

Affordable Arcana

Wands



Affordable Arcana: Wands

Credits

Published by d20pfsrd.com Publishing

Writer: Kyle Christie

Editor: Kim Frandsen

Copy Editor: Michael Ritter

Layout: Matt Thomason

Artwork:

Matt Thomason,

Publisher's Choice Quality Stock Art © Rick 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.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Contents

Introduction	2
Improvisation	3
Minor Flaws	4
Moderate Flaws.....	5
Major Flaws.....	6
Alternative Rules	8
Note on Wand Creation	8
Example Flawed Wands	8
Archetypes	10
Echo Bonded (Wizard Archetype).....	10
Wandslinger (Gunslinger Archetype)	11
New Dare	13
Hold my Ale	13
New Feats	14
Craft Improvised Wand (Item Creation).....	14
Etching Mastery	14
Improvisation Adept.....	14
Improvisation Expert.....	14
Luck of the Hedge Magician	14
Periodic Epiphany.....	15
Resourceful Artisan	15
Wand Slinging.....	15
New Traits	16
Digit Tail (Race)	16
Eager Grappler(Combat)	16
Gift of the Grubber (Faith)	16
Street Corner Mage (Regional)	16
Urchin Wizard (Regional)	16
Wand Jumper (Combat).....	17
Wand Waver (Combat).....	17
Open Game License	18

Contents

Introduction

Improvisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License

Join the
[Fans of d20pfsrd.com Facebook group](https://www.facebook.com/d20pfsrd)
to chat about d20pfsrd.com, Pathfinder,
or gaming in general!



INTRODUCTION

Wizards, magicians, and spellcasters of all shapes and sizes have long been associated with that most iconic and magical of sticks—the noble wand. The wizard can cast *mage armor* with impunity with a simple *wand of mage armor*, and the cleric can keep the party healthy and robust with a *wand of cure light wounds*. A workhorse of an item, players can greatly expand their access to spells by obtaining a proper wand. However, even a generous Game Master might have trouble justifying doling out these expensive wooden wonders.

The introduction of a magic item to a party of adventurers is an event of great import. Magical items can have a large impact on the power level of the player. Wands in the *Pathfinder Roleplaying Game* are high-powered and expensive magical items—especially at lower levels. Their power might make them unappealing inclusions for a GM wishing to challenge her players, and even if they are made available to purchase or craft, wands are often-times beyond the financial resources of said players. Powerful and expensive is fine, but that usually pushes them late into the game—what if you want to find a cheap wand? To reduce the cost of wands and add more flavor to this item type we will explore a system of improvisation and flaws. Flawed wands draw from a pool

of modifiers that reduce the gold cost of the item—at a price. The result is wands that are quirky, cheap, and sometimes dangerous! Most importantly, though, flawed wands are fun!

In this supplement, wands will be expanded upon to increase their complexity, variety, and the range of prices at which they can be found. The traditional method of deriving the cost of purchasing or creating a wand is still used, but modifiers via the flaws system provide cost reduction by percentage. The more severe the flaw, the larger the cost reduction! GMs and players alike will be able to avail themselves of this system to create wands that are high on personality and low on cost. Welcome to *Affordable Arcana – Wands*.



IMPROVISATION

People take shortcuts; it's a fact of life. An adventurer might wonder why she should use the best materials for the job if sub-par ones will suffice, saving precious gold? Or perhaps the best materials aren't available, and the craftsman must make do with insufficient supplies. In either case, the resulting piece is less than ideal—it will be flawed.

Flaws are drawbacks that make a wand less powerful in some way, but reduce the cost to purchase or create a wand. Flaws can only be applied to the wand during the creation of the wand by the wand's creator. A wand crafter must possess the usual requirements to craft wands, and may choose during creation to improvise in

creating the wand by choosing up to three of the following: slipshod construction, substitute materials, and/or magical filler.

Once the selections are made, they are set—the choices cannot be changed during crafting. For each improvisation, you roll d% to determine which flaws are created in the wand and for each improvisation, there will be one flaw.

The total cost of the wand will be calculated using standard rules, found in the *Pathfinder Roleplaying Game Core Rulebook*, then reduced by the sum of the cost reduction allowed by the wand (e.g. a *fragmenting misfiring wand of cure light wounds* would have its crafting price in gold reduced by 15% for *fragmenting*, and 15% for *misfiring*, granting a total reduction of 30%).

IMPROVISATIONS AND FLAWS

Improvisation type	Slipshod construction	Substitute materials	Magical filler
Minor Flaw (1-60%)	1-20: <i>Fragmenting</i>	1-20: <i>Charging</i>	1-20: <i>Misfiring</i>
	21-40: <i>Slippery</i>	21-40: <i>Weighted</i>	21-40: <i>Wild</i>
	41-60: <i>Obtuse</i>	41-60: <i>Overloaded</i>	41-60: <i>Whimsical</i>
Moderate Flaw (61-90%)	61-75: <i>Splintering</i>	61-75: <i>Wasteful</i>	61-75: <i>Locked</i>
	76-90: <i>Fractured</i>	76-90: <i>Festering</i>	76-90: <i>Faded</i>
Major Flaw (91-100%)	91-100: <i>Volatile</i>	91-100: <i>Ravenous</i>	91-100: <i>Polarizing</i>

Contents

Introduction

Improvisation

Alternative Rules

Archetypes

New Dares

New Feats

New Traits

Open Game License

In that example, the wand contains a first level spell, so $375 * 1 * 1 * 0.30$ in a cost of 262 gold and 5 silver pieces. Crafters should beware, however—if the cost reduction reaches 60% the wand is unusable and the materials are wasted!

MINOR FLAWS

Minor flaws are quirks of production that may sometimes be inconvenient, but leave the function of a wand largely intact. They are the most common type of flaws.

Calling: This wand's magics are sometimes diverted into the temporary physical form of a minor creature. Upon using the wand, roll a d%. A roll of 11 or higher results in the charge being expended normally. However, a roll of 10 or less causes the charge to summon a Tiny animal at the location of the original spell's intended target. The summoned creature remains for a number of rounds equal to $1d3 +$ the wand's caster level. This process consumes the charge as though a spell had been cast from the wand normally. The summoned creature has no allegiance to the summoner, and the summoner gains no ability to control or command it. Normally, a rabbit or squirrel is summoned, but the exact animal may vary at GM discretion.

Charging: This wand takes a while to warm up. On use, the user begins casting a spell from the wand and must continue

casting uninterrupted (i.e. a full-round action each round) for $1d3$ rounds to complete the spell. If a spell already requires more than one round of casting, add these rounds to the total number of rounds required to cast the spell. While charging the spell can be interrupted similar to interrupting a spell cast by the user i.e. a concentration check is required on damage.

Fragmenting: The pieces of this wand are prone to coming apart. On using a charge from this wand, roll a Strength check (DC $5 +$ the wand's caster level). If you succeed, the wand is held together. Failure results in the wand's pieces disassembling in your hand and requires a full-round action to be put back together before it can be used again. Success or failure does not affect the spell cast from the wand.

Misfiring: This wand is prone to misfiring. On expending a charge, roll a d%. Rolling a 21 or higher represents a success and the spell is cast normally. Rolling 20 or lower causes the spell to fizzle with no effect and the charge to be wasted.

Obtuse: This wand's construction made it unnecessarily difficult to use. On using a charge from this wand, roll a DC 15 Knowledge (arcana) check. If you succeed, the wand may be used without issue. Failure results in the wand being unusable for $1d6$ minutes. Regardless of success or

failure, the spell is still cast.

Overloaded: This wand crackles with energy, and is difficult to control. On using a charge from this wand, roll a DC 15 Will save or suffer 1d3 points of nonlethal damage from electricity. Success or failure does not affect the spell cast from the wand.

Slippery: The shaft of this wand makes it difficult to maintain a good grip. On using a charge from this wand, roll a DC 15 Acrobatics check. If you succeed, you manage to hold onto the wand. Failure results in the wand slipping from your hands and falling to the ground and the spell failing to be cast, but not expending a charge.

Weighted: The materials for this wand have added absurdly to the weight of the wand, increasing its weight to 5 lbs. It may also be used as an improvised weapon, dealing 1d3 bludgeoning damage.

Whimsical: There is a whispering of fey mischief in this wand, and the wand seems impossible to find in a pinch. Retrieving a *whimsical* wand is always a full-round action, unless it is already in your hand.

Wild: The process of crafting this wand awoke something of the wild in its length. On expending

a charge from this wand, roll a d20. On a natural 1, the magics within cause flowers to momentarily sprout from the floor under your feet before fading away and the rest of the charge is wasted. On a natural 20, targets of the wand's spell also receive a +1 natural armor bonus for 1 minute.

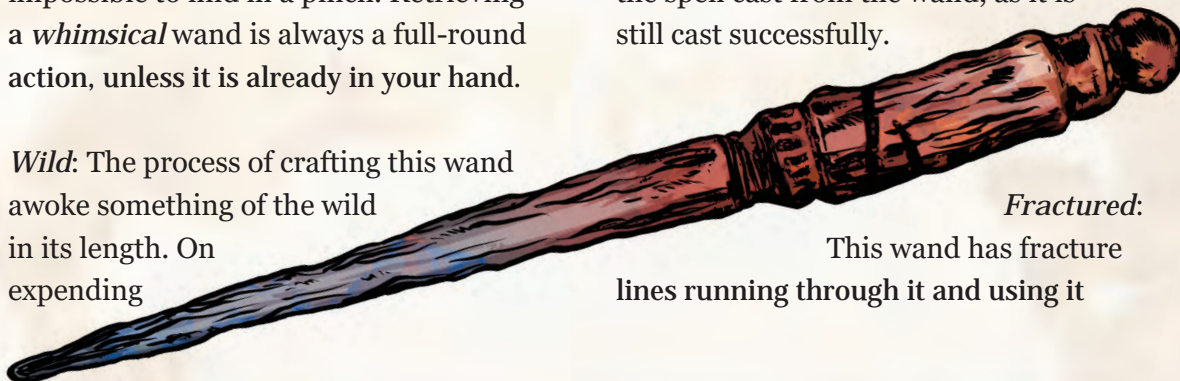
MODERATE FLAWS

More severe than minor flaws, moderate flaws might give the wielder of the wand pause enough to consider whether to use it at all. Moderate flaws occur sometimes, but not with the frequency of minor flaws.

Faded: This wand is either ancient, or only appears to be. Either way, much of the magic is already faded and the wand has far fewer charges remaining than other similar wands. Reduce the number of maximum charges by half.

Festering: Something in this wand is foul to see, smell, or touch. On expending a charge from this wand, roll a DC 15 Fortitude save or be nauseated for 1d4 rounds. Success or failure does not affect the spell cast from the wand, as it is still cast successfully.

Fractured: This wand has fracture lines running through it and using it



Contents

Introduction

Improvisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License

risks shattering it. On use, roll a d20. A natural 1 represents the wand shattering into unusable fragments. Consecutive uses during a 24 hour period increase the chances of shattering +1 each time, up to a maximum of +5. (for a total of any roll 5 or lower resulting in the wand shattering)

Locked: This wand appears to be unusable at first glance, but there is a trick to getting it to work. On expending a charge from this wand, roll a DC 15 Acrobatics or Perform skill check. Success means the spell is cast successfully. Failing the skill check grants the spell a 50% chance to fail and the spell fizzles with no effect and a lost charge.

Splintering: This wand is prone to splintering, leaving shreds of magically infused material embedded in the user's flesh. On use, the wand makes an attack roll against the user with a +10 bonus to hit. A success indicates that the user takes 1d3 points of piercing damage. Taking damage from a splintering wand does not require an additional concentration check to avoid losing the spell.

Summoning: This wand's magics are sometimes diverted into the temporary physical form of a small creature. Upon using the wand, roll a d%. A roll of 16 or higher results in the charge being expended normally. However, a roll of 15 or less causes the charge to summon the rabbit-like almiraj (*Pathfinder Roleplaying*

Game Bestiary 3) at the location of the original spell's intended target. The summoned creature remains for a number of rounds equal to 1d3+ the wand's caster level. This process consumes the charge as though a spell had been cast from the wand normally. The summoned creature has no allegiance to the summoner, and the summoner gains no ability to control or command it.

Wasteful: This wand sieves energy, expending more charges than other similar wands. On expending a charge, wands of this type use double the amount of charges.

MAJOR FLAWS

These are the most serious imperfections a wand can suffer, often causing undesirable effects. At most a wand can have two major flaws—the third breaks it irretrievably.

Conjuring: This wand's magics are sometimes diverted into the temporary physical form of a hostile creature. Upon using the wand, roll a d%. A roll of 21 or higher results in the charge being expended normally. However, a roll of 20 or less causes the charge to summon a dire weasel (*Pathfinder Roleplaying Game Bestiary 4*) at the location of the original spell's intended target. The summoned creature remains for a number of rounds equal to 1d3 + the wand's caster level. This process consumes the charge as though

a spell had been cast from the wand normally. The summoned creature has no allegiance to the summoner, and the summoner gains no ability to control or command it.

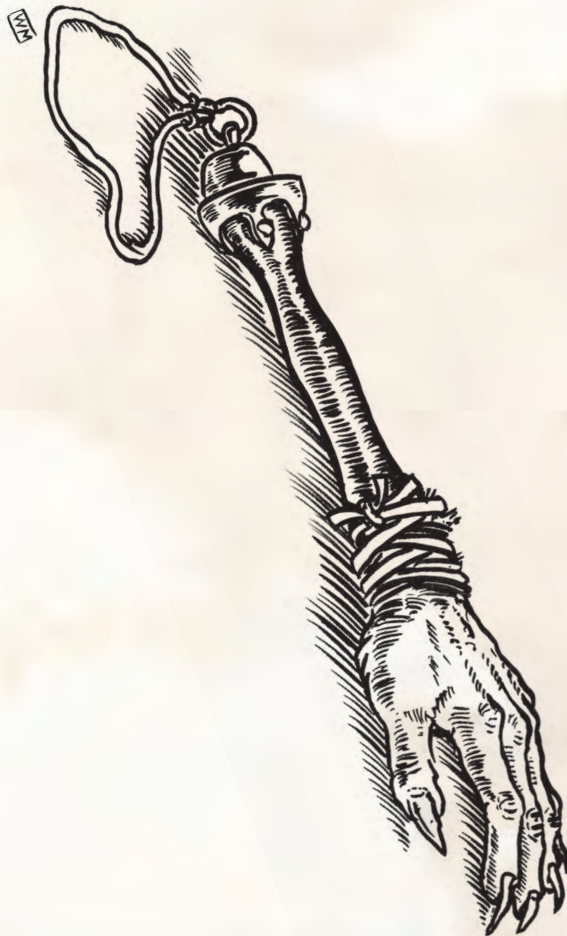
Polarizing: The construction of this wand has left it unreliable in its purpose, somehow reversing the polarity of the magics woven within. On expending a charge, roll a d%. A roll of 26 or higher results in the charge being expended normally. A roll of 25 or lower causes the effect to be inverted (buffs become debuffs, damage healed becomes damage dealt, etc.). Effects that can't be polarized are negated.

Ravenous: This wand seems to soak up energy as though it were a starving beast. On expending a charge, the user must make a Will save (DC 10 + wand's caster level) or lose 1d4 hit points.

Non-linear: The shape of this wand seems to irritate the eye and mind, and always seems out of place. On using it, roll a d%. On a roll of 26 or higher, the wand vanishes as if was *invisible* for 1d3 minutes. A roll of 25 or lower, it slips into another random plane and truly vanishes. The wand returns to its exact original position 24 hours later, assuming the conditions of the plane it visited did not destroy it entirely. Subject to GM discretion, such a journey may have dire

effects upon the wand.

Volatile: The assembly of this wand has left it prone to violent backfiring. On expending a charge, roll a d%. A 26 or higher results in the charge being expended normally. A roll of 25 or lower causes the wand's magic to erupt unexpectedly and deal 1d3 points of force damage per caster level of the wand (up to a maximum of caster level 5) to the wielder. The charge is expended in either case.



Contents

Introduction

Improvisation

Alternative Rules

Archetypes

New Dares

New Feats

New Traits

Open Game License

ALTERNATIVE RULES

Some players may prefer to choose more directly the flaws woven into the creation of these wands. At GM discretion, players might opt to choose both the improvisation selection and the consequent flaw from that improvisation's corresponding list of flaws instead of rolling percentile dice. GMs and players should be aware, however, that doing so will reduce the effective penalties associated with the flaws, as not all flaws are equally impactful on all characters.

NOTE ON WAND CREATION

The improvisation system for wands can be used with most rulesets, including that laid out in *Wands Recrafted*. The rules from *Wands Recrafted* are particularly well-suited to pairing with the flaws and improvisation system, providing adventurers with fun, flavorful wands at a lower level than is otherwise possible. As these wands will be cheap and rechargeable, but balanced by the negative effects of the flaws, a wand could become as trusty a companion as the fighter's faithful sword or the ranger's bow.

EXAMPLE FLAWED WANDS

The following is a selection of wands created with the improvisation and flaws system, but is by no means exhaustive. The base and final prices have been included for your convenience.

LOCKED WAND OF LIGHT

Slot none; **Price** 281 gp (375 gp base);
Crafting Price 140 gp (187.5 gp base);
Discount 25%; **CL** 1st

DESCRIPTION

This wand of light is constructed with a set of dials at the bottom, that move when manipulated.

EFFECT

This wand of light has 50 charges. Expending charges from this wand requires an additional DC 15 Acrobatics or Perform skill check to function normally, as you move the dials. Failing the skill check gives a 50% chance of losing the spell and charge without any effect. Each expenditure requires a separate skill check.

OBTUSE, WEIGHTED, FADED WAND OF CURE LIGHT WOUNDS

Slot none; **Price** 412 gp (750 gp base);
Crafting Price 206 gp (375 gp base);
Discount 45%; **CL** 1st

DESCRIPTION

This odd wand was crafted using unusually heavy materials and weighs 5 pounds, enabling it to be used as a weapon in a pinch. The surface of this wand was roughly hewn without much care given by the craftsman.

EFFECT

This *wand of cure light wounds* has 25 charges. It weighs 5 pounds and can be used as an improvised bludgeoning weapon, dealing 1d3 damage. When attempting to cast a spell, the user must roll a DC 15 Knowledge (arcana) check. A success means the wand may be used without issue. Failure results in the wand being unusable for 1d6 minutes. Success or

failure does not affect the spell cast from the wand as it will still be cast normally. Additionally, this wand begins with half of the normal number of charges.

WASTEFUL WAND OF CREATE WATER

Slot none; **Price** 281 gp (375 gp base);
Crafting Price 140 gp (187.5 gp base);
Discount 25%; **CL** 1st

DESCRIPTION

This wand has been crafted with a set of teardrops running down its length. On occasion water bleeds from its tip.

EFFECT

This wand has 50 charges of *create water*. Each casting of *create water* uses 2 charges instead of the normal one.

Contents

Introduction

Provisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License



ARCHETYPES

ECHO BONDED (WIZARD ARCHETYPE)

Any wizard might choose a wand for her bonded item, but a rare few take this bond further, breathing life into it by imparting a portion of their own intellect into the wand. Though a risky practice, these wizards achieve a familiar more akin to that of a witch than a wizard, leading this specialty to be banned in many wizarding communities.

Prerequisite(s): A wizard must have chosen to bond with an item, and that item must be a wand. The wizard may bond with another wand in this way, but only by following normal rules for replacing a witch's familiar, or by using echo etching.

Spells: An echo bonded wizard eschews a spell book and, instead, prepares spells by communing with her echo-self in her wand familiar. This ability modifies and replaces a wizard's ability to cast and prepare spells.

Echo Bonding (Su): At 1st level, an echo bonded wizard forms a close bond with a wand, imparting part of her mind

into the object, creating a separate but closely bonded entity. This process allows the wizard a level of metacognition unattainable by most, as her own mind becomes her mentor, teaching her spells as a witch's familiar. Some wizards name this wand, or allow it to choose its own name, while others consider it a part of themselves. The familiar granted by echo bonding functions as a witch's familiar, except as noted below.



A wand bonded through echo bonding is an intelligent, semi-living object that may move through the air near wizard's body, typically over a shoulder or near a hand. The wand cannot move more than 5 feet from the wizard. If forcibly removed, the wizard takes Intelligence damage equal to the Intelligence score of her bonded wand. This damage cannot be healed or prevented, though it is recovered instantly when the wand is returned to the wizard's personal space. The bonded wand need not learn spells from other familiars, but can, instead, learn them from spell books. A wizard may add her two free spells known upon gaining a level to the list of her familiar's spells.

A bonded wand familiar also retains the magic of its original wand form. Casting

spells from this wand functions as normal, though retrieving it is always a swift action as it flies swiftly to the wizard's hand from the nearby air. Once per day, the wand familiar may cast a spell it contains as a wand without expending a charge. This number of free casts increases to 2 at level three, and every two levels afterwards (at level 3, 5, 7, and so on).

This ability modifies and replaces arcane bond.

Craft Improvised Wand: At 1st level, an echo bonded wizard gains Craft Improvised Wand as a bonus feat.

This modifies and replaces the wizard's Scribe Scroll bonus feat.

Echo Etching (Su): At 5th level, an echo bonding wizard gains Craft Wand as a bonus feat. Further, she gains the ability to etch the echo of her wand familiar onto a new wand if it is destroyed or lost, creating a new wand familiar. This process is much faster than the normal creation of a wand, and may be performed using either Craft Improvised Wand or Craft Wand. All associated materials and costs must be assembled and paid at the beginning of the etching. The wizard must have a relatively calm and stable environment and 24 hours of uninterrupted concentration to perform echo etching. If the wizard sustained Intelligence damage from being separated

from her wand familiar, that damage is healed upon the completion of an echo etching.

This ability modifies and replaces a wizard's bonus feat at level 5.

WANDSLINGER (GUNSLINGER ARCHETYPE)

The technologies behind the rare and powerful Gunslinger's weapons are understood by few, and fewer still dare to attempt to combine these martial weapons with the magical arts. Wandslingers are such individuals, fusing wands and guns together in an experimental combination that can produce deadly effects. Having no inherent magical ability of their own, wandslinger's are an example of just what a bit of ingenuity can accomplish.

Class Skills: The wandslinger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Swim (Str), and Use Magic Device (Cha).

This modifies and replaces a gunslinger's normal skills.

Wand Expert: A wandslinger gains Craft Improvised Wand as a bonus feat at level

Contents

Introduction

Provision

Alternative Rules

Archetypes

New Dares

New Feats

New Traits

Open Game License

1, and Craft Wand at level 4. This ability modifies and replaces bonus feats at levels 4 and 8.

Gunfusing (Su): At first level, a wandslinger gains gunfusing, which functions as gunsmith except with the following additions.

A wandslinger begins play with a wand and a limited spell list for the purposes of creating and using wands. The wandslinger must choose one spell from the following spell list: *burning hands*, *cause fear*, *color spray*, *inflict light wounds*, *shocking grasp*, *sleep*. (This list might be expanded at GM discretion.) Once made, this choice cannot be changed. The wand she starts with may only be a wand of the chosen spell, e.g. if the wandslinger chose *burning hands*, the wand she starts with would contain charges of *burning hands*. This wand has full charges, but may not be used by anyone but the wandslinger herself. It is a useless stick to others, and therefore worth nothing if sold. The wand has a caster level equal to the wandslinger's, i.e. when the wandslinger gains a level, so does the wand.

With one hour of work, a wandslinger may attach a wand to her firearm. Once complete, when the wandslinger wields her firearm, the wand also counts as ready and wielded, allowing her to expend charges from it as normal.

This ability modifies and replaces gunsmith.

Spellshot (Su): The wandslinger has learned to combine the charges of her wands with the ammunition of her weapon. Starting at 2nd level, a wandslinger may expend a charge of a wand fused to her firearm to make a ranged attack at her highest available attack value. If this attack hits, the magics within the shot deliver a charge of the corresponding spell. The target may still make any relevant saves, and the spell is subject to all relevant resistances. Any areas-of-effect are centered on the target, or begin on them in the case of a cone effect.

Spellshot may be used as part of a full attack, but suffers all associated penalties with iterative attacks. Multiple spellshots may not be made during a full attack.

At 2nd level a wandslinger may choose two from the following list and add them to her gunfusing spell list: *burning hands*, *cause fear*, *color spray*, *inflict light wounds*, *shocking grasp*, *sleep*.

At 6th level a wandslinger may choose three from the following list of second level spells and add them to her gunfusing spell list: *blindness/deafness*, *darkness*, *glitterdust*, *inflict moderate wounds*, *scorching ray*, *shatter*.

At 10th level a wandslinger may chose three from the following list of third level spells and add them to her gunfusing spell list: *fireball*, *hold person*, *inflict serious wounds*, *lightning bolt*, *sleet storm*, *stinking cloud*.

At 14th level a wandslinger may chose three from the following list of 4th level spells and add them to her gunfusing spell list: *black tentacles*, *ice storm*, *inflict critical wounds*, *shout*, *spike stones*.

This ability replaces nimble at 2nd level, 6th level, 10th level, 14th level, and 18th level.

NEW DARE

HOLD MY ALE

Temporarily bind multiple wands to a gun for a single shot that delivers multiple spells via a ranged attack. The spells of these wands do not need to be from your gunfusing spell list. This requires a full-round action and the caster must channel the spells into the shot for a number of rounds equal to the number of additional wands exceeding the first (e.g. 4 total wands, 3 additional rounds of channeling). Any additional rounds that must be channeled from stored spells in the wands will be added to the total number of rounds of channeling. Completing the channeling results in a single attack made at your highest attack value and expends a charge from each wand in a massive spellshot.

(Must have spellshot class ability to use this dare.)



Contents

Introduction

Provisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License

NEW FEATS

CRAFT IMPROVISED WAND (ITEM CREATION)

You can create magic wands, but must use at least one improvisation during crafting.

Prerequisite(s): Caster level 3rd.

Benefit(s): You can create certain wands, but only the ones that are crafted using one or more improvisations. Improvisations include slipshod construction, substitute materials, and magical filler.

See magic item creation rules for more information.

ETCHING MASTERY

You can utilize your knowledge of echo etching to etch a second spell into wands.

Prerequisite(s): Craft Wand, Craft Improved Wand, echo etching class ability

Benefit(s): You may etch an additional spell into the wand through the process of echo etching. All associated costs must be paid for the original etching, plus 100 gp x the level of the spell for the second spell etched into the wand. Additional reagents or components for the spell or spells in

question must be present in their normal quantity as per the rules for crafting wands.

IMPROVISATION ADEPT

You have become adept at using improvised wands.

Benefit(s): Once per day, you may reroll a single die being used as part of a skill check, percentile, or saving throw for an improvised wand. You must decide to reroll before the final results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll.

IMPROVISATION EXPERT

You are an expert in handling improvised wands.

Prerequisite(s): Improvisation Adept

Benefit(s): This feat allows you to reduce the DC to overcome the effects of a wand's flaw by 2. Additionally, you may reroll the results of a wand's flaw an additional 2 times per day. You must take the second result, even if it's worse than the original roll. A result cannot be rerolled more than once.



LUCK OF THE HEDGE

MAGICIAN

Even in the magical arts, there are those with beginner's luck. Like you.

Prerequisite(s): None

Benefit(s): Once per day, you may ignore the flaws of a wand and activate it as though it were a normal wand (Use Magical Device checks is still required if the spell is not on your spell list).

PERIODIC EPIPHANY

You're able to draw the upon the magic within a wand, to expand your own repertoire.

Prerequisites: Craft Improved Wand or Craft Wand

Benefit(s): Once per day, you may cast a spell from a wand as though it were on your spell list without a Use Magic Device check, even if the spell does not appear on your spell list. You may do this an additional time at level 5, and every 5 levels afterwards to a maximum of 5 times per day at level 20.

RESOURCEFUL ARTISAN

You have a keen eye for choosing alternative materials while crafting improvised wands. As a result, you are less likely to see undesirable flaws in your wands.

Prerequisite(s): Craft Improved Wand

Benefit(s): You may reroll a single flaw once per wand during the crafting process of improvised wands. You may take the more favorable of the two results, so long as the total cost reduction of the wand does not meet or exceed 60%.

WAND SLINGING

You've become an expert on using any wands that are attached to your gun.

Prerequisite(s): Gunslinger (wandlinger archetype)

Benefit(s): Three times per day, plus once more per 3 gunslinger levels, you can ignore the flaws of a wand fixed to your gun and activate it as normal.

Contents

Introduction

Provisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License

NEW TRAITS

DIGIT TAIL (RACE)

You've trained long and hard, and learnt how to use your tail as an extra hand when wielding wands.

Requirements: Must have a permanent tail as part of your body.

Benefits: Your tail is nimble enough to allow you to wield and activate a wand with it, so long as you possess the normal requirements to use the wand.

EAGER GRAPPLER (COMBAT)

Sometimes your excitement gets the better of you, and your hands seem to move of their own accord.

Benefits: Once per day, you may, as a full-round action, cast a spell from both a wand held in your right hand and your left hand. These apply penalties as normal for dual-wielding, separately, and you must pay all associated costs and make all associated rolls.

GIFT OF THE GRUBBER (FAITH)

Your reverence for the broken, the discarded, and the flawed has become almost religious in nature.

Benefits: At the beginning of each day, if you have an improvised wand in your possession or nearby, you may choose to gain a +1 bonus to Reflex, Fortitude, or Will saves. This bonus stack with all others, and resets upon 24 hours passing, allowing you to choose a new bonus.

STREET CORNER MAGE (REGIONAL)

Performing magic on the streets got you through a tough time, or perhaps you just did it because you liked it. You know how to make a living with a wand, whether you have innate magical talents or not.

Benefits: Add +2 to any Use Magic Device skill rolls to use a flawed wand. This bonus increases to +4 if you have 10 or more ranks in Use Magic Device.

URCHIN WIZARD (REGIONAL)

A life of poverty still afforded you the chance to handle plenty of second-rate wands.

Benefits: Reduce the DC to overcome the effects of an improvised wand by 2. If a wand would cause you damage through a flaw, reduce that damage by 1 (to a minimum of 1).

WAND JUMPER (COMBAT)

Your experiences have left you on edge when wielding an improvised wand.

Benefits: Gain +1 initiative bonus when your hands are empty beside holding an improvised wand, and you add +1 to hit in surprise rounds.

WAND WAVER (COMBAT)

You have always been one for dramatic flourishes while using wands.

Benefits: You gain proficiency with *weighted* wands when they are used as bludgeoning weapons. You also gain +3 to your Acrobatics or Perform skill checks to use *locked* wands.



Contents

Introduction

Provisation

Alternative Rules

Archetypes

New Dare

New Feats

New Traits

Open Game License

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 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

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Wands Recrafted. Copyright 2014 d20pfsrd.com Publishing. Author Richard Moore.

Affordable Arcana - Wands. © 2017 d20pfsrd.com Publishing; Author: Kyle Christie

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

