAFF INITIATE

PREREQUISITE: Caster level 5

BENEFIT: When you increase the power of apeiron staves by sacrificing spells of 1st level or higher, the staff's power is calculated as if the spell was one level higher than its true level. Details on how this affects each staff can be found in its "sacrificial power" section. In addition, the hand holding the apeiron staff is considered free for the purpose of fulfilling the somatic components of spells.

APEIRON STAFF MASTER

PREREQUISITE: Apeiron Staff Initiate, caster level 9

BENEFIT: An apeiron staff in your possession will automatically regain 2 charges per day, instead of one. In addition, when you sacrifice a spell to recharge an apeiron staff, one additional charge is added to the apeiron staff, regardless of the level of the sacrificed spell.

CRAFT APEIRON STAFF (ITEM CREATION)

PREREQUISITE: Caster level 3

BENEFIT: You may create apeiron staves whose prerequisites you meet. Crafting an apeiron staff takes 1 day for each 1,000 gp in its base price. To craft an apeiron staff, you must use up raw materials costing half of its base price. A newly created apeiron staff has 20 charges. At 11th level, this feat is replaced with Craft Staff, and you are still allowed to create apeiron staves.

PIERCING APEIRON STAFF

BENEFIT: When activating an apeiron staff, you gain a +2 bonus to caster level checks to overcome spell resistance. This bonus stacks with other bonuses to caster level checks to overcome spell resistance, but only applies to effects an apeiron staff causes.

INTERACTION WITH RUNE STAVES AND REGULAR STAVES

At a GM's discretion, a regular magical staff can also act as apeiron staff. This requires keeping track of two separate pools of charges. When determining the base price for such a staff, add double the cost of the less expensive staff to the other magical staff's full cost.

If you are using Super Genius Game's *The Genius Guide to Rune Staves and Wyrds Wands* and you wish to add magic implement bonuses and abilities to an apeiron staff, calculate the cost of the magic implement bonuses you wish to add to the apeiron staff, and add double that to the cost of the apeiron staff.

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