

Affordable Arcana



magic Rods

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PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

Affordable Arcana: Magic Rods

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INTRODUCTION

These low-level rods allow all character classes the ability to use some magic that may not normally be available to them. With magical rods being such a rarity in most campaigns, it's time to scatter the lands with these useful low-cost creations. From defensive to offensive and everything in between, you will find a wide variety of magical rods that will benefit many characters and campaign storylines. The most impressive note about these magical rods is that the cost to craft or purchase them is very low. The target level of usefulness for most of these rods are between 2nd and 7th level so, allowing access to these magic rods will not sway the power level too strongly in the character's favor. Additionally, some of these rods are specific to alignments, deities, and domains.

How many times have you seen a full plate wearing fighter brandishing a magical rod? Not too many I bet, but with these innovative rods, you may see a fighter using the *rod of the frog*, allowing him to interact with a watery environment and possibly change the outcome of the game instead of standing on the sidelines as useless player. There are so many interchangeable options that depend on your character's class and the magical rods you choose to utilize.

MAGICAL RODS

ANGLER'S ROD

Aura moderate conjuration; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 500 gp

DESCRIPTION

An oversized fishing line spirals the length of this 4-foot-long wooden rod.

EFFECTS

Activating the *angler's rod* grants a few different creations. Three times per day as a full-round action, the holder can choose one of three options (up to 8 hours per command).

The rod transforms into a fishing pole and creates bait and tackle for the user.

The rod transforms into a 25-square foot fishing net.

The rod transforms into a 5-foot long single rider canoe with a wooden paddle.

The rod can be returned to its normal form as a free action on touch, and only by the creature that last activated it. These creations can be undone as a free action, but one must be holding the *angler's rod* to do so.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *web*; **Cost** 250 gp

CAMPSITE ROD

Aura moderate transmutation; **CL** 9th;
Slot —; **Weight** 7 lbs.; **Price** 500 gp

DESCRIPTION

This crude wooden branch looks like a piece of firewood instead of a magical rod.

EFFECTS

Once per day, the *campsite rod* transforms into a two-person hut that includes enough firewood for up to 8 hours of continuous burning.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *wood shape*; **Cost** 250 gp

GEM SAFE ROD

Aura moderate abjuration;
CL 9th; **Slot** —; **Weight** 4 lbs.; **Price** 400 gp

DESCRIPTION

This metal rod is two-feet-tall and as wide as a hand, with a compartment visible at one end.

EFFECTS

The *gem safe rod* is an oversized magical device that holds 20 gems and always gives the owner a +1 circumstance bonus to Appraisal checks. As a standard action when the command word is spoken, any

gems that are placed in the bottom of the shaft of this rod can become locked inside of the rod. Opening the *gem safe rod* without the use of the command word requires a DC 29 Disable Device check. The stored gems can be accessed with the same command word. The rod only holds gems and will not store any jewelry or coins.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *arcane lock*; **Cost** 200 gp

LYCANTHROPY ROD

Aura moderate abjuration; **CL** 9th;
Slot —; **Weight** 2 lbs.; **Price** 850 gp

DESCRIPTION

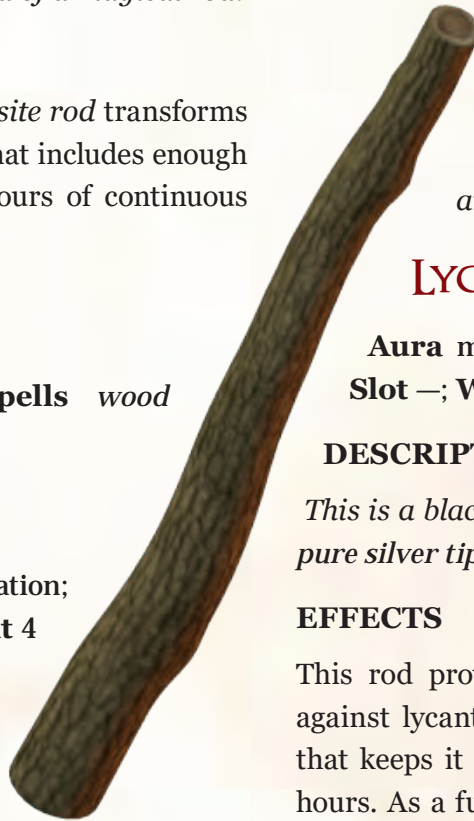
This is a black and grey steel stake with a pure silver tip.

EFFECTS

This rod provides a +1 resistance bonus against lycanthropy saves to any creature that keeps it in its possession for over 24 hours. As a full-round action, this rod can be used to damage a willing or helpless creature that has lycanthropy, dealing 1 point of piercing damage to the creature and absorbing the curse into the rod, curing the lycanthrope. The rod then crumbles to dust, becoming unusable.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *remove curse*; **Cost** 425 gp



Introduction

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MERCHANT ROD

Aura moderate enchantment; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 950 gp

DESCRIPTION

A bright red jewel sits on top of a beautiful golden shaft scattered with very small multicolored gems.

EFFECTS

Any person handling this rod gains a +2 circumstance bonus to Appraise checks. The *merchant rod* also sways paid retainers (though not those providing assistance in combat) to accept 20% less pay per day. To do this, the rod must be handled when negotiating the deal with the paid hireling.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *charm person*; **Cost** 475 gp

MYRIAD ROD

Aura moderate illusion; **CL** 9th; **Slot** —; **Weight** 5 lbs.; **Price** 1,105 gp

DESCRIPTION

This masterwork light mace has an ivory grip and a head shaped like a gemstone, but with innumerable facets.

EFFECTS

This rod functions as a masterwork light mace.

When commanded, the rod grants the user the ability to create two illusionary images

of himself, once per day for 9 rounds. These images duplicate the effect of *mirror image*, granting the same benefits, but for the 1st physical attack of each round, the 2 images will also, due to the confusing effects, use the aid another action on the owner, granting him a +2 bonus to attack.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod, Craft Arms & Armor; **Spells** *mirror image*; **Cost** 705 gp

ROD OF ANGELIC TEARS

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

This stylized rod has all the appearance of a golden crozier. The beautiful device is peppered with gold, silver, copper, and gems.

EFFECTS

The *holy rod of angelic tears* allows the user to create 4 pints of holy water, once per day. Any evil or chaotic character attempting to hold this rod will suffer 1d4 points of sacred damage per round it is held.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *bless water*, *create water*; **Special** creator must be good; **Cost** 500 gp



ROD OF BATTLE CASTING

Aura moderate transmutation; **CL** 9th;
Slot —; **Weight** 3 lbs.; **Price** 1,000 gp

DESCRIPTION

A blood red crystal sits atop of this silver rod.

EFFECTS

While holding this rod, a spellcaster gains a +2 circumstance bonus to concentration checks.

If the wielder has the Combat Casting feat, then the rod grants a +3 circumstance bonus on the wielder's first concentration check each day.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod, Combat Casting; **Spells** *bear's endurance*; **Cost** 500 gp

ROD OF COINS

Aura moderate divination, moderate evocation; **CL** 9th; **Slot** —; **Weight** 2 lbs.;
Price 1,000 gp

DESCRIPTION

This is a 3-foot-long cylinder, made entirely of stacked coins containing the precious metals copper, silver, and gold.

EFFECTS

This rod has two separate functions.

The first command grants the owner the ability to identify one of three specific metals if they are within 30 feet of the rod. The user must choose gold, silver, or copper. Once the metal is chosen, the rod seeks out such treasure. If the chosen metal is detected within 30 feet, the gem on top of the rod glows purple. The closer the wielder gets to the metal, the brighter the gem glows.

Once per day, as a standard action, the wielder of a *rod of coins* may also fire a blast of silver coins at a target up to 15 feet away. The coins deal 2d6 piercing damage or half with a successful DC 13 Reflex saving throw. The coins instantly disappear after this attack.

The silver released from the rod does not leave any silver coins to retrieve after this attack.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *detect magic*, *locate object*, *burning hands*; **Cost** 500 gp

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ROD OF DEMONIC TEARS

Aura moderate necromancy; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

This rod is made mostly of onyx and has all the appearances of an unholy crosier. It is covered in blood, bone, and flesh. A demonic skull sits atop of this magical rod.

EFFECTS

This horrific item allows the user to create 4 pints of unholy water, once per day. Any good or lawful character attempting to hold the rod will suffer 1d4 points of evil damage. This damage continues each round that a good or lawful presence retains their grip.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *create water*, *curse water*; **Special** creator must be evil; **Cost** 500 gp

ROD OF FLEETNESS

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,105 gp

DESCRIPTION

Constructed of brass with copper rivets, this finely made light mace comes with a grip in the shape of a rod.

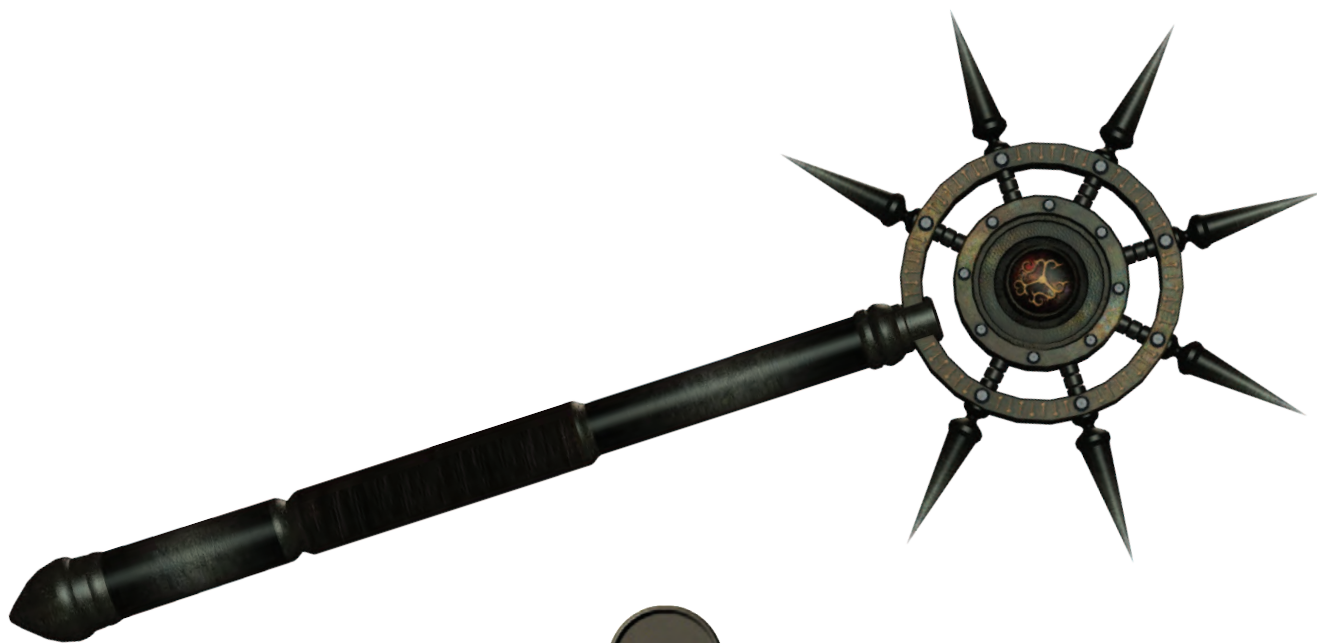
EFFECTS

A rod of fleetness can be used as a masterwork light mace.

Once per day, the wielder gains a +1 insight bonus to initiative. This effect is automatic and no command word is needed to activate this ability as long as the rod is in-hand of the wielder.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *expeditious retreat*; **Cost** 705 gp



ROD OF HARMONY

Aura moderate conjuration; **CL** 9th; **Slot** —; **Weight** 1 lb.; **Price** 850 gp

DESCRIPTION

This thin rod is a perfectly round silver cylinder that is 2 feet in length.

EFFECTS

When you activate a *rod of harmony*, it can summon any instrument that the user is proficient with, for up to one hour. Activating this rod is a standard action and can only be used three times per day. The summoned instrument grants the musician a +2 circumstance bonus to Perform checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *summon instrument*; **Cost** 425 gp

ROD OF HOSTILE INTENT

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 8 lbs.; **Price** 1,000 gp

DESCRIPTION

This 4-foot-long rod is made of wood and one side is wrapped in 12 inches of steel.

EFFECTS

If the wielder is chaotic, the rod can be commanded to turn into either a greatclub or greataxe of force, three times per day as a standard action. These weapons retain their respective critical range and weapon type (bludgeoning, slashing) and

do 1d8 force damage. The duration of each command is 1-minute. The rod is useless to any alignment other than chaotic.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod, Craft Arms and Armor; **Spells** *spiritual weapon*; **Special** creator must be chaotic; **Cost** 500 gp

ROD OF IDEAL CLIMATE

Aura moderate abjuration; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 700 gp

DESCRIPTION

A thin vial of mercury fills the center of this crystal rod, extending from a blue shaded bottom to a red shaded top.

EFFECTS

When held this rod grants the user the ability to change the temperature up or down, at a rate of 5 degrees per round, within 30 feet, as long as the temperature does not exceed -10 degrees to 110 degrees Fahrenheit. If the ambient temperature around this area is above 110 or below -10 degrees, the rod fails to function.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *endure elements*; **Cost** 350 gp

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ROD OF MEASUREMENTS

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 500 gp

DESCRIPTION

This metal rod has many notches and markings that cover it from top to bottom.

EFFECTS

When activated, as a standard action, the rod gives the wielder the knowledge of the length, height, and width of an object or room. This magic has a maximum measurement of 200-foot squared. The rod can also be used to measure pits at depths up to 200-feet.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *arcane eye*; **Cost** 225 gp

ROD OF NATURE'S SITE

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 800 gp

DESCRIPTION

A plant vine is engraved on all sides of this wooden rod. Rounded copper ends about 3 inches long cover the top and bottom of this rod.

EFFECTS

Simply holding this rod allows you to identify poisons and avoid natural hazards. Any trap set with wilderness materials within 30-feet, causes the rod to emit a

faint bird chirping sound. If a poison is detected within 15-feet of the *rod of nature's site*, the copper ends begin to oxidize to a green color. It will not, however, show where the trap or poison is

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *detect snares and pits*, *detect poison*; **Cost** 400 gp

ROD OF NOBILITY

Aura moderate illusion; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 950 gp

DESCRIPTION

This golden rod gives of a sheen, illuminating anything nearby.

EFFECTS

The possessor of this rod gains a +1 circumstance bonus to Diplomacy and Knowledge (nobility) checks.

Additionally, on command, as a standard action, the holder of this rod can be clothed in a noble's outfit for up to 4 hours a day. As a swift action, you can return



to your normal attire. Articles of clothing that are removed instantly fade away.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *disguise self*; **Cost** 475 gp

ROD OF REDEMPTION

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,105 gp

DESCRIPTION

This masterwork light mace has a steel handle and a head in the form of a silvered praying angel.

EFFECTS

This rod functions as a masterwork light mace. If you roll a natural 1 to hit, while wielding the *rod of redemption*, you gain a +2 luck bonus on your next attack roll. This effect can happen multiple times in combat, provided you keep rolling natural 1's.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod, Craft Arms and Armor; **Spells** *true strike*; **Cost** 805 gp

ROD OF RESIST UNDEAD

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 900 gp

DESCRIPTION

The rod is made of pure white ivory shaped into a 2-foot-long perfect cylinder. At the top sits an outline of the sun, made of polished gold.

EFFECTS

When holding this rod, you to gain a +2 sacred bonus on saving throws vs undead effects and abilities.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *consecrate*; **Cost** 450 gp

ROD OF SECRETS

Aura moderate universal, moderate transmutation; **CL** 9th; **Slot** —; **Weight** 1 lbs.; **Price** 1,000 gp

DESCRIPTION

This 12-Inch copper rod has a feather tip carving that protrudes out from one side.

EFFECTS

The *rod of secrets* grants a +2 circumstance bonus to Linguistics skill checks and contains a secret compartment that holds 2 oz. of ink and a quill. The wielder can also decipher and forge documents in 50% of the normal time.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *message*, *arcane mark*; **Cost** 500 gp

ROD OF SIEGE (BALLISTA)

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 5 lbs.; **Price** 1,000 gp

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DESCRIPTION

This rod has a 1-inch platinum tip that extends out from a golden shaft.

EFFECTS

As a full-round action, once per day, the *rod of siege (ballista)* transforms into a magical siege weapon made of force energy, taking up a 5-foot space. This ballista stays active for 1 hour. The *rod of siege (ballista)* has a total of 4 force bolts and a range of 120 feet. Firing a force bolt from the ballista is a ranged touch attack that takes a standard action. This does 2d8 points of force damage.

CONSTRUCTION REQUIREMENTS

Feats Craft Armor and Weapons, Craft Rod; **Spells** *magic missile*; **Cost** 500 gp

ROD OF SIEGE (CATAPULT)

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 5 lbs.; **Price** 1,000 gp

DESCRIPTION

This rod has a 2-inch diameter platinum globe that extends out from a golden shaft.

EFFECTS

As a full round action, once per day, the *rod of siege (catapult)* transforms into magical light catapult made of force energy, that takes up a 5-foot space. Once activated, it stays active for 1 hour. With a standard action, the transformed rod catapults a boulder made of force at a target up to 150-feet away. Each shot requires a ranged

touch attack and the ammo does 3d6 points of force damage. Once the catapult has launched 4 boulders or the duration ends, the rod cannot be used until the next sunrise.

CONSTRUCTION REQUIREMENTS

Feats Craft Armor and Weapons, Craft Rod; **Spells** *magic missile*; **Cost** 500 gp

ROD OF SORROWS

Aura moderate necromancy; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 800 gp

DESCRIPTION

This rod is made of a human femur bone and has a tiny crystal that adorns the top.

EFFECTS

You must be evil to activate the magical effects of this rod. Three times per day a *rod of sorrows* can shoot a ranged touch attack of 20 feet and has multiple levels of power depending on your level of godly compatibility. Any target hit by the attack feels a chilling touch of pain that engulfs the body. Evil characters may use this device to deliver a ranged touch attack causing 3 points of cold damage. Further, if you worship a deity that is Evil you do an additional 1 Strength damage. A DC 13 Fortitude save negates this damage.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *chill touch*; **Special** creator must be evil; **Cost** 400 gp

ROD OF SUN ABSORPTION

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

The top of the rod contains an oversized yellow crystal globe that attaches to a steel rod that is 3-feet in length.

EFFECTS

The *rod of sun absorption* can soak up to 8 hours of sunlight when held in mostly sunny conditions. The absorbed light can be reproduced into a 20-foot radius for half the duration absorbed. If the wielder worships a deity associated with the Sun domain they gain +1 sacred bonus to all healing spells and effects within the light. If the character has access to the Sun domain they gain a +2 sacred bonus to all healing spells and effects cast within the light's radius. A second function of the rod allows it to target a creature with a ranged touch attack within 30 feet. This attack focuses a ray of light that springs forth from the rod's crystal dealing 1d6 points of fire damage per 2 hours of absorbed sunlight remaining (max 4d6, double damage to undead creatures, though this has no additional effect beyond this to creatures vulnerable to sunlight). When used in this manner, the remaining power stored in the rod is fully consumed.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *light, searing light*; **Cost** 500 gp

ROD OF THE ASTRAL ALIGNMENT

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 850 gp

DESCRIPTION

This jet-black rod is adorned with white stars from top to bottom.

EFFECTS

The rod always knows the direction north and grants the wielder an additional insight bonus to Knowledge (geography). Additionally, when used at night the user feels a sense of direction through astral knowledge, gaining a continuous +2 circumstance bonus on Knowledge (geography) checks. The rod only functions when outdoors.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *know direction*; **Cost** 425 gp

ROD OF THE BLACKSMITH

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 8 lbs.; **Price** 1,000 gp

DESCRIPTION

This steel rod weighs 8 pounds and is inscribed with stylized anvils running the length of it.

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EFFECTS

Once per day, this rod acts as a masterwork crafting tool (appears as a hammer) and can repair 3d4+2 points of damage to any 1 armor, object, shield or weapon, in a 24-hour period, as a full round action. It can also fix +1 magic items and restores the magic properties of the item repaired. Only the lowest magical property returns to any item repaired in this way. If the wielder worships a deity associated with the artifice domain, the hammer gains a divine boon and can repair 4d4+3 points of damage in a 24 hour period.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *make whole*; **Cost** 500 gp

ROD OF THE BONE COLLECTOR

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 750 gp

DESCRIPTION

Made of a series of miscellaneous bones wrapped in scraps of hide and scales. The rod is topped with a small set of antlers.

EFFECTS

Provides the rod's wielder the knowledge of what category the creature is related to any bone, scale or piece of hide touched. The user can then roll a Knowledge check with a special +2 insight bonus to identify what the specific creature is.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *detect animal or plants*; **Cost** 375 gp

ROD OF THE BOUNTY HUNTER



Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 6lbs.; **Price** 850 gp

DESCRIPTION

A leather band wraps and covers this entire 3-foot rod with two small metal prongs sticking upward on one end.

EFFECTS

Once per day on command this rod turns into a 10-foot-long mancatcher with a pair of manacles that are accessible from the bottom of

the mancatcher. This rods alteration lasts for up to 12-hours.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *shrink item*; **Cost** 425 gp

ROD OF THE CAVALIER

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 8 lbs.; **Price** 700 gp

DESCRIPTION

This is a 3-foot-long steel rod with a very sharp tip at one end.

EFFECTS

As a standard action, a creature can command the *rod of the cavalier* to extend into a full-length lance. This lance grants its attacker a +2 circumstance bonus to unseat other mounted opponents. Retracting the lance back into the rod is a free action.

CONSTRUCTION REQUIREMENTS

Feats Craft Arms & Armor, Craft Rod; **Spells** *animate object*; **Cost** 350 gp

ROD OF THE CHARLATAN

Aura moderate enchantment; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 1,000 gp

DESCRIPTION

This small 2-foot rod is made of platinum and is inset with countless pieces of colored glass that reflect and distort the light around it.

EFFECTS

The wielder always gains a +1 circumstance bonus to Bluff and Sleight of Hand checks. Twice per day, as a standard action, the wielder can command the rod to mesmerize another person within 10 feet, a successful

Will DC 13 negates this effect. The target mesmerized by the *rod of the charlatan* takes a penalty of -4 to all skill checks made against the owner of the rod for 2 minutes. Any character making the saving throw against being mesmerized does not know the effect took place and is open to another attempt.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *hypnotism*; **Cost** 500 gp

ROD OF THE CLIMBING CLAW

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 550 gp

DESCRIPTION

This rod has a 1-inch diameter base that extends into a larger 3-inch diameter top resembling a closed bird claw.

EFFECTS

As a standard action, the wielder can command this rod's top to turn into a grappling hook that is shaped into an open eagle's claw, and which can be launched up to 50-feet with a 100-feet of silk rope. The grappling hook automatically hits its target and holds weight equal to a silk rope. The claw can be released and retracted as a full-round action.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *animate rope*, *mage* —; **Cost** 275 gp

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ROD OF THE CROW'S CALL

Aura moderate conjuration; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 600 gp

DESCRIPTION

Made from a solid piece of darkwood this rod features the carving of a life-sized crow perched on one end.

EFFECTS

When the command word is spoken the crow's wings magically open and it begins to caw loudly. Dozens of illusory crows' flock randomly into the area of 100-foot burst centered on the *rod of the crow's call* for three rounds. While within the area of crow's high pitch sound, Perception checks to listen suffer a -10 penalty. Once assembled the murder of crows last for three minutes.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *summon nature's ally I*; **Cost** 300 gp

ROD OF THE FARMER

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 5 lbs.; **Price** 240 gp

DESCRIPTION

This solid wooden rod has been worked into a corn cob shaped end and extends to 4-foot.

EFFECTS

As a standard action, the wielder can tap the ground with a *rod of the farmer* to release a

day's worth of feed for one animal that also heals 1 point of damage, when eaten. The feed released can be eaten by any animal or magical beast. The total feed released weights 10 lbs.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *goodberry*; **Cost** 120 gp

ROD OF THE FORCED MARCH

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 500 gp

DESCRIPTION

This 18-inch-long rod is made of copper and engravings on the side show troops marching.

EFFECTS

The *rod of military march* grants the wielder a swifter long-range movement, equivalent to double the distance traveled for 4 hours. This rod only functions in out of combat traveling situations.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *longstrider*; **Cost** 250 gp

ROD OF THE FROG

Aura moderate evocation; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

Three separate wooden sticks twist into a spiral form making a shaft with an emerald frog that sits atop the rod.

EFFECTS

Three times per day, as a standard action, the handler of this rod can materialize a large 10-foot lily pad that can hold up to 400 lbs. A water source must be within 30-feet of the *rod of the frog*, to create a lily pad. If multiple lily pads are created, they cannot be more than 10-feet from each other. The duration for each lily pad used is 10 minutes.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *floating disk*;
Cost 500 gp

ROD OF THE HALF-MOON

Aura moderate transmutation; **CL** 9th;
Slot —; **Weight** 4 lbs.; **Price** 700 gp

DESCRIPTION

This silver rod has a half-moon shape, that sits atop of a 3-foot rod.

EFFECTS

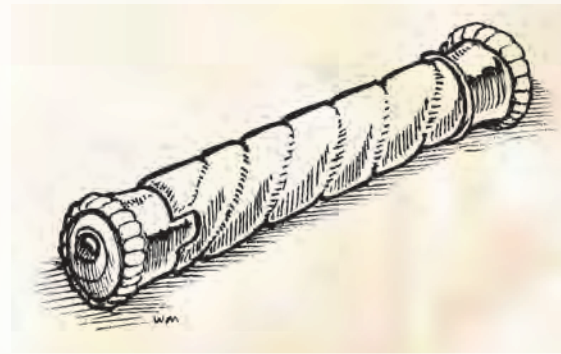
The rod only functions when a half-moon is visible in the sky. When holding this rod and standing under a half-moon, you gain either +2 to Strength, Dexterity, or Constitution as a racial bonus (chosen at random). You receive these modifiers the entire time the half-moon remains in the sky. While under this effect you are susceptible to attacks that affect wererats. When the rods

duration effect is over, there is a 1% chance to contract the wererat lycanthropy curse.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *beast shape II*;
Cost 350 gp

ROD OF THE MAGISTRATE



Aura moderate enchantment; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 750 gp

DESCRIPTION

This rod is 3 feet long, metallic in color and resembles a scroll case.

EFFECTS

This rod gives the user a +1 circumstance bonus on Sense Motive skill checks when held. On command, as a standard action, any intelligent presence standing within 10 ft of the wielder must succeed on a DC 14 Will save, or be unable to lie in response to any question, for the next 2 minutes. Any subject who succeeds on the save is aware of the aura. Creatures affected may choose to remain silent to the questions asked but cannot bend the truth or lie.

Introduction

Magical Rods

New Spells

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *zone of truth*;
Cost 375 gp

ROD OF THE MOUNTAINEER

Aura moderate transmutation; **CL** 9th;
Slot —; **Weight** 3 lbs.; **Price** 800 gp

DESCRIPTION

This unique looking rod resembles a climbing piton.

EFFECTS

This piton shaped rod grants the owner a -2 circumstance bonus on their Armor Check Penalty while climbing with the *rod of the mountaineer*. Once per day if the rod feels more than 5-feet of free fall, it automatically activates a special ability that bestows slow fall (like the monk special ability) for up to 50-feet to the rods handler.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *feather fall*; **Cost** 400 gp

ROD OF THE PACKRAT

Aura moderate conjuration; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 700 gp

DESCRIPTION

This hardened wood rod has a gold coin fixed in place at both ends.

EFFECTS

As a standard action, the rod can be touched to an item and absorb,” and store it (valued up to one gold piece per absorption, and with a weight of no more than 2 lbs.). The rod can hold up to 30 items and always weighs 3 lbs. The wielder may retrieve any stored item as a standard action.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *secret chest*; **Cost** 350 gp

ROD OF THE SCOUT

Aura moderate divination, moderate transmutation; **CL** 9th; **Slot** —; **Weight** 10 lbs.; **Price** 1,000 gp

DESCRIPTION

This 5-foot-long steel rod has lead rivets that flow from the top to the bottom every 6 inches. One of the ends is overlapped with 6-inches of lead.

EFFECTS

This rod grants the wielder a +2 insight bonus to Reflex saves vs. traps. With a full-round-action, it can be extended to double its length (10 feet), and the 6-inch lead end gains 50 pounds of weight when placed on a solid surface. The increased weight disappears as soon as the lead end is lifted from the ground.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *cat’s grace*, *animate object*; **Cost** 500 gp

ROD OF THE UNTURNED ROCK

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

This is a 3-foot limestone pole, covered with a bright green moss.

EFFECTS

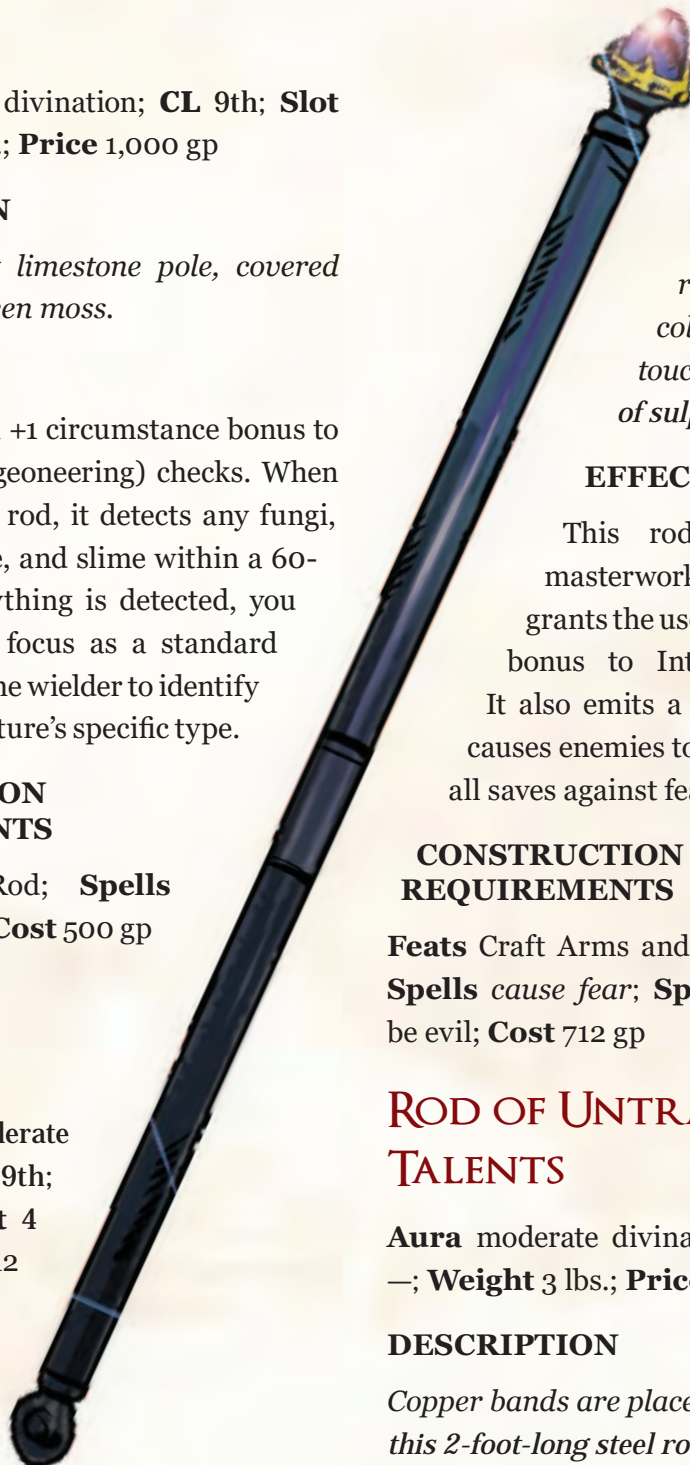
This rod grants a +1 circumstance bonus to Knowledge (dungeoneering) checks. When you activate this rod, it detects any fungi, mold, moss, ooze, and slime within a 60-foot cone. If anything is detected, you can continue to focus as a standard action allowing the wielder to identify the detected creature's specific type.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *locate creature*; **Cost** 500 gp

ROD OF TYRANNY

Aura moderate necromancy; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,112 gp



DESCRIPTION

This 18-inch long rod is jet black in color, is greasy to the touch and smells faintly of sulphur.

EFFECTS

This rod functions as a masterwork heavy mace that grants the user a +1 circumstance bonus to Intimidate checks. It also emits a 10 foot aura which causes enemies to take a -1 penalty to all saves against fear effects.

CONSTRUCTION REQUIREMENTS

Feats Craft Arms and Armor, Craft Rod; **Spells** *cause fear*; **Special** creator must be evil; **Cost** 712 gp

ROD OF UNTRAINED TALENTS

Aura moderate divination; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 1,000 gp

DESCRIPTION

Copper bands are placed every 4 inches on this 2-foot-long steel rod.

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Magical Rods

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EFFECTS

The wielder of the *rod of untrained talents* gains a +1 circumstance bonus to the following skills if they are untrained: Disable Device, Handle Animal, Spellcraft, and Use Magic Device.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *guidance*; **Cost** 500 gp

ROD OF USEFUL SUMMONS

Aura moderate conjuration; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 850 gp

DESCRIPTION

This 3-foot-long rod made of bronze has a large copper spike protruding from the lower half of the shaft.

EFFECTS

The *rod of useful summons* creates equipment that may be useful to adventurers. The rod can bring into existence items such as caltrops, chalk, manacles, and more. As a full-round action, the wielder can command the rod to create a piece of adventuring equipment and it randomly creates an item for 1 hour. The rod can only be used three times per day, and all items must be rolled on the random items chart.

D% roll	Item Generated
01-10	Acid Flask
11-20	Caltrops
21-30	Climbers Kit
31-40	Crowbar
41-50	Disguise Kit
51-60	Ladder, 10-foot
61-70	50-foot Silk Rope with Grappling Hook
71-80	Mirror, small steel
81-90	Smokestick
91-99	Tanglefoot Bag
100	Spyglass

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *minor creation*; **Cost** 425 gp

ROD OF VAULTING

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 4 lbs.; **Price** 1,000 gp

DESCRIPTION

This 2 foot long rod is made of uncured wood, and feels very springy to the touch, like a newly cut branch.

EFFECTS

When wielded this rod grants a +1 circumstance bonus to Acrobatics checks. Speaking the command word as standard action increases this bonus to +5 for the next Acrobatics check, within 1 minute. Commanding the *rod of vaulting* as a full-round action, extends it into a 10-foot wooden

pole that can be used with an Acrobatics check granting a +10 circumstance bonus when jumping. Maneuvering with the extended feature requires two hands. As a free action, the holder can retract the rod back to its original size.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *jump*; **Cost** 500 gp

SHORT-RANGED ROD

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 2lbs.; **Price** 1,000 gp

DESCRIPTION

This 3-foot cold iron rod is wrought into the shape of a hand pointing.

EFFECTS

Three times per day the *short-ranged rod* can increase a spell's short-range from 25-feet, to 35-feet.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *telekinesis*, *mage hand* —; **Cost** 500 gp

SLINGER ROD

Aura moderate transmutation; **CL** 9th; **Slot** —; **Weight** 3 lbs.; **Price** 600 gp

DESCRIPTION

This solid rod is made up of iron and has a leather strap that wraps around the top of the rod.

EFFECTS

When the command word is spoken this rod turns into an oversized magical sling that increases the range of splash weapons by an additional 15-feet.

CONSTRUCTION REQUIREMENTS

Feats Craft Rod; **Spells** *produce flame*; **Cost** 300 gp

STUNNING FIST ROD

Aura moderate enchantment; **CL** 9th; **Slot** —; **Weight** 2 lbs.; **Price** 1,000 gp

DESCRIPTION

This extremely small 12-inch rod has a sapphire end that is shaped like an open hand.

EFFECTS

When the command word is spoken, the rod turns into a sap that looks like a closed fist. When used on an opponent, as an attack action, the sap can stun an opponent 3 times per day, though a DC 14 Fortitude save negates this effect. The sap form causes damage as a normal sap.

CONSTRUCTION REQUIREMENTS

Feats Craft Arms and Armor, Craft Rod; **Spells** *hold person*; **Cost** 500 gp

Introduction

Magical Rods

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NEW SPELLS

JUMPING FLIGHT

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (leather strap wrapped around a feather)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As a move action, the target can jump 50 feet in any direction as if it had a fly

speed, but the jump destination must be on solid ground (which means you cannot stay in *jumping flight* between rounds). This jumping distance changes depending on what armor type the target is wearing (reduced to 40 feet in medium armor and 30 feet in heavy armor). The target cannot jump if their maximum weight load is exceeded.

The spell only stays active if the subject continues to jump 10 feet or more per round. When the spell ends, the subject can no longer take flight through jumping. The target of a *jumping flight* spell can charge in combat and can use feats like Spring Attack.



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VERSION 1.0A

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