

# Affordable Arcana



# magic Staves



---

## CREDITS

PUBLISHED BY D20PFSRD.COM PUBLISHING

**Written by** Jason Linker

**Editing & Layout by** John Reyst

**Artwork & Illustrations**

Some artwork copyright Sade

Some artwork copyright Louis Porter, Jr. Design

Publisher's Choice Quality Stock Art (c) Rich Hershey / Fat Goblin Games

---

## COMPATIBILITY

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See

<http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

 Fans of [d20pfsrd.com](http://d20pfsrd.com)

Join the

[Fans of d20pfsrd.com Facebook group](#)  
to chat about d20pfsrd.com, Pathfinder,  
or gaming in general!

# Affordable Arcana: Staves

by Jason Linker



## INTRODUCTION

If you've bought this book, you probably already know this but: Staves are awesome. From Raistlin's dragon-claw-clutching-an-orb topped staff, to Donatello's bo, to Gandalf's staff, broken fighting against Durin's Bane, the humble staff has been the weapon of choice for wizards and warriors alike. Unfortunately, there are few staves for a low level wizard short of a piece of wood. Nor are there many compelling reasons for a martial character to use a staff. This book attempts to address both with a number of staves at 1,000 gold pieces or less as well as feats and a new magic weapon property to put a staff in the hands of more characters.

Regards,

--Jason

## EDITOR'S NOTES

The design requirements for this product were "Create magic staves costing under 1,000 gp and include a fair selection of Pathfinder 3<sup>rd</sup> Party Publisher content." Jason made use of several neat spells by **Rite Publishing**. The details of the spells are included here but you should check out the full product from Rite Publishing. There are many, many more awesome spells available! --John

## A Note on Rules and the Breaking Thereof

The rules for staff creation are not really meant to create a staff that just casts cantrips. Since cantrips are essentially free (excepting the opportunity cost of knowing them or preparing them) rules regarding cost were broken profligately and new ones were created out of whole cloth. I think you'll find the staves in this book both balanced and fun, just don't try to make the math work.

## CRACKED STAVES

Just as there are cracked and flawed *ioun* stones, the same concept allows for more affordable staves. A cracked staff has a chance of something bad happening when used.

## WONDROUS STAVES

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



---

## STAFF OF BURNING

**Aura** faint conjuration **CL** 8<sup>th</sup>; **Slot** none; **Price** 1,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This ornate staff is made of a polished bronzewood with a circular head holding a blood-red stone in its center. It has a faint, acrid stink that's made worse when the staff is in use.

---

### EFFECTS

The staff allows use of the following spell:

- *Acid splash* (1 charge)

In addition, the staff improves the potency of your *acid splash* spell. Whenever you cast *acid splash* through this staff or your own power, the spell deals +1 damage.

Unlike normal staves, this staff is fully recharged by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *acid arrow*, *acid splash*; **Cost** 500 gp



---

## CRACKED STAFF OF THE TRAVELER

**Aura** faint divination **CL** 8<sup>th</sup>; **Slot** none; **Price** 900 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This staff is cracked along its upper section. It is crafted of a dark wood topped with a spherical structure composed of multiple copper banded spheres inside one another. It glows orange from within the central sphere when pointed in certain directions.

---

### EFFECTS

The staff allows the use of the following spells:

- *Know direction* (2 charges)

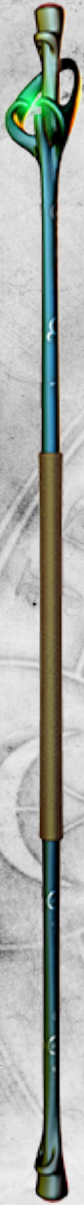
In addition, when you use the staff to cast *know direction*, you may instead have it point to the nearest settlement of small town size or larger.

Unlike normal staves, this staff is fully recharged by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *know direction*, *locate object*; **Cost** 450 gp



---

## CRACKED STAFF OF MISSILES

**Aura** faint evocation **CL** 8<sup>th</sup>; **Slot** none; **Price** 1,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This blue-hued metallic staff has a noticeable series of small cracks around its upper section. A faint, greenish light emanates from the tip of the staff.

---

### EFFECTS

The staff allows the use of the following spells:

- *Magic missile* (3 charges)

Each time the staff is used, there is a 10% chance that the staff breaks, causing the staff to burst in an explosion of eldritch power.

The wielder chooses one corner of his space. The explosion creates a 5-foot-radius burst emanating from that point. Creatures and objects within this area (including the wielder) suffer 2d4+2 points of force damage.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *magic missile*; **Cost** 500 gp



---

## CRACKED STAFF OF IMAGES

**Aura** faint illusion **CL** 8<sup>th</sup>; **Slot** none; **Price** 1,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This ornate staff is decorated with a flourish of whorls and twists at both ends. A small light-blue gem is fastened to the tip of the staff. Though a noticeable crack can be seen in one of the twists, the staff is held together with wispy strips of transparent fabric inscribed with runes of *mending*.

---

### EFFECTS

The staff allows the use of the following spells:

- *Silent Image* (3 charges)

Each time it is used, there is a 10% chance that the bindings fail and the staff instead clouds your vision in a chaotic mix of figments and phantasms, blinding you for 1d3 rounds.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *silent image*; **Cost** 500 gp

---

## STAFF OF SHIELDING

**Aura** faint abjuration **CL** 8<sup>th</sup>; **Slot** none; **Price** 1,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This staff has a natural curve at the point where it is grasped, protecting the wielder's hand from blows. Up and down the length of the ornate staff are carvings of warriors deflecting attacks with shields.

---

### EFFECTS

It allows the use of the following spells:

- *Parry Shot* (5 charges)
- *Parry Strike* (5 charges)

Unlike normal staves, this staff gains five charges by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots. Charges in excess of ten are wasted.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *parry shot*, *parry strike*, *shield*; **Cost** 500 gp



---

## STAFF OF LIGHT

**Aura** faint evocation **CL** 8<sup>th</sup>; **Slot** none; **Price** 700 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This sturdy-looking short staff is topped with a small lightly glowing sphere. In just the right light the sphere acts as a prism occasionally shedding a riot of rainbows.

---

### EFFECTS

The staff glows faintly as a candle at all times. The wielder may temporarily dismiss this effect by spending a swift action and waving his hand over the sphere. The staff begins to glow as a candle again if the wielder waves his hand over it again (a swift action) or when dropped.

Additionally, it allows the use of the *light* spell at the cost of 1 charge. The *light* cast by this staff may only target the crystal topper. However, the crystal shines with startling brilliance and casts normal light in a 30-foot radius rather than the normal 20-foot radius when so affected.

Unlike a normal staff, the *staff of light* is recharged each day as the sun rises as long as it is not underground or otherwise obscured from the sunlight.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *light*, *daylight*; **Cost** 350 gp

---

## STAFF OF UTILITY

**Aura** faint conjuration, evocation, and illusion **CL** 8<sup>th</sup>; **Slot** none; **Price** 800 gp; **Weight** 5 lbs.

---

### DESCRIPTION

The top of this staff splays out into nine different branches.

---

### EFFECTS

Each branch is meant to perform a specific utilitarian function. It allows the use of the following spells (all at the expense of 1 charge). Unfortunately, the staff rarely seems to cast the intended spell.

- *Alter taste*
- *Blossom*
- *Clean*
- *Cleanse of alcohol*
- *Drench*
- *Mending*
- *Rigged coin*
- *Spark*
- *Spider's thread*

When you use the staff, choose the spell you wish to cast and roll a d10. A roll of 1 indicates *alter taste*, 2 indicates *blossom* and so forth. A roll of 10 indicates the spell you wanted to cast.

Unlike normal staves, this staff is fully recharged by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Special** ability to cast at least two 2<sup>nd</sup> level spells; **Cost** 400 gp

---

## TENTACULAR STAFF

**Aura** faint necromancy **CL** 8<sup>th</sup>; **Slot** none; **Price** 1,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

This black and twisted staff ends in a repugnant, suckered tentacle which glistens sickly with an unnatural ooze.

---

### EFFECTS

This staff allows the use of the following spell:

- *Touch of fatigue* (2 charges)

Whenever you cast *touch of fatigue* via the staff the tentacle reaches out assist in the touch attack granting the user a +1 bonus on the attack roll. Unlike normal staves, this staff is fully recharged by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *black tentacles*, *touch of fatigue*; **Cost** 500 gp

---

## TRAVELER'S COMPANION

---

**Aura** faint evocation and transmutation **CL** 8<sup>th</sup>; **Slot** none; **Price** 1000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

---

Gnarled and knotted wood forms this staff, the wood worn smooth by seemingly generations of hands. It makes an excellent walking stick.

---

### EFFECTS

---

This staff allows the use of the following spells:

- *Simple bed* (1 charge)
- *Spark* (1 charge)

In addition, the staff provides a +1 morale bonus on Constitution checks made during a forced march.

Unlike normal staves, this staff is fully recharged by expending one 1st-level spell when a spellcaster prepares spells or regains spell slots.

---

### CONSTRUCTION REQUIREMENTS

---

**Feats** Craft Staff; **Spells** *ant haul*, *simple bed*, *spark*; **Cost** 500 gp

---

## WONDROUS STAVES

---

### SLOTTED STAFF

---

**Aura** moderate conjuration and transmutation; **CL** 11<sup>th</sup>; **Slot** —; **Price** 1,000 gp; **Weight** 4 lbs. (without wand or staff)

---

### DESCRIPTION

---

This wooden staff has two hollow spaces along its length. It is engraved with runes of harmony and binding.

---

### EFFECTS

---

One hollow may hold a wand and the other a rod. The size of the rod and wand are immaterial, as the slots hold them securely regardless of their ability to logically fit. While holding the slotted staff, you are considered to be holding the rod and wand and may use them as though they were in your hand.

The slotted staff may also be enchanted as a staff or magic weapon without incurring any additional costs related to adding such enchantments to a wondrous item.

---

### CONSTRUCTION REQUIREMENTS

---

**Feats** Craft Staff, Craft Wondrous Item; **Spells** *eldritch conduit*, *secret chest*; **Cost** 500 gp

---



## NEW FEATS

---

### ARCANE BATTERY

*Your ability to recharge a staff is improved.*

**Prerequisite(s):** Knowledge (arcana) 5 ranks.

**Benefit(s):** You may expend two prepared spells or spell slots of appropriate level to restore three charges to a staff when you prepare spells or regain spell slots. Charges in excess of 10 are wasted.

---

### IMPROVED ARCANE BATTERY

*Your ability to recharge a staff far exceeds the ability of most.*

**Prerequisite(s):** Arcane Battery, Knowledge (arcana) 10 ranks.

**Benefit(s):** You may expend three prepared spells or spell slots of appropriate level to restore five charges to a staff when you prepare spells or regain spell slots. Charges in excess of 10 are wasted.

---

### GREATER ARCANE BATTERY

*You have deep knowledge of the workings of magical staves and ignore limits imposed on lesser users.*

**Prerequisite(s):** Knowledge (arcana) 15 ranks.

**Benefit(s):** You may expend five prepared spells or spell slots of appropriate level to restore ten charges to a staff when you

prepare spells or regain spell slots. Charges in excess of 10 are wasted.

---

### PERCUSSIVE STAFF

*Each strike of your staff is part of the rhythm of the fight and it sounds like it, too.*

**Prerequisite(s):** Weapon Focus (staff), Perform (percussion) 4 ranks.

**Benefit(s):** Whenever you strike an opponent with a quarterstaff or bo staff, you also deal 1 sonic damage.

---

### IMPROVED PERCUSSIVE STAFF

*Your percussive blows become a deafening symphony of pain for your enemies.*

**Prerequisite(s):** Percussive Staff, Weapon Focus (staff), Perform (percussion) 10 ranks.

**Benefit(s):** The sonic damage dealt by your staff hits increases to +2. If you have Improved Critical (quarterstaff or bo staff), on a confirmed critical hit the target must pass a Fortitude save (DC 10 +  $\frac{1}{2}$  your level + your Charisma bonus) or be deafened for 1 hour.

---

### STAFF DANCER

*You incorporate your staff into a twirling martial dance.*

**Prerequisite(s):** Weapon Focus (staff), Perform (dance) 4 ranks.

**Benefit(s):** As long as you wield a staff in both hands, you receive a +1 shield bonus

to AC. This bonus stacks with Two-Weapon Defense and similar feats.

---

## IMPROVED STAFF DANCER

*Your staff is like a living thing, twirling and twisting in your nimble hands.*

**Prerequisite(s):** Staff Dancer, Weapon Focus (staff), Perform (dance) 10 ranks.

**Benefit(s):** Your shield bonus from Staff Dancer increases by +1. Additionally, each time you hit a creature with your staff, the creature is dazzled for 1 round.

## MAGIC WEAPON SPECIAL ABILITY

---

### ASCETIC

**Price** +2 bonus; **Aura** moderate transmutation; **CL** 9th; **Weight** —

---

#### RESTRICTION

This special ability may only be placed on a quarterstaff or bo staff. These weapons are especially attuned to the *ki* aura projected by monks and allow them to use some abilities normally relegated to unarmed strikes.

---

#### EFFECTS

Attacks with an ascetic weapon deal the monk's unarmed damage instead of normal damage (usually d6 for a Medium quarter- or bo staff). Additionally, the weapon channels his *ki* in such a way that it can bypass the same damage reductions and hardness as his unarmed strikes.

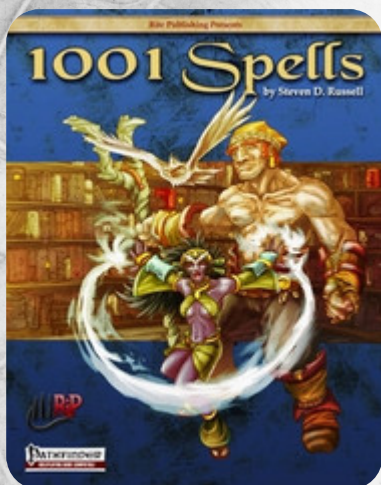
---

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor; **Spells** *stone fist, versatile weapon*; **Cost** +2 bonus

# SPELLS REFERENCED

All of the spells below (except *eldritch conduit*) are referenced by one or more of the staves in this book and are available in [1001 Spells by Rite Publishing](#). The text of each is included here for your convenience. As always, these can also be found either in the original product, or on the Pathfinder SRD website <http://www.d20pfsrd.com!>



---

## ALTER TASTE

---

**School** illusion (glamer); **Level** bard 0, sorcerer/wizard 0

---

### CASTING

---

**Casting Time** 1 standard action

**Components** V, S, M (pinch of salt or spice)

---

### EFFECT

---

**Range** 10 ft.

**Target** one meal of 1 cu. ft./level

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

---

### DESCRIPTION

---

This spell changes the taste of one meal to a taste that is pleasant for the creature consuming it. Note that this spell only disguises the taste of the meal and does not alter any other quality of it. While it will alter the taste of rotten meat, for instance, the meat will still be rotten. Furthermore, all parts of the meal taste the same no matter what is eaten. Thus soup, salad, main course, dinner roll and so on will all taste exactly alike since the spell masks any and all flavors with the taste. Each creature that tastes the meal will experience a different taste sensation depending on what his or her preference is. Thus, one creature might taste warm bread while another tastes raw meat.

This spell changes the taste of anything that is part of the meal at the time the spell is cast; if something is added later, such as gravy or poison, then the spell cannot alter that and the creature receives the proper taste of the added item. Creatures are instantly aware of this spell's effect upon the first bite and can choose to disbelieve the spell's effects at any time.

---

## BLOSSOM

**School** transmutation; **Level** bard 0, druid 0, sorcerer/wizard 0

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S, DF

---

### EFFECT

**Range** touch

**Target** flowering plant touched

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); see text; **Spell**

**Resistance** yes (harmless)

---

### DESCRIPTION

This spell causes up to one flower per caster level to sprout and bloom on a flowering plant. Only plant creatures receive a saving throw.

---

## CLEAN

**School** transmutation; **Level** sorcerer/wizard 0

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (bit of soap)

---

### EFFECT

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one object or one 10-ft.-by-10-ft. room

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

---

### DESCRIPTION

You wave your hands in a circular motion over an object (or in the air to clean a room) and all dirt on the target immediately vanishes as though the object or room was just scrubbed thoroughly clean.

---

## CLEANSE OF ALCOHOL

**School** conjuration (healing); **Level** bard 0, cleric/oracle 0, sorcerer/wizard 0

---

### CASTING

**Casting Time** 1 round

**Components** V, S

---

### EFFECT

**Range** touch

**Target** personal or one creature

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless); **Spell**

**Resistance** yes (harmless)

---

### DESCRIPTION

The target of a cleanse of alcohol spell finds himself completely cured of any effect caused by indulging in alcohol.

---

## DRENCH

**School** conjuration (creation); **Level** druid 0

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

**Range** close (25 ft. + 5 ft./level)

**Target** one object or creature up to size Large

**Duration** instantaneous

**Saving Throw** Reflex negates; **Spell Resistance** yes

---

### DESCRIPTION

With a gesture upwards, you conjure a sudden freezing cold downpour on the designated target, dealing 1 point of nonlethal damage (no damage if they make a Reflex save). This spell is usually used to quench small fires and can instantly quench a natural fire that is 5 ft. or less in diameter.

---

## ELDRITCH CONDUIT

---

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

---

### CASTING

---

**Casting Time** 1 standard action

**Components** V, S, M (a small mirror)

---

### EFFECT

---

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

---

### DESCRIPTION

---

If the target of this spell fails to resist its effects with a Will save, he becomes outlined in faint radiance, as if via faerie fire. At any time before the eldritch conduit expires, you may cast another spell with an area effect of cone, cylinder, line, or sphere and use the subject of the eldritch conduit as the point of origin for that spell. Doing so ends the spell immediately. The target must be within close range (25 feet + 5 feet/2 levels) in order for you to use the conduit—if the target moves out of range, the eldritch conduit effect persists but cannot be utilized by you until you get back within range.

---

## PARRY SHOT

---

**School** abjuration; **Level** sorcerer/wizard 0

---

### CASTING

---

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

---

**Range** personal

**Target** you

**Duration** 1 hour/level or until discharged

---

### DESCRIPTION

---

You gain +2 deflection bonus to AC against the next ranged attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

---

## PARRY STRIKE

---

**School** abjuration; **Level** sorcerer/wizard 0

---

### CASTING

---

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

---

**Range** personal

**Target** you

**Duration** 1 hour/level or until discharged

---

### DESCRIPTION

---

You gain +2 deflection bonus to AC against the next melee attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

---

## RIGGED COIN

---

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

---

### CASTING

---

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

---

**Range** touch

**Target** coin touched

**Duration** 1 minute

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

---

### DESCRIPTION

---

This spell causes a coin you touch to always land with the same face up when flipped. You decide which face will land up at time of casting.

---

## SIMPLE BED

**School** transmutation; **Level** bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

**Range** close (25 ft. + 5 ft./2 levels)

**Area** ground where caster will sleep

**Duration** 8 hours

**Saving Throw** none; **Spell Resistance** none

---

### DESCRIPTION

Simple bed gathers, loosens and flattens surrounding vegetation, dead leaves and loose soil in order to create a very comfortable bed, which gives the caster a pleasant, restful night. The caster gains a bonus of 1 hp to his normal healing rate for bed rest over eight consecutive hours.

---

## SPIDER'S THREAD

**School** conjuration (creation); **Level** sorcerer/wizard 0

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S

---

### EFFECT

**Range** close (25 ft. + 5 ft./2 levels)

**Area** a 1-inch-thick strand that measures 25 ft.+ 5 ft./2 levels long

**Duration** 2 rounds

**Saving Throw** Reflex negates; **Spell Resistance** yes

---

### DESCRIPTION

You create a single rope-like strand of spider web that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (DC 15) to tear the strand away. The spider's thread can support the weight of about 200 lbs. If you use it as rope (tying it to something rather than relying on the adhesive) it proves about twice as strong as a normal rope. The spider's thread can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

## 3P-PREVIEW

For this book's 3<sup>rd</sup> Party Preview product I dug through many different books that included magic staves. Unfortunately, as can probably be guessed, very few met the requirements of this product- that of costing 1,000 gp or less! Here are a few that come close, or that were especially interesting.



### APEIRON STAVES

By **Rogue Genius Games**

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 stave down to his star apprentice.

Here are a couple excellent examples from the book "[The Genius Guide to Apeiron Staves](#)" by [Rogue Genius Games](#).

First, some additional mechanical information you'll need to fully understand these staves. Otherwise, these items function as per the normal rules of the Pathfinder Roleplaying Game.

**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.

---

## APEIRON STAFF OF FORCE, BEGINNER'S

**Slot** none; **Price** 1,500 gp; **CL** 1<sup>st</sup>

---

### 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

**Feats** Craft Apeiron Staff; **Spells** *magic missile*; **Special** caster level 3; **Cost** 750 gp

---

## APEIRON STAFF OF SOOTHING, LESSER

**Slot** none; **Price** 1,050 gp; **CL** 3<sup>rd</sup>

---

### DESCRIPTION

This staff is made of bright green wood, with the outer layer of bark stripped off.

---

### 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 you 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

**Feats** Craft Apeiron staff; **Spells** *cure light wounds*, *lesser restoration*; **Cost** 525 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).

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

---

**Feats** Craft Apeiron Staff; **Spells** *prestidigitation*; **Cost** 175 gp

---

## NEW FEAT

---

### CRAFT APEIRON STAFF (ITEM CREATION)

**Prerequisite(s):** Caster level 3

**Benefit(s):** 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 11<sup>th</sup> level, this feat is replaced with Craft Staff, and you are still allowed to create apeiron staves.

## LEGAL

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy,

modify and distribute any Open Game Content originally distributed under any version of this License. 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. Copyright Notice:

#### SECTION 15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

1001 Spells Copyright 2011 Steven D. Russell; Author Steven D. Russell

101 0-Level Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell.

50 New Ways to Blow Things Up: Evocation copyright Silven Publishing and Matthew J. Hanson.

50 New Ways to turn things into other things: Transmutation copyright Silven Publishing and Matthew J. Hanson.

Advanced Player's Guide, Player's Guide to Monks and Paladins, Relics & Rituals:

Akashic Nodes: The Home of Memory, Copyright 2005 Justin D. Jacobson.

Arcana Evolved Spell Treasury. Copyright 2006, Author: Monte J. Cook.

Bluffsides: City on the Edge Copyright 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.

Castlemourn Campaign Setting Copyright 2007, Margaret Weis Productions, Ltd.

Crime and Punishment, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Keith Baker.

Curses! Copyright ©2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein

D20 Modern System Reference Document, Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Dynasties and Demagogues, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.

E.N. Guild – Monster Hunters' Guild, Copyright 2005, E.N. Publishing; Author Aeryn Rudel.

Eldritch Sorcery Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.

Encyclopaedia Arcane: Necromancy. Beyond the Grave Copyright 2001, Mongoose Publishing.

Encyclopedia Arcane: Necromancy - Beyond the Grave Copyright 2001, Mongoose Publishing.

Excalibur, Relics & Rituals: Olympus, and Strange Lands: Lost Tribes of the Scarred Lands all ©2004 White Wolf Inc.

Fading Suns: D20, Copyright 2001, Holistic Design, Inc; Authors Bill Bridges and Andy Harmon.

Interludes: Brief Expeditions to Bluffsides Copyright 2001,

Joe's Book of Enchantment Copyright 2002, Joseph Mucchiello, Jr. Published by Throwing Dice Games.

Legacy of the Dragons, Copyright 2004 Monte J. Cook.

Love and War, Copyright 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart.

Minions: Fearsome Foes, Copyright 2001, Bastion Press

Monte Cook's Arcana Evolved, Copyright 2005 Monte J. Cook.

Monte Cook's Arcana Unearthed DM's Screen and Player's Guide, Copyright 2003 Monte J. Cook.

Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook.

Monte Cook's Arcana Evolved. Copyright 2005, Author: Monte J. Cook.

Mystic Secrets: The Lore of Word and Rune, Copyright 2004 Monte J. Cook.

Oathbound: Arena, Copyright 2004, Bastion Press

Oathbound: Domains of the Forge, Copyright 2002, Bastion Press

Oathbound: Mysteries of Arena, Copyright 2004, Bastion Press

Oathbound: Wrack & Ruin, Copyright 2003, Bastion Press

Occult Lore, Copyright 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.

"Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC named spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of [www.necromancergames.com](http://www.necromancergames.com)."

Pantheon and Pagan Faiths ©2004 Mystic EyeGames.

Pathfinder Campaign Setting: Inner Sea Magic. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game GameMastery Guide. Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC. Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. Copyright 2011, Paizo Publishing, LLC. Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Plexus - Potent Portals Copyright 2002 Mark Alexander Clover.

Plexus - Open Spells Collection Copyright 2002 Mark Alexander Clover.

Poisoncraft: The Dark Art, Copyright 2004, Justin D. Jacobson.

Skreyn's Register: The Bonds of Magic, Vol. 1: Cabal and Skreyn's Register: The Bonds of Magic, Vol. 2: The Faithful Copyright 2002 Sean K Reynolds. All rights reserved.

Spells & Spellcraft Copyright 2002, Fantasy Flight, Inc.

System Reference Document. Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David Noonan, Rich Redman,

Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and Book of Eldritch Might III: The Nexus Copyright 2001, 2002 Monte J. Cook. All rights reserved.

The Compleat Librum of Gar.Udok.s Necromantic Artes Copyright 2002, Ambient Inc.; Authors M Jason Parent, Denise Robinson, Chester Douglas II

The Diamond Throne, Copyright 2003 Monte J. Cook.

The Great City Player's Guide © by Øone Roleplaying Games Thunderhead Games, Inc., and Mystic Eye Games, LLC.

Traps and Treachery, Copyright 2001, Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stoecker, Wil Upchurch. Wild Spellcraft Copyright, 2002 ENWorld.

Wildwood, Copyright 2004, Bastion Press, Inc.

The Genius Guide to Apeiron Staves. ©2013 Super Genius Games, LLC. Author: Will McCardell.

## DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

## DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

# Thanks for your support!

Remember, when you purchase d20pfsrd.com Publishing products you are helping support Open Gaming by way of supporting the publishers who create open gaming products as well as by directly helping fund the SRD websites that you use every day in your games.

Thanks again for your support!

John Reyst & d20pfsrd.com

*Like superhero games?  
Then check out*

**D20 HERO SRD**

**EARTH'S  
MIGHTIEST D20  
HERO WEBSITE!!!**

**SUPPORT  
OPEN  
GAMING**



**SHOP  
D20PFSRD  
.COM**

