

KRAZY KRAGNAR'S MAGIC STAFF EMPORIUM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

 **SUPER GENIUS
GAMES**

Krazy Kragnar is a trickster, merchant, dealmaker, survivor, and, of course, goblin. As a master trader, his career has a long and colorful history, much of which should not be repeated in polite company. Kragnar first came to prominence when he began a line of used chariot yards (the merchandise for which is detailed in *The Genius Guide to Loot 4 Less Volume 7: Krazy Kragnar's Used Chariots*). When angry dwarves shut down that operation, he turned to a new business plan with *Krazy Kragnar's Surplus Alchemy Shop*. When that entirely legitimate business burned to the ground (and the local human guards and fire wardens made no effort to save it), canny Kragnar turned back to his roots and began working in semilegal magic items at a Goblin Market (as detailed in *Krazy Kragnar's Black Market Magic Items*).

In the course of running a successful shop in a Goblin Market, Kragnar was regularly dealing with cheats, thieves, adventurers, and insane folk in almost equal measure. One of the more common insane people was Garious the Grogomancer, a failed wizard who had fallen on extremely hard times. Once a true master of arcane arts, Garious had been kicked out of the prestigious Meiramazal Academy Arcane for creating an explosion during a demonstration of a new way to make magic staves. Having fallen to the bottom of the social ladder, he lurked in the Goblin Market of Refuge, offering (and sometimes succeeding) to cast spells for wine, to extend his days-long binges of inebriation.

No one, Kragnar included, took Garious seriously. When the "Grogomancer" came to the merchant goblin—claiming to have recreated his alternate magic creation ritual, and in the process made a "tixe vierge" (a magic staff that could have any spell impressed upon it and then recast)—Kragnar was certain it was part of a complex con game. But a good con game can

be an asset as well so Kragnar allowed Garious to demonstrate. When the demonstration went well, and Kragnar could find no sign of deceit, the goblin had Garious set up a shop to make another *tige vierge* under supervision. When that worked, Kragnar set up a new shop. Well outside the slums surrounding the Goblin Market, Krazy Kragnar's Magic Staff Emporium offers a wide range of "stock" magic staves, as well as custom orders returned in half the time of any competitor. Unlike previous shops owned or run by Kragnar, the Magic Staff Emporium is a high-end establishment that caters to high-end clients. In selling only magic staves it keeps its client list exclusive, but in doing so quickly it attracts dwarf gesith mages from the far-off Rune Peaks, tormentor battle-cursers from Ankhara, secretive shadow-bedreven from the Cairnwood, and adventurous archmages of all stripes. The prices at the Magic Staff Emporium might be a little higher, but when you need a *staff of healing* by the end of the week, you're willing to pay a premium.

MAGIC STAVES

Magic staves are among the most sought after magic items for many spellcasters. Unfortunately, their relatively high cost and creation requirements tend to put most magic staves out of reach for lower level spellcasters. This is a shame, because a wizard and his staff is one of the most iconic images in fantasy.

LESSER, STANDARD, AND GREATER STAVES

Krazy Kragnar's Magic Staff Emporium introduces the concept of **lesser**, **standard** and **greater** versions of staves. This not only allows lower level spellcasters the chance to acquire a magic staff, it also allows spellcasters the opportunity to increase the power of a given staff so that it scales in power along with the spellcaster.

Having three versions of each staff also gives GMs the flexibility to choose a specific staff that best fits a given adventure, NPC, and so on, and then use the version of the staff that most closely matches the desired power level.

Each new staff is presented in three versions: a **lesser** version, a **standard** version and a **greater** version. Each of these versions can be treated as a unique, individual item. However, one could also upgrade a lesser version of a staff to a standard version, and upgrade a standard version of a staff to the greater version. Doing so requires paying the difference between the weaker staff's creation cost and the more powerful staff's creation cost, and it takes 1 day of work for every 500 gp (or fraction thereof) of the difference in costs. 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.

RECHARGING MAGICAL STAVES

According to the *Pathfinder Roleplaying Game* core rules, magic staves hold a maximum of 10 charges. When a staff runs out of charges, it cannot be used until it is recharged. Each morning, when a spellcaster prepares spells or regains spell slots, he can also imbue one staff with a portion of his power as long as one or more of the spells cast by the staff is on his spell list and he is capable of casting at least one of the spells. A staff normally cannot gain more than one charge per day and a caster cannot imbue more than one staff per day.

However, the standard and greater versions of a few staves presented here introduce specific methods of recharging that can increase this amount. If a staff describes a method that "recharges at double the normal rate," this means that a spellcaster who follows these instructions while otherwise adhering to all the normal rules for recharging staves can impart *two* charges into his staff for that day instead of one. The special conditions listed with the staff in question must be carefully met to receive the double recharge benefit.

If no such double recharge method is listed, the staff can be recharged only on a one-for-one basis as detailed in the *Pathfinder RPG* core rules.

CREATING STAVES AT LOWER LEVEL

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.

TIGE VIERGE

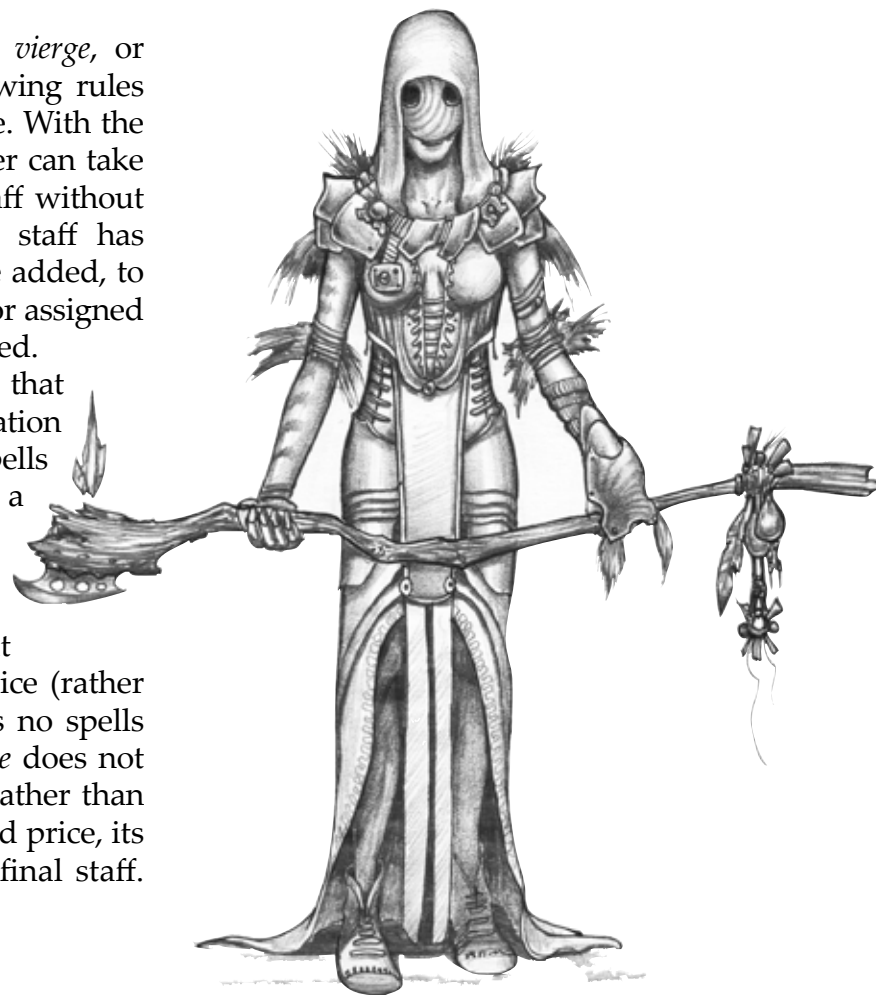
One of the reasons staves are hard to introduce in a campaign is that it's very difficult to predict what spells a wizard wants in a staff, and realistically even big cities can't have every conceivable staff premade and available for sale. Spellcasters can create their own staves, or special-order staves to be made for them, but the more powerful staves can take upward of more than 100 days to create. Even ignoring how impatient adventurers tend to be, many campaigns don't last more than 100 days of game time.

Thus the creation of the *tige vierge*, or "blank staff." Although the following rules are complex, the concept is simple. With the proper feat (see below), an artificer can take the time and effort to create a staff without deciding what spells the magic staff has access to. Then later, spells can be added, to a maximum of the value the creator assigned the "blank" staff when it was created.

A *tige vierge* is a magic staff that has gone through most of the creation process, but has not had any spells bound to it yet. In essence it is just a gp value worth of magic staff that cannot do anything. Creating a *tige vierge* takes exactly the same time and effort as a magic staff, but it costs 75% of the staff's final price (rather than the normal 50%), and it has no spells as prerequisites. Since a *tige vierge* does not have any spells bound to it yet, rather than use its abilities to determine its end price, its creator estimates a price for the final staff.

Successfully creating a *tige vierge* requires a DC 13 Spellcraft check (for the minimum caster level 8 required by all staves).

Then, at any time after it is created, spells can be bound to the *tige vierge* by working for a single 8-hour day and making a Spellcraft check with the new DC, based on the staff's new spells. The value of the staff cannot exceed its estimated price, and if the *tige vierge*'s estimated price exceeds the value of the abilities it is granted, yet more abilities can be added at a later time.



For example, Garious is a 13th-level wizard making a *tige vierge*. He decided to create a *tige vierge* with an estimated final value of 11,000 gp. This takes him 11 days, and costs 8,250 gp (75% of the estimated 11,000 go final value). After his 11 days he makes a DC 13 Spellcraft check, and if successful he has created a blank *tige vierge*. Three days later, a customer comes into the Magic Staff Emporium, urgently requiring a lesser *staff of binding*. Garious can take a single day to turn his 11,000 gp *tige vierge* into a 10,000 gp lesser *staff of binding* with a new Spellcraft check using the normal DC for a lesser *staff of binding*. The new staff of binding has 1,000 spare for additional spells to be added if the customer brings it back for Garious to upgrade at a later time.

When determining what staves are available at any given Magic Staff Emporium, in addition to a smattering of lesser and standard staves from the stock list of staves (given below), each emporium also contains at least one *tige vierge* with a value equal to the supporting community's base value for magic items found within the settlement. (For more information on the buying power of a settlement, see the "Settlement Traits" section of Chapter Seven of the *GameMastery Guide*). Such *tige vierge* are never sold "blank," but they do allow the shop to offer custom staves finished in 1–2 days, rather than the weeks it normally requires to create a magic staff. The price for these staves is always 125% of the *tige vierge's* estimated price.

The ability to create *tige vierge* requires a truly advanced understanding of magic staff creation, represented by an additional item creation feat.

CRAFT TIGE VIERGE (ITEM CREATION)

You can create magic staves that have not yet had specific spells bound to them.

Prerequisites: Int 17, caster level 11th, Craft Staff

Benefit: You can craft *tige vierge*, as detailed above.

SPELL SOURCES

Although most magic staff spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those marked with an asterisk (*) appear in the *Advanced Players Guide*; those with a double asterisk (**) appear in *Ultimate Magic*.

THE STAVES

Krazy Kragnar's Magic Staff Emporium almost always has at least lesser versions of the following staves, and they can upgrade to standard and greater versions within a few days.

TABLE: STANDARD STAVES AVAILABLE AT KRAZY KRAGNAR'S MAGIC STAFF EMPORIUM

Staff	Lesser	Standard	Greater
<i>Staff of Binding</i>	01–10	01–10	01–10
<i>Crystal Staff</i>	11–20	11–20	11–20
<i>Staff of the Four Winds</i>	21–30	21–30	21–30
<i>Staff of Scrying</i>	31–40	31–40	31–40
<i>Staff of Spiders</i>	41–50	41–50	41–50
<i>Stone Staff</i>	51–60	51–60	51–60
<i>Staff of Thorns</i>	61–70	61–70	61–70
<i>Staff of the White Necromancer</i>	71–80	71–80	71–80
<i>Staff of Winter</i>	81–90	81–90	81–90
<i>Umbral Staff</i>	91–00	91–00	91–00

STAFF OF BINDING

Aura moderate varied (lesser), strong varied (standard and greater); **CL** 8th (lesser), 13th (standard), 17th (greater)

Slot none; **Price** 10,000 gp (lesser), 47,400 gp (standard), 116,000 (greater); **Weight** 5 lbs.

DESCRIPTION

These staves are made from stout oak and are banded with the cuffs from iron manacles (with short bits of chain still dangling from some). These magic items are popular with prison wardens and court guards, but also with slavers and pirates. Staves of this kind focus on magic that paralyze and bind.

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

- *Hold portal* (1 charge)
- *Hold animal* (2 charges)
- *Hold person* (2 charges)
- *Hold monster* (3 charges)

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

- *Hold animal* (1 charge)
- *Hold monster* (1 charge)
- *Hold portal* (1 charge)
- *Planar binding* (2 charges)
- *Mass hold person* (3 charges)

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

- *Hold animal* (1 charge)
- *Hold monster* (1 charge)
- *Planar binding* (2 charges)
- *Mass hold person* (2 charges)
- *Binding* (3 charges)
- *Greater planar binding* (3 charges)
- *Mass hold monster* (3 charges)

The greater staff of binding also allows its wielder to cast *hold portal* at will, with no charge cost. This attribute continues to function after all the charges are expended.

CONSTRUCTION

Requirements: Craft Staff, *hold animal*, *hold monster*, *hold person*, *hold portal* (lesser); Craft Staff, *hold animal*, *hold monster*, *hold portal*, *mass hold person*, *planar binding* (standard); Craft Staff, *binding*, *greater planar binding*, *hold animal*, *hold monster*, *hold portal*, *mass hold monster*, *mass hold person*, *planar binding* (greater); **Cost** 5,000 gp (lesser), 23,700 gp (standard), 58,000 gp (greater)



CRYSTAL STAFF

Aura moderate varied (lesser), strong varied (standard and greater); **CL** 8th (lesser), 13th (standard), 17th (greater)

Slot none; **Price** 8,000 gp (lesser), 52,800 (standard), 102,000 gp (greater); **Weight** 5 lbs.

DESCRIPTION

Crafted from a single piece of solid crystal with reflective facets that produce a strangely hypnotic effect, these staves are surprisingly light for their size and composition. Each staff flickers dimly when the wielder casts a spell from any source, and it flashes brightly when spells are cast from it. Staves of this type focus on magic that deals with color and light.

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

- *Color spray* (1 charge)
- *Daze monster* (1 charge)
- *Glitterdust* (1 charge)
- *Hypnotic pattern* (1 charge)

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

- *Color spray* (1 charge)
- *Daze monster* (1 charge)
- *Glitterdust* (1 charge)
- *Hypnotic pattern* (1 charge)
- *Feeblemind* (2 charges)
- *Rainbow pattern* (2 charges)
- *Prismatic spray* (3 charges)

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

- *Daze monster* (1 charge)
- *Glitterdust* (1 charge)
- *Hypnotic pattern* (1 charge)

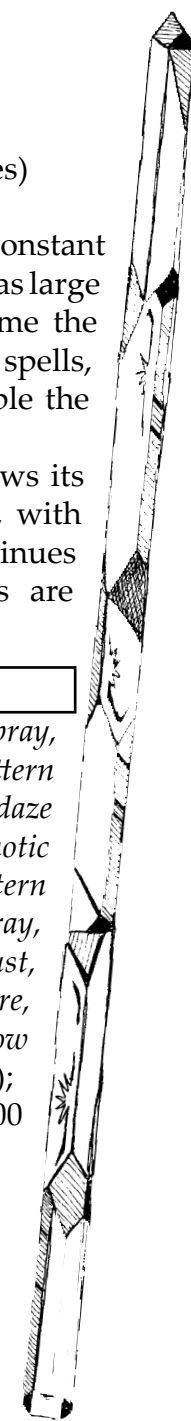
- *Feeblemind* (2 charges)
- *Prismatic spray* (2 charges)
- *Prismatic wall* (2 charges)
- *Rainbow pattern* (2 charges)
- *Scintillating pattern* (2 charges)
- *Prismatic sphere* (3 charges)

If a greater crystal staff is kept in constant contact with natural crystal at least as large as the staff itself for the entire time the spellcaster prepares or regains her spells, the staff can be recharged at double the normal rate.

The greater crystal staff also allows its wielder to cast *color spray* at will, with no charge cost. This attribute continues to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *color spray*, *daze monster*, *glitterdust*, *hypnotic pattern* (lesser); Craft Staff, *color spray*, *daze monster*, *feeblemind*, *glitterdust*, *hypnotic pattern*, *prismatic spray*, *rainbow pattern* (standard); Craft Staff, *color spray*, *daze monster*, *feeblemind*, *glitterdust*, *hypnotic pattern*, *prismatic sphere*, *prismatic spray*, *prismatic wall*, *rainbow pattern*, *scintillating pattern* (greater); **Cost** 4,000 gp (lesser), 29,100 (standard), 51,000 gp (greater)



STAFF OF THE FOUR WINDS

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser), 9th (standard), 13th (greater)

Slot none; **Price** 10,400 gp (lesser), 38,400 gp (standard), 58,400 gp (greater); **Weight** 5 lbs.

DESCRIPTION

Made of gently twisting ash wood, the natural grain of which forms patterns similar to clouds, staves of this type are engraved with spiraling runes of wind and storm. These staves focus on mastery of wind and air magic.

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

- *Alter winds** (1 charge)
- *Feather fall* (1 charge)
- *Gust of wind* (1 charge)
- *Cloak of wind** (2 charges)
- *Wind wall* (2 charges)

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

- *Alter winds** (1 charge)
- *Cloak of wind** (1 charge)
- *Feather fall* (1 charge)
- *Gust of wind* (1 charge)
- *Wind wall* (1 charge)
- *Air walk* (2 charges)
- *River of wind** (2 charges)
- *Control winds* (3 charges)
- *Fickle winds*** (3 charges)

If a standard *staff of the four winds* is kept outside and exposed to natural storms or rain for the entire time the spellcaster prepares or regains his spells, the staff can be recharged at double the normal rate.

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

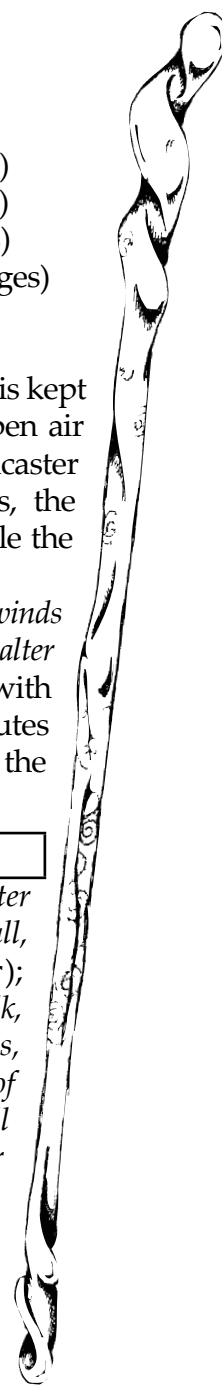
- *Cloak of wind** (1 charge)
- *Gust of wind* (1 charge)
- *Wind wall* (1 charge)
- *Air walk* (2 charges)
- *Control winds* (2 charges)
- *Fickle winds*** (2 charges)
- *River of wind** (2 charges)
- *Scouring winds*** (3 charges)
- *Sirocco** (3 charges)
- *Wind walk* (3 charges)

If a *greater staff of the four winds* is kept outside and exposed to the open air for the entire time the spellcaster prepares or regains his spells, the staff can be recharged at double the normal rate.

The *greater staff of the four winds* also allows its wielder to cast *alter winds* and *feather fall* at will, with no charge cost. These attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *alter winds*, *cloak of winds*, *feather fall*, *gust of wind*, *wind wall* (lesser); Craft Staff, *alter winds*, *air walk*, *cloak of winds*, *control winds*, *feather fall*, *fickle winds*, *gust of wind*, *river of wind*, *wind wall* (standard); Craft Staff, *alter winds*, *air walk*, *cloak of winds*, *control winds*, *feather fall*, *fickle winds*, *gust of wind*, *river of wind*, *scouring wind*, *sirocco*, *wind wall*, *wind walk* (greater); **Cost** 5,200 gp (lesser), 19,200 gp (standard), 29,200 gp (greater).



STAFF OF SCRYING

Aura moderate divination (lesser and standard), strong divination (greater); **CL** 8th (lesser), 9th (standard), 13th (greater)

Slot none; **Price** 7,200 gp (lesser), 27,600 gp (standard), 117,000 (greater); **Weight** 5 lbs.

DESCRIPTION

The *staff of scrying* is a graceful, highly polished wooden staff, crafted from flexible willow wood, bound in brass rings, and topped with a crystal sphere. The crystal sphere becomes filled with cloudy swirls whenever the staff is used to cast a spell.

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

- *Detect thoughts* (2 charges)
- *Locate object* (2 charges)
- *Scrying* (3 charges)

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

- *Detect thoughts* (1 charge)
- *Locate object* (1 charge)
- *Scrying* (1 charge)
- *Detect scrying* (2 charges)
- *Locate creature* (2 charges)
- *Prying eyes* (3 charges)

The crystal sphere built into a *staff of scrying* (or *greater staff of scrying*) can be removed and replaced with a *crystal ball*. This has no affect on the function of the staff, and the *crystal ball* continues to function normally.

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

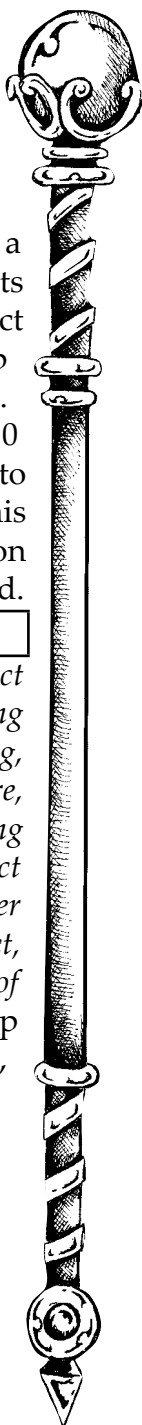
- *Detect thoughts* (1 charge)
- *Locate object* (1 charge)
- *Scrying* (1 charge)

- *Detect scrying* (1 charge)
- *Locate creature* (1 charge)
- *Prying eyes* (2 charges)
- *Symbol of scrying*** (2 charges)
- *Greater scrying* (3 charges)

Whenever the wielder of a *greater staff of scrying* attempts to scry on a subject, the subject is considered to be one step more familiar to the wielder. Very familiar subjects get a -10 penalty to their saving throws to avoid such scrying attempts. This attribute continues to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *detect thoughts*, *locate object*, *scrying* (lesser); Craft Staff, *detect scrying*, *detect thoughts*, *locate creature*, *locate object*, *prying eyes*, *scrying* (standard); Craft Staff, *detect scrying*, *detect thoughts*, *greater scrying*, *locate creature*, *locate object*, *prying eyes*, *scrying*, *symbol of scrying* (greater); **Cost** 3,600 gp (lesser), 13,800 gp (standard), 58,500 gp



STAFF OF SPIDERS

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser and standard), 11th (greater)

Slot none; **Price** 10,400 gp (lesser), 21,500 gp (standard), 54,000 (greater); **Weight** 5 lbs.

DESCRIPTION

A *staff of spiders* is made of slightly bent black wood that comes to a spindly point at the bottom, and grows thicker as you move upward, with three gnarled points spaced evenly along its length, giving it the appearance of a giant spider's leg. Delicate, glittering web patterns are traced throughout the surface of the staff. Each of these staves focuses on spells linked to the powers of arachnids. The head of such staves is carved in the likeness a fat spider, its legs bunched under it as if ready to spring. When the staff is used to summon spiders of any kind, the carved spider head appears to leap from the staff and grow and multiply as needed to match the number of spiders summoned. (Destroying these spiders has no effect on the staff's functioning—when the summoning spell ends or more spiders are summoned, a new spider climbs from the staff's wood to perch atop it once more.)

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

- *Jump* (1 charge)
- *Summon swarm* (spiders only) (1 charge)
- *Spider climb* (2 charges)
- *Web* (2 charges)

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

- *Jump* (1 charge)
- *Summon swarm* (spiders only) (1 charge)

- *Spider climb* (1 charge)
- *Web* (1 charge)
- *Vermin shape I*** (2 charges)
- *Summon monster II* (giant spider) (2 charges)
- *Poison* (3 charges)

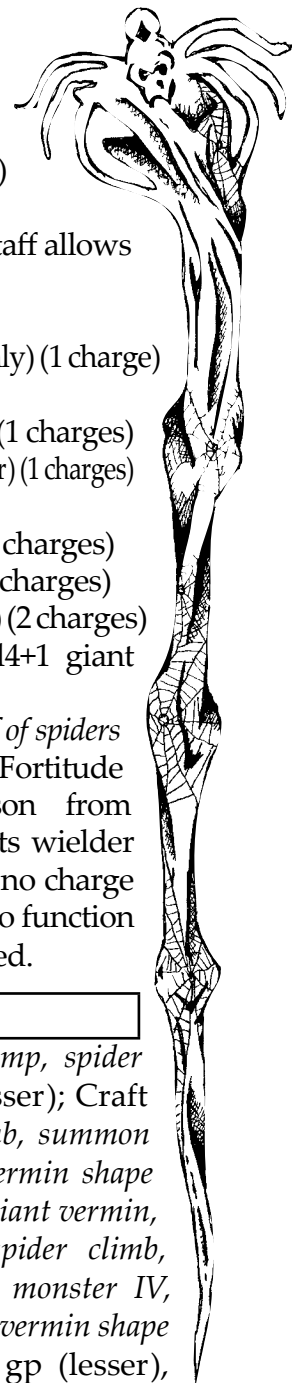
The greater version of this staff allows use of the following spells:

- *Jump* (1 charge)
- *Summon swarm* (spiders only) (1 charge)
- *Web* (1 charge)
- *Vermin shape I*** (spiders) (1 charges)
- *Summon monster II* (giant spider) (1 charges)
- *Poison* (2 charges)
- *Giant vermin* (spiders) (2 charges)
- *Repel vermin* (spiders) (2 charges)
- *Vermin shape II*** (spiders) (2 charges)
- *Summon monster VI* (1d4+1 giant spiders) (3 charges)

The wielder of a *greater staff of spiders* gains a +2 luck bonus to all Fortitude saving throws against poison from spiders. The staff also allows its wielder to cast *spider climb* at will, with no charge cost. These attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *jump*, *spider climb*, *summon swarm*, *web* (lesser); Craft Staff, *jump*, *poison*, *spider climb*, *summon monster III*, *summon swarm*, *vermin shape I*, *web* (standard); Craft Staff, *giant vermin*, *jump*, *poison*, *repel vermin*, *spider climb*, *summon monster III*, *summon monster IV*, *summon swarm*, *vermin shape I*, *vermin shape II*, *web* (greater); **Cost** 5,200 gp (lesser), 10,800 gp (standard), 27,000 gp (greater)



STONE STAFF

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser), 9th (standard), 13th (greater)
Slot none; **Price** 10,400 gp (lesser), 33,000 (standard), 64,000 (greater);
Weight 5 lbs.

DESCRIPTION

Sturdy and smooth, this impressive staff appears to be crafted from solid marble, yet weighs little more than light wood. Most *stone staves* are gray marble with veins of gold and green, but roughly 10% are pure white shot-through with silver, and 5% black stone with veins of red crystal. The appearance of a stone staff has no affect on its function.

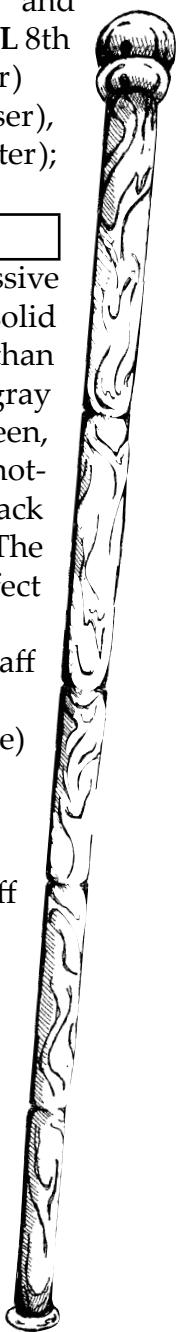
The lesser version of this staff allows use of the following spells:

- *Soften earth and stone* (1 charge)
- *Stone call** (2 charges)
- *Stone fist** (2 charges)
- *Meld into stone* (3 charges)

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

- *Meld into stone* (1 charge)
- *Soften earth and stone* (1 charge)
- *Stone call** (1 charge)
- *Stone fist** (1 charge)
- *Stone shape* (2 charges)
- *Spike stones* (2 charges)
- *Stone skin* (2 charges)
- *Wall of stone* (3 charges)

If a *staff of stone* is kept in constant contact with a single,



unbroken natural stone at least as large as the staff itself for the entire time the spellcaster prepares or regains her spells, the staff can be recharged at double the normal rate.

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

- *Meld into stone* (1 charge)
- *Soften earth and stone* (1 charge)
- *Stone call** (1 charge)
- *Stone fist** (1 charge)
- *Stone shape* (2 charges)
- *Spike stones* (2 charges)
- *Stone skin* (2 charges)
- *Wall of stone* (2 charges)
- *Flesh to stone* (3 charges)
- *Stone to flesh* (3 charges)
- *Stone tell* (3 charges)

If a *greater staff of stone* is kept in constant contact with a volume of dirt, sand, stone, or similar natural earthen material at least as large as the staff itself for the entire time the spellcaster prepares or regains her spells, the staff can be recharged at double the normal rate.

The *greater stone staff* can be used as a weapon also, functioning as a +1 *quarterstaff*.

CONSTRUCTION

Requirements Craft Staff, *meld into stone*, *soften earth and stone*, *stone call*, *stone fist* (lesser); Craft Staff, *meld into stone*, *soften earth and stone*, *spike stones*, *stone call*, *stone fist*, *stone shape*, *stone skin*, *wall of stone* (standard); Craft Magic Arms and Armor, Craft Staff, *flesh to stone*, *meld into stone*, *soften earth and stone*, *spike stones*, *stone call*, *stone fist*, *stone shape*, *stone skin*, *stone tell*, *stone to flesh*, *wall of stone* (greater); **Cost** 5,200 gp (lesser), 16,500 (standard), 32,000 gp (greater)

STAFF OF THORNS

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser), 9th (standard), 13th (greater)
Slot none; **Price** 8,800 gp (lesser), 24,800 (standard), 61,000 (greater);
Weight 5 lbs.

DESCRIPTION

This gnarled and twisted oak staff is wrapped from head to tip by spirals of carved vines, each studded with numerous thorns growing along its surface, many nearly the length of a man's hand. Though it would seem impossible to safely grasp, the thorns recede from any living creature, causing the staff to be held easily.

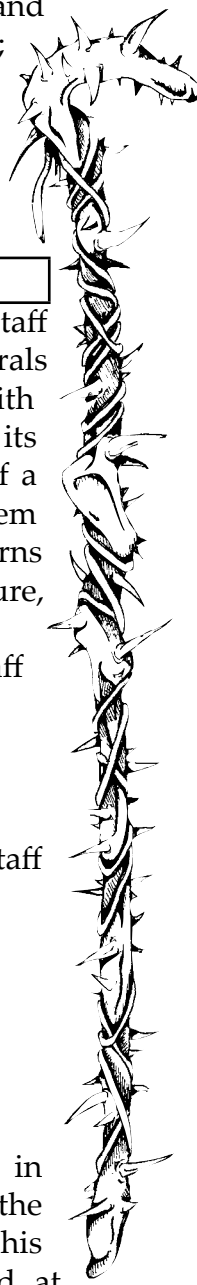
The lesser version of this staff allows use of the following spells:

- *Barkskin* (1 charge)
- *Entangle* (1 charge)
- *Speak with plants* (2 charges)

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

- *Barkskin* (1 charge)
- *Entangle* (1 charge)
- *Speak with plants* (1 charge)
- *Spike growth* (2 charge)
- *Thorn body** (2 charges)
- *Wall of thorns* (2 charges)

If a standard *staff of thorns* is in forest terrain for the entire time the spellcaster prepares or regains his spells, the staff can be recharged at double the normal rate.



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

- *Barkskin* (1 charge)
- *Entangle* (1 charge)
- *Speak with plants* (1 charge)
- *Spike growth* (1 charge)
- *Thorn body** (1 charges)
- *Live oak* (2 charges)
- *Wall of thorns* (2 charges)
- *Changestaff* (3 charges)

If a *greater staff of thorns* is in forest terrain or kept in contact with a living plant at least as large as itself for the entire time the spellcaster prepares or regains his spells, the staff can be recharged at double the normal rate.

The *greater staff of thorns* can be used as a weapon also, functioning as a +1 *quarterstaff*, though it deals piercing damage (rather than bludgeoning damage). This attribute continues to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *barkskin*, *entangle*, *speaking with plants* (lesser); Craft Staff, *barkskin*, *entangle*, *speaking with plants*, *spike growth*, *thorn body*, *wall of thorns* (standard); Craft Magic Arms and Armor, Craft Staff, *barkskin*, *entangle*, *speaking with plants*, *spike growth*, *thorn body*, *wall of thorns* (greater); **Cost** 4,400 gp (lesser), 12,400 gp (standard), 30,100 gp (greater)

UMBRAL STAFF

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser), 9th (standard), 15th (greater)

Slot none; **Price** 10,400 gp (lesser), 28,000 gp (standard), 76,000 gp (greater); **Weight** 3 lbs.

DESCRIPTION

Made of raw, unfinished limbs of darkwood, these staves are covered in runes of shadow and the void. Their markings are considered bad luck by many cultures, and thus most such staves have tightly wrapped grips of silk or fine leather to allow their wielders to avoid directly touching the staves' markings. Staves of this type focus on spells of blackness and the night.

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

- *Cloak of shade** (1 charge)
- *Shadow weapon*** (1 charge)
- *Darkness* (2 charges)
- *Darkvision* (2 charges)
- *Protective penumbra*** (2 charges)

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

- *Cloak of shade** (1 charge)
- *Darkness* (1 charge)
- *Darkvision* (1 charge)
- *Protective penumbra*** (1 charge)
- *Shadow weapon*** (1 charge)
- *Deeper darkness* (2 charges)
- *Greater darkvision* (3 charges)
- *Shadow conjuration* (3 charges)
- *Shadow step*** (3 charges)

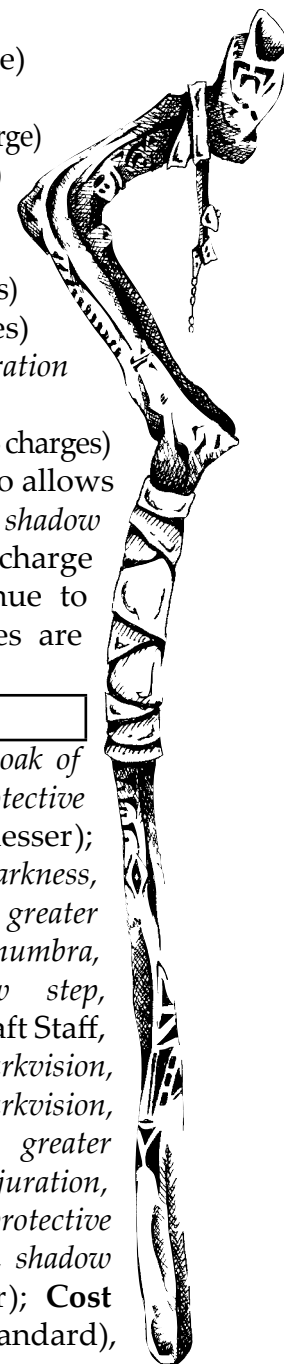
The greater version of this staff allows use of the following spells:

- *Cloak of shade** (1 charge)
- *Darkvision* (1 charge)
- *Protective penumbra*** (1 charge)
- *Deeper darkness* (1 charges)
- *Greater darkvision* (2 charges)
- *Shadow conjuration* (2 charges)
- *Shadow evocation* (2 charges)
- *Shadow step*** (2 charges)
- *Greater shadow conjuration* (3 charges)
- *Greater shadow evocation* (3 charges)

The *greater umbral staff* also allows its wielder to cast *darkness* and *shadow weapon* at will, with no charge cost. These attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *cloak of shade*, *darkness*, *darkvision*, *protective penumbra*, *shadow weapon* (lesser); Craft Staff, *cloak of shade*, *darkness*, *darkvision*, *deeper darkness*, *greater darkvision*, *protective penumbra*, *shadow conjuration*, *shadow step*, *shadow weapon* (standard); Craft Staff, *cloak of shade*, *darkness*, *darkvision*, *deeper darkness*, *greater darkvision*, *greater shadow conjuration*, *greater shadow evocation*, *shadow conjuration*, *shadow evocation*, *shadow step*, *protective penumbra*, *shadow conjuration*, *shadow step*, *shadow weapon* (greater); **Cost** 5,200 gp (lesser), 14,000 gp (standard), 38,000 gp (greater)



STAFF OF THE WHITE NECROMANCER

Aura moderate necromancy (lesser and standard), strong necromancy (greater); **CL** 8th (lesser and standard), 13th (greater)

Slot none; **Price** 10,400 gp (lesser), 20,400 gp (standard), 89,000 gp (greater); **Weight** 5 lbs.

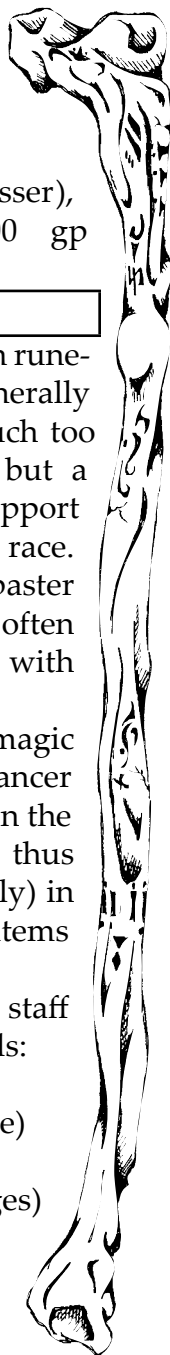
DESCRIPTION

These staves are formed from rune-covered lengths of bone, generally twisted thighbones that are much too long to come from anything but a giant, and much too thin to support the weight of any known giant race. The staff is bleached to an alabaster whiteness, though the runes are often yellowed from age or filled with silver.

Unlike many necromantic magic items, staves of the white necromancer are designed specifically to aid in the fight against the undead, and thus are legal (if watched suspiciously) in lands where other necromantic items are outlawed.

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

- *Detect undead* (1 charge)
- *Hide from undead* (1 charge)
- *Deathwatch* (1 charge)
- *Command undead* (2 charges)
- *False life* (2 charges)



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

- *Command undead* (1 charge)
- *Detect undead* (1 charge)
- *Deathwatch* (1 charge)
- *False life* (1 charge)
- *Hide from undead* (1 charge)
- *Gentle riposte* (2 charges)
- *Halt undead* (2 charges)
- *Speak with dead* (2 charges)

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

- *Command undead* (1 charge)
- *False life* (1 charge)
- *Hide from undead* (1 charge)
- *Gentle riposte* (2 charges)
- *Halt undead* (2 charges)
- *Speak with dead* (2 charges)
- *Death ward* (2 charges)
- *Undeath to death* (3 charges)
- *Control undead* (3 charges)

The greater staff of white necromancy also allows its wielder to cast *deathwatch* and *detect undead* at will, with no charge cost. These attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *command undead*, *deathwatch*, *detect undead*, *hide from undead*, *false life* (lesser); Craft Staff, *command undead*, *deathwatch*, *detect undead*, *gentle riposte*, *halt undead*, *hide from undead*, *false life*, *speak with dead* (standard); Craft Staff, *command undead*, *control undead*, *deathwatch*, *death ward*, *detect undead*, *gentle riposte*, *halt undead*, *hide from undead*, *false life*, *speak with dead*, *undeath to death* (greater); **Cost** 5,200 gp (lesser), 10,200 gp (standard), 44,500 gp

STAFF OF WINTER

Aura moderate varied (lesser and standard), strong varied (greater); **CL** 8th (lesser), 9th (standard), 15th (greater)

Slot none; **Price** 10,400 gp (lesser), 30,300 gp (standard), 104,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

This pure white, pine staff is topped with an ornately faceted crystal that appears to be a shard of ice. Frost runs along its long, smooth shaft, and the entire staff is cold to the touch. These staves focus on magic that brings forth cold, frost, and ice

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

- *Endure elements* (cold environment only) (1 charge)
- *Icicle dagger*** (1 charge)
- *Chill metal* (2 charges)
- *Unshakable chill* (2 charges)
- *Sleet storm* (3 charges)

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

- *Chill metal* (1 charge)
- *Endure elements* (cold environment only) (1 charge)
- *Icicle dagger*** (1 charge)
- *Unshakable chill* (1 charge)
- *Ice storm* (2 charges)
- *Sleet storm* (2 charges)
- *Wall of ice* (2 charges)
- *Cone of cold* (3 charges)
- *Icy prison*** (3 charges)

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

- *Chill metal* (1 charge)
- *Unshakable chill* (1 charge)
- *Ice storm* (1 charge)
- *Sleet storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cold ice strike*** (2 charges)
- *Cone of cold* (2 charges)
- *Freezing sphere* (2 charges)
- *Icy prison*** (2 charges)
- *Ice body*** (3 charges)
- *Polar ray* (3 charges)

If a *greater staff of winter* is completely buried in at least 1 inch of snow or is kept in constant contact with naturally occurring ice at least as large as the staff itself for the entire time the spellcaster prepares or regains her spells, the staff can be recharged at double the normal rate.

The *greater staff of winter* also allows its wielder to cast *endure elements* (cold environment only) and *icicle dagger* at will, with no charge cost. These attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Staff, *chill metal*, *endure elements*, *icicle dagger*, *sleet storm*, *unshakable chill* (lesser); Craft Staff, *chill metal*, *cone of cold*, *endure elements*, *icicle dagger*, *icy prison*, *ice storm*, *sleet storm*, *unshakable chill*, *wall of ice* (standard); Craft Staff, *chill metal*, *cold ice strike*, *cone of cold*, *endure elements*, *freezing sphere*, *icicle dagger*, *icy prison*, *ice body*, *ice storm*, *polar ray*, *sleet storm*, *unshakable chill*, *wall of ice* (greater); **Cost** 5,200 gp (lesser), 15,200 gp (standard), 53,000 gp (greater)



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