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## MAGIC ITEMS IV (SCROLLS, STAFFS, & WANDS)

### SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

**Physical Description:** A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

**Activation:** To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

*Decipher the Writing:* The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

*Activate the Spell:* Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

*Determine Effect:* A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

*Scroll Mishaps:* When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

**Table: Scroll Types**

d% roll	Type
01–70	Arcane
71–100	Divine

**Table: Number of Spells on a Scroll**

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

**Table: Scroll Spell Levels**

Minor	Medium	Major	Spell Level	Spell's Caster Level <sup>1</sup>
01–05	—	—	0	1st
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	95–100	9th	17th

<sup>1</sup> These numbers assume that the creator is a cleric, druid, or wizard.

**Table: Arcane Spell Scrolls**

**0-Level Arcane Spells**

d%	Spell	Market Price
01–04	<i>acid splash</i>	12 gp 5 sp
05–08	<i>arcane mark</i>	12 gp 5 sp
09–13	<i>dancing lights</i>	12 gp 5 sp
14–17	<i>daze</i>	12 gp 5 sp
18–24	<i>detect magic</i>	12 gp 5 sp
25–28	<i>detect poison</i>	12 gp 5 sp
29–32	<i>disrupt undead</i>	12 gp 5 sp
33–37	<i>flare</i>	12 gp 5 sp
38–42	<i>ghost sound</i>	12 gp 5 sp
43–44	<i>know direction</i>	12 gp 5 sp
45–50	<i>light</i>	12 gp 5 sp
51–52	<i>lullaby</i>	12 gp 5 sp
53–57	<i>mage hand</i>	12 gp 5 sp
58–62	<i>mending</i>	12 gp 5 sp
63–67	<i>message</i>	12 gp 5 sp
68–72	<i>open/close</i>	12 gp 5 sp
73–77	<i>prestidigitation</i>	12 gp 5 sp
78–81	<i>ray of frost</i>	12 gp 5 sp
82–87	<i>read magic</i>	12 gp 5 sp
88–94	<i>resistance</i>	12 gp 5 sp
95–96	<i>summon instrument</i>	12 gp 5 sp

97–100	<i>touch of fatigue</i>	12 gp 5 sp
<b>1st-Level Arcane Spells</b>		
<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–03	<i>alarm</i>	25 gp
04–05	<i>animate rope</i>	25 gp
06–07	<i>burning hands</i>	25 gp
08–09	<i>cause fear</i>	25 gp
10–12	<i>charm person</i>	25 gp
13–14	<i>chill touch</i>	25 gp
15–16	<i>color spray</i>	25 gp
17–19	<i>comprehend languages</i>	25 gp
20	<i>confusion, lesser</i>	50 gp
21	<i>cure light wounds</i>	50 gp
22–24	<i>detect secret doors</i>	25 gp
25–26	<i>detect undead</i>	25 gp
27–29	<i>disguise self</i>	25 gp
30–32	<i>endure elements</i>	25 gp
33–35	<i>enlarge person</i>	25 gp
36–37	<i>erase</i>	25 gp
38–40	<i>expeditious retreat</i>	25 gp
41	<i>feather fall</i>	25 gp
42–43	<i>grease</i>	25 gp
44–45	<i>hold portal</i>	25 gp
46–47	<i>hypnotism</i>	25 gp
48–49	<i>identify</i>	125 gp
50–51	<i>jump</i>	25 gp
52–54	<i>mage armor</i>	25 gp
55–56	<i>magic missile</i>	25 gp
57–59	<i>magic weapon</i>	25 gp
60–62	<i>mount</i>	25 gp
63–64	<i>magic aura</i>	25 gp
65–66	<i>obscuring mist</i>	25 gp
67–74	<i>protection from chaos/evil/good/law</i>	25 gp
75–76	<i>ray of enfeeblement</i>	25 gp
77–78	<i>reduce person</i>	25 gp
79–80	<i>remove fear</i>	50 gp
81–82	<i>shield</i>	25 gp
83–84	<i>shocking grasp</i>	25 gp
85–86	<i>silent image</i>	25 gp
87–88	<i>sleep</i>	25 gp
89–90	<i>summon monster I</i>	25 gp
91–93	<i>floating disk</i>	25 gp
94–95	<i>true strike</i>	25 gp
96	<i>undetectable alignment</i>	50 gp
97–98	<i>unseen servant</i>	25 gp
99–100	<i>ventriloquism</i>	25 gp
<b>2nd-Level Arcane Spells</b>		
<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01	<i>animal messenger</i>	200 gp
02	<i>animal trance</i>	200 gp
03	<i>arcane lock</i>	175 gp
04–06	<i>bear's endurance</i>	150 gp
07–08	<i>blindness/deafness</i>	150 gp
09–10	<i>blur</i>	150 gp
11–13	<i>bull's strength</i>	150 gp
14	<i>calm emotions</i>	200 gp

15–17	<i>cat's grace</i>	150 gp
18–19	<i>command undead</i>	150 gp
20	<i>continual flame</i>	200 gp
21	<i>cure moderate wounds</i>	200 gp
22	<i>darkness</i>	150 gp
23–25	<i>darkvision</i>	150 gp
26	<i>daze monster</i>	150 gp
27	<i>delay poison</i>	200 gp
28–29	<i>detect thoughts</i>	150 gp
30–31	<i>disguise self</i>	150 gp
32–34	<i>eagle's splendor</i>	150 gp
35	<i>enthrall</i>	200 gp
36–37	<i>false life</i>	150 gp
38–39	<i>flaming sphere</i>	150 gp
40	<i>fog cloud</i>	150 gp
41–43	<i>fox's cunning</i>	150 gp
44	<i>ghoul touch</i>	150 gp
45–46	<i>glitterdust</i>	150 gp
47	<i>gust of wind</i>	150 gp
48–49	<i>hypnotic pattern</i>	150 gp
50–52	<i>invisibility</i>	150 gp
53–55	<i>knock</i>	150 gp
56	<i>phantom trap</i>	200 gp
57–58	<i>levitate</i>	150 gp
59	<i>locate object</i>	150 gp
60	<i>magic mouth</i>	160 gp
61–62	<i>acid arrow</i>	150 gp
63	<i>minor image</i>	150 gp
64–65	<i>mirror image</i>	150 gp
66	<i>misdirection</i>	150 gp
67	<i>obscure object</i>	150 gp
68–70	<i>owl's wisdom</i>	150 gp
71–73	<i>protection from arrows</i>	150 gp
74–75	<i>pyrotechnics</i>	150 gp
76–78	<i>resist energy</i>	150 gp
79	<i>rope trick</i>	150 gp
80	<i>scare</i>	150 gp
81–82	<i>scorching ray</i>	150 gp
83–85	<i>see invisibility</i>	150 gp
86	<i>shatter</i>	150 gp
87	<i>silence</i>	200 gp
88	<i>sound burst</i>	200 gp
89	<i>spectral hand</i>	150 gp
90–91	<i>spider climb</i>	150 gp
92–93	<i>summon monster II</i>	150 gp
94–95	<i>summon swarm</i>	150 gp
96	<i>hideous laughter</i>	150 gp
97	<i>touch of idiocy</i>	150 gp
98–99	<i>web</i>	150 gp
100	<i>whispering wind</i>	150 gp
<b>3rd-Level Arcane Spells</b>		
<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–02	<i>arcane sight</i>	375 gp
03–04	<i>blink</i>	375 gp
05–06	<i>clairaudience/clairvoyance</i>	375 gp
07	<i>cure serious wounds</i>	525 gp

08–10	<i>daylight</i>	525 gp
11–12	<i>deep slumber</i>	375 gp
13–15	<i>dispel magic</i>	375 gp
16–17	<i>displacement</i>	375 gp
18	<i>explosive runes</i>	375 gp
19–20	<i>fireball</i>	375 gp
21–22	<i>flame arrow</i>	375 gp
23–25	<i>fly</i>	375 gp
26–27	<i>gaseous form</i>	375 gp
28–29	<i>gentle repose</i>	375 gp
30	<i>glibness</i>	525 gp
31	<i>good hope</i>	525 gp
32–33	<i>halt undead</i>	375 gp
34–36	<i>haste</i>	375 gp
37–38	<i>heroism</i>	375 gp
39–40	<i>hold person</i>	375 gp
41	<i>illusory script</i>	425 gp
42–44	<i>invisibility sphere</i>	375 gp
45–47	<i>keen edge</i>	375 gp
48–49	<i>tiny hut</i>	375 gp
50–51	<i>lightning bolt</i>	375 gp
52–59	<i>magic circle against chaos/evil/good/law</i>	375 gp
60–62	<i>magic weapon, greater</i>	375 gp
63–64	<i>major image</i>	375 gp
65–66	<i>nondetection</i>	425 gp
67–68	<i>phantom steed</i>	375 gp
69–71	<i>protection from energy</i>	375 gp
72–73	<i>rage</i>	375 gp
74–75	<i>ray of exhaustion</i>	375 gp
76	<i>sculpt sound</i>	525 gp
77	<i>secret page</i>	375 gp
78	<i>sepia snake sigil</i>	875 gp
79	<i>shrink item</i>	375 gp
80–81	<i>sleet storm</i>	375 gp
82–83	<i>slow</i>	375 gp
84	<i>speak with animals</i>	525 gp
85–86	<i>stinking cloud</i>	375 gp
87–88	<i>suggestion</i>	375 gp
89–90	<i>summon monster III</i>	375 gp
91–93	<i>tongues</i>	375 gp
94–95	<i>vampiric touch</i>	375 gp
96–98	<i>water breathing</i>	375 gp
99–100	<i>wind wall</i>	375 gp

#### **4th-Level Arcane Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–02	<i>animate dead</i>	1,050 gp
03–05	<i>arcane eye</i>	700 gp
06–07	<i>bestow curse</i>	700 gp
08–10	<i>charm monster</i>	700 gp
11–13	<i>confusion</i>	700 gp
14–15	<i>contagion</i>	700 gp
16–17	<i>crushing despair</i>	700 gp
18	<i>cure critical wounds</i>	1,000 gp
19	<i>detect scrying</i>	700 gp
20–23	<i>dimension door</i>	700 gp
24–26	<i>dimensional anchor</i>	700 gp

27–28	<i>enervation</i>	700 gp
29–30	<i>enlarge person, mass</i>	700 gp
31–32	<i>black tentacles</i>	700 gp
33–34	<i>fear</i>	700 gp
35–37	<i>fire shield</i>	700 gp
38–39	<i>fire trap</i>	725 gp
40–42	<i>freedom of movement</i>	1,000 gp
43	<i>geas, lesser</i>	700 gp
44–46	<i>globe of invulnerability, lesser</i>	700 gp
47–48	<i>hallucinatory terrain</i>	700 gp
49–50	<i>ice storm</i>	700 gp
51–52	<i>illusory wall</i>	700 gp
53–55	<i>invisibility, greater</i>	700 gp
56–57	<i>secure shelter</i>	700 gp
58	<i>locate creature</i>	700 gp
59–60	<i>minor creation</i>	700 gp
61	<i>modify memory</i>	1,000 gp
62	<i>neutralize poison</i>	1,000 gp
63–64	<i>resilient sphere</i>	700 gp
65–66	<i>phantasmal killer</i>	700 gp
67–68	<i>polymorph</i>	700 gp
69–70	<i>rainbow pattern</i>	700 gp
71	<i>mnemonic enhancer</i>	700 gp
72–73	<i>reduce person, mass</i>	700 gp
74–76	<i>remove curse</i>	700 gp
77	<i>repel vermin</i>	1,000 gp
78–79	<i>scrying</i>	700 gp
80–81	<i>shadow conjuration</i>	700 gp
82–83	<i>shout</i>	700 gp
84–85	<i>solid fog</i>	700 gp
86	<i>speak with plants</i>	1,000 gp
87–88	<i>stone shape</i>	700 gp
89–91	<i>stoneskin</i>	950 gp
92–93	<i>summon monster IV</i>	700 gp
94–96	<i>wall of fire</i>	700 gp
97–99	<i>wall of ice</i>	700 gp
100	<i>zone of silence</i>	1,000 gp

#### **5th-Level Arcane Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–02	<i>animal growth</i>	1,125 gp
03–05	<i>baleful polymorph</i>	1,125 gp
06–07	<i>interposing hand</i>	1,125 gp
08–09	<i>blight</i>	1,125 gp
10–12	<i>break enchantment</i>	1,125 gp
13–14	<i>cloudkill</i>	1,125 gp
15–17	<i>cone of cold</i>	1,125 gp
18–19	<i>contact other plane</i>	1,125 gp
20	<i>cure light wounds, mass</i>	1,625 gp
21–23	<i>dismissal</i>	1,125 gp
24–26	<i>dispel magic, greater</i>	1,625 gp
27–28	<i>dominate person</i>	1,125 gp
29	<i>dream</i>	1,125 gp
30–31	<i>fabricate</i>	1,125 gp
32–33	<i>false vision</i>	1,375 gp
34–35	<i>feeblemind</i>	1,125 gp
36–39	<i>hold monster</i>	1,125 gp

40	<i>secret chest</i>	1,125 gp
41	<i>magic jar</i>	1,125 gp
42–43	<i>major creation</i>	1,125 gp
44–45	<i>mind fog</i>	1,125 gp
46–47	<i>mirage arcana</i>	1,125 gp
48–49	<i>mage's faithful hound</i>	1,125 gp
50–51	<i>mage's private sanctum</i>	1,125 gp
52–53	<i>nightmare</i>	1,125 gp
54–57	<i>overland flight</i>	1,125 gp
58–60	<i>passwall</i>	1,125 gp
61	<i>permanency</i>	10,125 gp <sup>1</sup>
62–63	<i>persistent image</i>	1,125 gp
64–65	<i>planar binding, lesser</i>	1,125 gp
66–67	<i>prying eyes</i>	1,125 gp
68–69	<i>telepathic bond</i>	1,125 gp
70–71	<i>seeming</i>	1,125 gp
72–74	<i>sending</i>	1,125 gp
75–76	<i>shadow evocation</i>	1,125 gp
77	<i>song of discord</i>	1,625 gp
78–79	<i>summon monster V</i>	1,125 gp
80	<i>symbol of pain</i>	2,125 gp
81	<i>symbol of sleep</i>	2,125 gp
82–83	<i>telekinesis</i>	1,125 gp
84–88	<i>teleport</i>	1,125 gp
89–90	<i>transmute mud to rock</i>	1,125 gp
91–92	<i>transmute rock to mud</i>	1,125 gp
93–95	<i>wall of force</i>	1,125 gp
96–98	<i>wall of stone</i>	1,125 gp
99–100	<i>waves of fatigue</i>	1,125 gp

1 Includes experience point cost up to 2,000 XP.

#### 6th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>acid fog</i>	1,650 gp
03–05	<i>analyze dweomer</i>	1,650 gp
06	<i>animate objects</i>	2,400 gp
07–09	<i>antimagic field</i>	1,650 gp
10–12	<i>bear's endurance, mass</i>	1,650 gp
13–14	<i>forceful hand</i>	1,650 gp
15–17	<i>bull's strength, mass</i>	1,650 gp
18–20	<i>cat's grace, mass</i>	1,650 gp
21–23	<i>chain lightning</i>	1,650 gp
24–25	<i>circle of death</i>	2,150 gp
26	<i>contingency</i>	1,650 gp
27–28	<i>control water</i>	1,650 gp
29	<i>create undead</i>	2,350 gp
30	<i>cure moderate wounds, mass</i>	2,400 gp
31–33	<i>disintegrate</i>	1,650 gp
34–37	<i>dispel magic, greater</i>	1,650 gp
38–40	<i>eagle's splendor, mass</i>	1,650 gp
41–42	<i>eyebite</i>	1,650 gp
43	<i>find the path</i>	2,400 gp
44–45	<i>flesh to stone</i>	1,650 gp
46–48	<i>fox's cunning, mass</i>	1,650 gp
49	<i>geas/quest</i>	1,650 gp
50–52	<i>globe of invulnerability</i>	1,650 gp
53	<i>guards and wards</i>	1,650 gp

54	<i>heroes' feast</i>	2,400 gp
55–56	<i>heroism, greater</i>	1,650 gp
57	<i>legend lore</i>	1,900 gp
58–59	<i>mislead</i>	1,650 gp
60	<i>mage's lucubration</i>	1,650 gp
61–62	<i>move earth</i>	1,650 gp
63–64	<i>freezing sphere</i>	1,650 gp
65–67	<i>owl's wisdom, mass</i>	1,650 gp
68–69	<i>permanent image</i>	1,650 gp
70–71	<i>planar binding</i>	1,650 gp
72–73	<i>programmed image</i>	1,675 gp
74–75	<i>repulsion</i>	1,650 gp
76–78	<i>shadow walk</i>	1,650 gp
79–81	<i>stone to flesh</i>	1,650 gp
82–83	<i>suggestion, mass</i>	1,650 gp
84–85	<i>summon monster VI</i>	1,650 gp
86	<i>symbol of fear</i>	2,650 gp
87	<i>symbol of persuasion</i>	6,650 gp
88	<i>sympathetic vibration</i>	2,400 gp
89–90	<i>transformation</i>	1,950 gp
91–93	<i>true seeing</i>	1,900 gp
94–95	<i>undeath to death</i>	2,150 gp
96–97	<i>veil</i>	1,650 gp
98–100	<i>wall of iron</i>	1,700 gp

#### **7th-Level Arcane Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–03	<i>arcane sight, greater</i>	2,275 gp
04–07	<i>banishment</i>	2,275 gp
08–10	<i>grasping hand</i>	2,275 gp
11–13	<i>control undead</i>	2,275 gp
14–16	<i>control weather</i>	2,275 gp
17–19	<i>delayed blast fireball</i>	2,275 gp
20–21	<i>instant summons</i>	3,275 gp
22–25	<i>ethereal jaunt</i>	2,275 gp
26–28	<i>finger of death</i>	2,275 gp
29–31	<i>forcecage</i>	23775 gp
32–35	<i>hold person, mass</i>	2,275 gp
36–38	<i>insanity</i>	2,275 gp
39–42	<i>invisibility, mass</i>	2,275 gp
43	<i>limited wish</i>	3,775 gp <sup>1</sup>
44–45	<i>mage's magnificent mansion</i>	2,275 gp
46–48	<i>mage's sword</i>	2,275 gp
49–51	<i>phase door</i>	2,275 gp
52–54	<i>plane shift</i>	2,275 gp
55–57	<i>power word blind</i>	2,275 gp
58–61	<i>prismatic spray</i>	2,275 gp
62–64	<i>project image</i>	2,280 gp
65–67	<i>reverse gravity</i>	2,275 gp
68–70	<i>scrying, greater</i>	2,275 gp
71–73	<i>sequester</i>	2,275 gp
74–76	<i>shadow conjuration, greater</i>	2,275 gp
77	<i>simulacrum</i>	7,275 gp <sup>2</sup>
78–80	<i>spell turning</i>	2,275 gp
81–82	<i>statue</i>	2,275 gp
83–85	<i>summon monster VII</i>	2,275 gp
86	<i>symbol of stunning</i>	7,275 gp



87	<i>symbol of weakness</i>	7,275 gp
88–90	<i>teleport object</i>	2,275 gp
91–95	<i>teleport, greater</i>	2,275 gp
96–97	<i>vision</i>	2,775 gp
98–100	<i>waves of exhaustion</i>	2,275 gp

1 Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

2 Assumes no XP cost in excess of 1,000 gp.

### **8th-Level Arcane Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–02	<i>antipathy</i>	3,000 gp
03–05	<i>clenched fist</i>	3,000 gp
06–08	<i>binding</i>	8,500 gp <sup>1</sup>
09–12	<i>charm monster, mass</i>	3,000 gp
13	<i>clone</i>	4,000 gp
14–16	<i>create greater undead</i>	3,000 gp
17–19	<i>demand</i>	3,600 gp
20–22	<i>dimensional lock</i>	3,000 gp
23–26	<i>discern location</i>	3,000 gp
27–29	<i>horrid wilting</i>	3,000 gp
30–32	<i>incendiary cloud</i>	3,000 gp
33–35	<i>iron body</i>	3,000 gp
36–38	<i>maze</i>	3,000 gp
39–41	<i>mind blank</i>	3,000 gp
42–44	<i>moment of prescience</i>	3,000 gp
45–48	<i>telekinetic sphere</i>	3,000 gp
49–51	<i>irresistible dance</i>	3,000 gp
52–54	<i>planar binding, greater</i>	3,000 gp
55–57	<i>polar ray</i>	3,000 gp
58–60	<i>polymorph any object</i>	3,000 gp
61–63	<i>power word stun</i>	3,000 gp
64–66	<i>prismatic wall</i>	3,000 gp
67–70	<i>protection from spells</i>	3,500 gp
71–73	<i>prying eyes, greater</i>	3,000 gp
74–76	<i>scintillating pattern</i>	3,000 gp
77–78	<i>screen</i>	3,000 gp
79–81	<i>shadow evocation, greater</i>	3,000 gp
82–84	<i>shout, greater</i>	3,000 gp
85–87	<i>summon monster VIII</i>	3,000 gp
88–90	<i>sunburst</i>	3,000 gp
91	<i>symbol of death</i>	8,000 gp
92	<i>symbol of insanity</i>	8,000 gp
93–94	<i>sympathy</i>	4,500 gp
95–98	<i>temporal stasis</i>	3,500 gp
99–100	<i>trap the soul</i>	13,000 gp <sup>1</sup>

1 Assumes a creature of 10 HD or less.

### **9th-Level Arcane Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–03	<i>astral projection</i>	4,870 gp
04–07	<i>crushing hand</i>	3,825 gp
08–12	<i>dominate monster</i>	3,825 gp
13–16	<i>energy drain</i>	3,825 gp
17–21	<i>etherealness</i>	3,825 gp
22–25	<i>foresight</i>	3,825 gp
26–31	<i>freedom</i>	3,825 gp
32–36	<i>gate</i>	8,825 gp
37–40	<i>hold monster, mass</i>	3,825 gp

41–44	<i>imprisonment</i>	3,825 gp
45–49	<i>meteor swarm</i>	3,825 gp
50–53	<i>mage's disjunction</i>	3,825 gp
54–58	<i>power word kill</i>	3,825 gp
59–62	<i>prismatic sphere</i>	3,825 gp
63–66	<i>refuge</i>	3,825 gp
67–70	<i>shades</i>	3,825 gp
71–76	<i>shapechange</i>	3,825 gp
77–79	<i>soul bind</i>	3,825 gp
80–83	<i>summon monster IX</i>	3,825 gp
84–86	<i>teleportation circle</i>	4,825 gp
87–91	<i>time stop</i>	3,825 gp
92–95	<i>wail of the banshee</i>	3,825 gp
96–99	<i>weird</i>	3,825 gp
100	<i>wish</i>	28,825 gp <sup>1</sup>

<sup>1</sup> Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

**Table: Divine Spell Scrolls**

**0-Level Divine Spells**

d%	Spell	Market Price
01–07	<i>create water</i>	12 gp 5 sp
08–14	<i>cure minor wounds</i>	12 gp 5 sp
15–22	<i>detect magic</i>	12 gp 5 sp
23–29	<i>detect poison</i>	12 gp 5 sp
30–36	<i>flare</i>	12 gp 5 sp
37–43	<i>guidance</i>	12 gp 5 sp
44–50	<i>inflict minor wounds</i>	12 gp 5 sp
51–57	<i>know direction</i>	12 gp 5 sp
58–65	<i>light</i>	12 gp 5 sp
66–72	<i>mending</i>	12 gp 5 sp
73–79	<i>purify food and drink</i>	12 gp 5 sp
80–86	<i>read magic</i>	12 gp 5 sp
87–93	<i>resistance</i>	12 gp 5 sp
94–100	<i>virtue</i>	12 gp 5 sp

**1st-Level Divine Spells**

d%	Spell	Market Price
01	<i>alarm</i>	100 gp
02–03	<i>bane</i>	25 gp
04–06	<i>bless</i>	25 gp
07–09	<i>bless water</i>	50 gp
10	<i>bless weapon</i>	100 gp
11–12	<i>calm animals</i>	25 gp
13–14	<i>cause fear</i>	25 gp
15–16	<i>charm animal</i>	25 gp
17–19	<i>command</i>	25 gp
20–21	<i>comprehend languages</i>	25 gp
22–26	<i>cure light wounds</i>	25 gp
27–28	<i>curse water</i>	50 gp
29–30	<i>deathwatch</i>	25 gp
31–32	<i>detect animals or plants</i>	25 gp
33–35	<i>detect chaos/evil/good/law</i>	25 gp
36–37	<i>detect snares and pits</i>	25 gp
38–39	<i>detect undead</i>	25 gp
40–41	<i>divine favor</i>	25 gp
42–43	<i>doom</i>	25 gp
44–48	<i>endure elements</i>	25 gp

49–50	<i>entangle</i>	25 gp
51–52	<i>entropic shield</i>	25 gp
53–54	<i>faerie fire</i>	25 gp
55–56	<i>goodberry</i>	25 gp
57–58	<i>hide from animals</i>	25 gp
59–60	<i>hide from undead</i>	25 gp
61–62	<i>inflict light wounds</i>	25 gp
63–64	<i>jump</i>	25 gp
65–66	<i>longstrider</i>	25 gp
67–68	<i>magic fang</i>	25 gp
69–72	<i>magic stone</i>	25 gp
73–74	<i>magic weapon</i>	25 gp
75–78	<i>obscuring mist</i>	25 gp
79–80	<i>pass without trace</i>	25 gp
81–82	<i>produce flame</i>	25 gp
83–86	<i>protection from chaos/evil/good/law</i>	25 gp
87–88	<i>remove fear</i>	25 gp
89–90	<i>sanctuary</i>	25 gp
91–92	<i>shield of faith</i>	25 gp
93–94	<i>shillelagh</i>	25 gp
95–96	<i>speak with animals</i>	25 gp
97–98	<i>summon monster I</i>	25 gp
99–100	<i>summon nature's ally I</i>	25 gp

### **2nd-Level Divine Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01	<i>animal messenger</i>	150 gp
02	<i>animal trance</i>	150 gp
03–04	<i>augury</i>	175 gp
05–06	<i>barkskin</i>	150 gp
07–09	<i>bear's endurance</i>	150 gp
10–12	<i>bull's strength</i>	150 gp
13–14	<i>calm emotions</i>	150 gp
15–17	<i>cat's grace</i>	150 gp
18	<i>chill metal</i>	150 gp
19–20	<i>consecrate</i>	200 gp
21–24	<i>cure moderate wounds</i>	150 gp
25–26	<i>darkness</i>	150 gp
27	<i>death knell</i>	150 gp
28–30	<i>delay poison</i>	150 gp
31–32	<i>desecrate</i>	200 gp
33–35	<i>eagle's splendor</i>	150 gp
36–37	<i>enthrall</i>	150 gp
38–39	<i>find traps</i>	150 gp
40	<i>fire trap</i>	175 gp
41–42	<i>flame blade</i>	150 gp
43–44	<i>flaming sphere</i>	150 gp
45–46	<i>fog cloud</i>	150 gp
47	<i>gentle repose</i>	150 gp
48	<i>gust of wind</i>	150 gp
49	<i>heat metal</i>	150 gp
50–51	<i>hold animal</i>	150 gp
52–54	<i>hold person</i>	150 gp
55–56	<i>inflict moderate wounds</i>	150 gp
57–58	<i>make whole</i>	150 gp
59–61	<i>owl's wisdom</i>	150 gp
62	<i>reduce animal</i>	150 gp

63–64	<i>remove paralysis</i>	150 gp
65–67	<i>resist energy</i>	150 gp
68–70	<i>restoration, lesser</i>	150 gp
71–72	<i>shatter</i>	150 gp
73–74	<i>shield other</i>	150 gp
75–76	<i>silence</i>	150 gp
77	<i>snare</i>	150 gp
78	<i>soften earth and stone</i>	150 gp
79–80	<i>sound burst</i>	150 gp
81	<i>speak with plants</i>	150 gp
82–83	<i>spider climb</i>	150 gp
84–85	<i>spiritual weapon</i>	150 gp
86	<i>status</i>	150 gp
87–88	<i>summon monster II</i>	150 gp
89–90	<i>summon nature's ally II</i>	150 gp
91–92	<i>summon swarm</i>	150 gp
93	<i>tree shape</i>	150 gp
94–95	<i>undetectable alignment</i>	150 gp
96–97	<i>warp wood</i>	150 gp
98	<i>wood shape</i>	150 gp
99–100	<i>zone of truth</i>	150 gp

### **3rd-Level Divine Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–02	<i>animate dead</i>	625 gp
03–04	<i>bestow curse</i>	375 gp
05–06	<i>blindness/deafness</i>	375 gp
07–08	<i>call lightning</i>	375 gp
09–10	<i>contagion</i>	375 gp
11–12	<i>continual flame</i>	425 gp
13–14	<i>create food and water</i>	375 gp
15–18	<i>cure serious wounds</i>	375 gp
19	<i>darkvision</i>	375 gp
20–21	<i>daylight</i>	375 gp
22–23	<i>deeper darkness</i>	375 gp
24–25	<i>diminish plants</i>	375 gp
26–27	<i>dispel magic</i>	375 gp
28–29	<i>dominate animal</i>	375 gp
30–31	<i>glyph of warding</i>	575 gp
32	<i>heal mount</i>	375 gp
33–34	<i>helping hand</i>	375 gp
35–36	<i>inflict serious wounds</i>	375 gp
37–38	<i>invisibility purge</i>	375 gp
39–40	<i>locate object</i>	375 gp
41–46	<i>magic circle against chaos/evil/good/law</i>	375 gp
47–48	<i>magic fang, greater</i>	375 gp
49–50	<i>magic vestment</i>	375 gp
51–52	<i>meld into stone</i>	375 gp
53–55	<i>neutralize poison</i>	375 gp
56–57	<i>obscure object</i>	375 gp
58–59	<i>plant growth</i>	375 gp
60–62	<i>prayer</i>	375 gp
63–64	<i>protection from energy</i>	375 gp
65–66	<i>quench</i>	375 gp
67–69	<i>remove blindness/deafness</i>	375 gp
70–71	<i>remove curse</i>	375 gp
72–73	<i>remove disease</i>	375 gp

74–76	<i>searing light</i>	375 gp
77–78	<i>sleet storm</i>	375 gp
79–80	<i>snare</i>	375 gp
81–83	<i>speak with dead</i>	375 gp
84–85	<i>speak with plants</i>	375 gp
86–87	<i>spike growth</i>	375 gp
88–89	<i>stone shape</i>	375 gp
90–91	<i>summon monster III</i>	375 gp
92–93	<i>summon nature's ally III</i>	375 gp
94–96	<i>water breathing</i>	375 gp
97–98	<i>water walk</i>	375 gp
99–100	<i>wind wall</i>	375 gp

#### **4th-Level Divine Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–05	<i>air walk</i>	700 gp
06–07	<i>antiplant shell</i>	700 gp
08–09	<i>blight</i>	700 gp
10–11	<i>break enchantment</i>	700 gp
12–13	<i>command plants</i>	700 gp
14–15	<i>control water</i>	700 gp
16–21	<i>cure critical wounds</i>	700 gp
22–26	<i>death ward</i>	700 gp
27–31	<i>dimensional anchor</i>	700 gp
32–34	<i>discern lies</i>	700 gp
35–37	<i>dismissal</i>	700 gp
38–39	<i>divination</i>	725 gp
40–42	<i>divine power</i>	700 gp
43–47	<i>freedom of movement</i>	700 gp
48–49	<i>giant vermin</i>	700 gp
50–51	<i>holy sword</i>	700 gp
52–54	<i>imbue with spell ability</i>	700 gp
55–57	<i>inflict critical wounds</i>	700 gp
58–60	<i>magic weapon, greater</i>	700 gp
61–62	<i>nondetection</i>	750 gp
63–64	<i>planar ally, lesser</i>	1,200 gp
65–67	<i>poison</i>	700 gp
68–69	<i>reincarnate</i>	700 gp
70–71	<i>repel vermin</i>	700 gp
72–76	<i>restoration</i>	800 gp
77–78	<i>rusting grasp</i>	700 gp
79–81	<i>sending</i>	700 gp
82–85	<i>spell immunity</i>	700 gp
86–87	<i>spike stones</i>	700 gp
88–90	<i>summon monster IV</i>	700 gp
91–93	<i>summon nature's ally IV</i>	700 gp
94–98	<i>tongues</i>	700 gp
99–100	<i>tree stride</i>	700 gp

#### **5th-Level Divine Spells**

<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–03	<i>animal growth</i>	1,125 gp
04–05	<i>atonement</i>	3,625 gp
06	<i>awaken</i>	2,375 gp
07–09	<i>baleful polymorph</i>	1,125 gp
10–13	<i>break enchantment</i>	1,125 gp
14–16	<i>call lightning storm</i>	1,125 gp
17–20	<i>command, greater</i>	1,125 gp

21	<i>commune</i>	1,625 gp
22	<i>commune with nature</i>	1,125 gp
23–24	<i>control winds</i>	1,125 gp
25–30	<i>cure light wounds, mass</i>	1,125 gp
31–34	<i>dispel chaos/evil/good/law</i>	1,125 gp
35–38	<i>disrupting weapon</i>	1,125 gp
39–41	<i>flame strike</i>	1,125 gp
42–43	<i>hallow</i>	6,125 gp <sup>1</sup>
44–46	<i>ice storm</i>	1,125 gp
47–49	<i>inflict light wounds, mass</i>	1,125 gp
50–52	<i>insect plague</i>	1,125 gp
53	<i>mark of justice</i>	1,125 gp
54–56	<i>plane shift</i>	1,125 gp
57–58	<i>raise dead</i>	6,125 gp
59–61	<i>righteous might</i>	1,125 gp
62–63	<i>scrying</i>	1,125 gp
64–66	<i>slay living</i>	1,125 gp
67–69	<i>spell resistance</i>	1,125 gp
70–71	<i>stoneskin</i>	1,375 gp
72–74	<i>summon monster V</i>	1,125 gp
75–77	<i>summon nature's ally V</i>	1,125 gp
78	<i>symbol of pain</i>	2,125 gp
79	<i>symbol of sleep</i>	2,125 gp
80–82	<i>transmute mud to rock</i>	1,125 gp
83–85	<i>transmute rock to mud</i>	1,125 gp
86–89	<i>true seeing</i>	1,375 gp
90–91	<i>unhallow</i>	6,125 gp <sup>1</sup>
92–94	<i>wall of fire</i>	1,125 gp
95–97	<i>wall of stone</i>	1,125 gp
98–100	<i>wall of thorns</i>	1,125 gp

<sup>1</sup> Allows for a spell of up to 4th level to be tied to the *hallowed* or *unhallowed* area.

#### 6th-Level Divine Spells

d%	Spell	Market Price
01–03	<i>animate objects</i>	1,650 gp
04–06	<i>antilife shell</i>	1,650 gp
07–09	<i>banishment</i>	1,650 gp
10–13	<i>bear's endurance, mass</i>	1,650 gp
14–16	<i>blade barrier</i>	1,650 gp
17–20	<i>bull's strength, mass</i>	1,650 gp
21–24	<i>cat's grace, mass</i>	1,650 gp
25	<i>create undead</i>	1,650 gp
26–29	<i>cure moderate wounds, mass</i>	1,650 gp
30–33	<i>dispel magic, greater</i>	1,650 gp
34–37	<i>eagle's splendor, mass</i>	1,650 gp
38–40	<i>find the path</i>	1,650 gp
41–43	<i>fire seeds</i>	1,650 gp
44	<i>forbiddance</i>	4,650 gp <sup>1</sup>
45	<i>geas/quest</i>	1,650 gp
46	<i>glyph of warding, greater</i>	1,650 gp
47–49	<i>harm</i>	1,650 gp
50–52	<i>heal</i>	1,650 gp
53–55	<i>heroes' feast</i>	1,650 gp
56–58	<i>inflict moderate wounds, mass</i>	1,650 gp
59–61	<i>ironwood</i>	1,650 gp
62	<i>liveoak</i>	1,650 gp
63–65	<i>move earth</i>	1,650 gp

66–69	<i>owl's wisdom, mass</i>	1,650 gp
70–71	<i>planar ally</i>	2,400 gp
72–74	<i>repel wood</i>	1,650 gp
75–77	<i>spellstaff</i>	1,650 gp
78–80	<i>stone tell</i>	1,650 gp
81–83	<i>summon monster VI</i>	1,650 gp
84–86	<i>summon nature's ally VI</i>	1,650 gp
87	<i>symbol of fear</i>	2,650 gp
88	<i>symbol of persuasion</i>	6,650 gp
89–91	<i>transport via plants</i>	1,650 gp
92–94	<i>undeath to death</i>	2,150 gp
95–97	<i>wind walk</i>	1,650 gp
98–100	<i>word of recall</i>	1,650 gp

1 Assumes an area equivalent to one 60-foot cube.

#### 7th-Level Divine Spells

d%	Spell	Market Price
01–05	<i>animate plants</i>	2,275 gp
06–09	<i>blasphemy</i>	2,275 gp
10–14	<i>changestaff</i>	2,275 gp
15–16	<i>control weather</i>	2,275 gp
17–21	<i>creeping doom</i>	2,275 gp
22–27	<i>cure serious wounds, mass</i>	2,275 gp
28–32	<i>destruction</i>	2,275 gp
33–36	<i>dictum</i>	2,275 gp
37–41	<i>ethereal jaunt</i>	2,275 gp
42–45	<i>holy word</i>	2,275 gp
46–50	<i>inflict serious wounds, mass</i>	2,275 gp
51–55	<i>refuge</i>	3,775 gp
56–60	<i>regenerate</i>	2,275 gp
61–65	<i>repulsion</i>	2,275 gp
66–69	<i>restoration, greater</i>	4,775 gp
70–71	<i>resurrection</i>	12,275 gp
72–76	<i>scrying, greater</i>	2,275 gp
77–81	<i>summon monster VII</i>	2,275 gp
82–85	<i>summon nature's ally VII</i>	2,275 gp
86–90	<i>sunbeam</i>	2,275 gp
91	<i>symbol of stunning</i>	7,275 gp
92	<i>symbol of weakness</i>	7,275 gp
93–97	<i>transmute metal to wood</i>	2,275 gp
98–100	<i>word of chaos</i>	2,275 gp

#### 8th-Level Divine Spells

d%	Spell	Market Price
01–04	<i>animal shapes</i>	3,000 gp
05–10	<i>antimagic field</i>	3,000 gp
11–13	<i>cloak of chaos</i>	3,000 gp
14–17	<i>control plants</i>	3,000 gp
18–20	<i>create greater undead</i>	3,600 gp
21–27	<i>cure critical wounds, mass</i>	3,000 gp
28–32	<i>dimensional lock</i>	3,000 gp
33–36	<i>discern location</i>	3,000 gp
37–41	<i>earthquake</i>	3,000 gp
42–45	<i>finger of death</i>	3,000 gp
46–49	<i>fire storm</i>	3,000 gp
50–52	<i>holy aura</i>	3,000 gp
53–56	<i>inflict critical wounds, mass</i>	3,000 gp
57–60	<i>planar ally, greater</i>	5,500 gp

61–65	<i>repel metal or stone</i>	3,000 gp
66–69	<i>reverse gravity</i>	3,000 gp
70–72	<i>shield of law</i>	3,000 gp
73–76	<i>spell immunity, greater</i>	3,000 gp
77–80	<i>summon monster VIII</i>	3,000 gp
81–84	<i>summon nature's ally VIII</i>	3,000 gp
85–89	<i>sunburst</i>	3,000 gp
90–91	<i>symbol of death</i>	8,000 gp
92–93	<i>symbol of insanity</i>	8,000 gp
94–96	<i>unholy aura</i>	3,000 gp
97–100	<i>whirlwind</i>	3,000 gp
<b>9th-Level Divine Spells</b>		
<b>d%</b>	<b>Spell</b>	<b>Market Price</b>
01–04	<i>antipathy</i>	3,825 gp
05–07	<i>astral projection</i>	4,870 gp
08–13	<i>elemental swarm</i>	3,825 gp
14–19	<i>energy drain</i>	3,825 gp
20–25	<i>etherealness</i>	3,825 gp
26–31	<i>foresight</i>	3,825 gp
32–37	<i>gate</i>	8,825 gp
38–46	<i>heal, mass</i>	3,825 gp
47–53	<i>implosion</i>	3,825 gp
54–55	<i>miracle</i>	28,825 gp <sup>1</sup>
56–61	<i>regenerate</i>	3,825 gp
62–66	<i>shambler</i>	3,825 gp
67–72	<i>shapechange</i>	3,825 gp
73–77	<i>soul bind</i>	3,825 gp
78–83	<i>storm of vengeance</i>	3,825 gp
84–89	<i>summon monster IX</i>	3,825 gp
90–95	<i>summon nature's ally IX</i>	3,825 gp
96–99	<i>sympathy</i>	5,325 gp
100	<i>true resurrection</i>	28,825 gp

1 Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

## STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

**Physical Description:** A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

**Activation:** Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

**Special Qualities:** Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

**Table: Staffs**

Medium	Major	Staff	Market Price
01–15	01–03	<i>Charming</i>	16,500 gp
16–30	04–09	<i>Fire</i>	17,750 gp
31–40	10–11	<i>Swarming insects</i>	24,750 gp
41–60	12–17	<i>Healing</i>	27,750 gp
61–75	18–19	<i>Size alteration</i>	29,000 gp



76–90	20–24	<i>Illumination</i>	48,250 gp
91–95	25–31	<i>Frost</i>	56,250 gp
96–100	32–38	<i>Defense</i>	58,250 gp
—	39–43	<i>Abjuration</i>	65,000 gp
—	44–48	<i>Conjuration</i>	65,000 gp
—	49–53	<i>Enchantment</i>	65,000 gp
—	54–58	<i>Evocation</i>	65,000 gp
—	59–63	<i>Illusion</i>	65,000 gp
—	64–68	<i>Necromancy</i>	65,000 gp
—	69–73	<i>Transmutation</i>	65,000 gp
—	74–77	<i>Divination</i>	73,500 gp
—	78–82	<i>Earth and stone</i>	80,500 gp
—	83–87	<i>Woodlands</i>	101,250 gp
—	88–92	<i>Life</i>	155,750 gp
—	93–97	<i>Passage</i>	170,500 gp
—	98–100	<i>Power</i>	211,000 gp

## Staff Descriptions

Staves use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staves are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staves are described below.

**Abjuration:** Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

Strong abjuration; CL 13th; Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *resist energy*, *repulsion*, *shield*; Price 65,000 gp.

**Charming:** Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person*, *charm monster*; Price 16,500 gp.

**Conjuration:** This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill*, *stinking cloud*, *summon monster VI*, *summon swarm*, *unseen servant*; Price 65,000 gp.

**Defense:** The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

Strong abjuration; CL 15th; Craft Staff, *shield, shield of faith, shield of law, shield other*, creator must be lawful; Price 58,250 gp.

**Divination:** Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing*; Price 73,500 gp.

**Earth and Stone:** This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth, passwall*; Price 80,500 gp.

**Enchantment:** Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Price 65,000 gp.

**Evocation:** Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*; Price 65,000 gp.

**Fire:** Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands, fireball, wall of fire*; Price 17,750 gp.

**Frost:** Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft Staff, *cone of cold, ice storm, wall of ice*; Price 56,250 gp.

**Healing:** This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 gp.

**Illusion:** This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; Price 65,000 gp.

**Illumination:** This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights*, *daylight*, *flare*, *sunburst*; Price 48,250 gp.

**Life:** Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft Staff, *heal*, *resurrection*; Price 155,750 gp.

**Necromancy:** This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue*; Price 65,000 gp.

**Passage:** This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection*, *dimension door*, *greater teleport*, *passwall*, *phase door*; Price 170,500 gp.

**Power:** The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; Price 211,000 gp.

**Size Alteration:** Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)
- *Enlarge person, mass* (1 charge)
- *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

**Swarming Insects:** Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

**Transmutation:** This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 gp.

**Woodlands:** Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended. Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants, barkskin, charm animal, pass without trace, speak with animals, summon nature's ally VI, wall of thorns*; Price 101,250 gp.

## WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

**Physical Description:** A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

**Activation:** Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

**Special Qualities:** Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

**Table: Wands**

Minor	Mediu m	Major	Wand	Market Price
01–02	—	—	<i>Detect magic</i>	375 gp
03–04	—	—	<i>Light</i>	375 gp
05–07	—	—	<i>Burning hands</i>	750 gp
08–10	—	—	<i>Charm animal</i>	750 gp
11–13	—	—	<i>Charm person</i>	750 gp
14–16	—	—	<i>Color spray</i>	750 gp

17–19	—	—	<i>Cure light wounds</i>	750 gp
20–22	—	—	<i>Detect secret doors</i>	750 gp
23–25	—	—	<i>Enlarge person</i>	750 gp
26–28	—	—	<i>Magic missile (1st)</i>	750 gp
29–31	—	—	<i>Shocking grasp</i>	750 gp
32–34	—	—	<i>Summon monster I</i>	750 gp
35–36	—	—	<i>Magic missile (3rd)</i>	2,250 gp
37	01–03	—	<i>Magic missile (5th)</i>	3,750 gp
38–40	04–07	—	<i>Bear’s endurance</i>	4,500 gp
41–43	08–11	—	<i>Bull’s strength</i>	4,500 gp
44–46	12–15	—	<i>Cat’s grace</i>	4,500 gp
47–49	16–20	—	<i>Cure moderate wounds</i>	4,500 gp
50–51	21–22	—	<i>Darkness</i>	4,500 gp
52–54	23–24	—	<i>Daylight</i>	4,500 gp
55–57	25–27	—	<i>Delay poison</i>	4,500 gp
58–60	28–31	—	<i>Eagle’s splendor</i>	4,500 gp
61–63	32–33	—	<i>False life</i>	4,500 gp
64–66	34–37	—	<i>Fox’s cunning</i>	4,500 gp
67–68	38	—	<i>Ghoul touch</i>	4,500 gp
69–71	39	—	<i>Hold person</i>	4,500 gp
72–74	40–42	—	<i>Invisibility</i>	4,500 gp
75–77	43–44	—	<i>Knock</i>	4,500 gp
78–80	45	—	<i>Levitate</i>	4,500 gp
81–83	46–47	—	<i>Acid arrow</i>	4,500 gp
84–86	48–49	—	<i>Mirror image</i>	4,500 gp
87–89	50–53	—	<i>Owl’s wisdom</i>	4,500 gp
90–91	54	—	<i>Shatter</i>	4,500 gp
92–94	55–56	—	<i>Silence</i>	4,500 gp
95–97	57	—	<i>Summon monster II</i>	4,500 gp
98–100	58–59	—	<i>Web</i>	4,500 gp
—	60–62	01–02	<i>Magic missile (7th)</i>	5,250 gp
—	63–64	03–05	<i>Magic missile (9th)</i>	6,750 gp
—	65–67	06–07	<i>Call lightning (5th)</i>	11,250 gp
—	68	08	<i>Charm person, heightened (3rd-level spell)</i>	11,250 gp
—	69–70	09–10	<i>Contagion</i>	11,250 gp
—	71–74	11–13	<i>Cure serious wounds</i>	11,250 gp
—	75–77	14–15	<i>Dispel magic</i>	11,250 gp
—	78–81	16–17	<i>Fireball (5th)</i>	11,250 gp
—	82–83	18–19	<i>Keen edge</i>	11,250 gp
—	84–87	20–21	<i>Lightning bolt (5th)</i>	11,250 gp
—	88–89	22–23	<i>Major image</i>	11,250 gp
—	90–91	24–25	<i>Slow</i>	11,250 gp
—	92–94	26–27	<i>Suggestion</i>	11,250 gp
—	95–97	28–29	<i>Summon monster III</i>	11,250 gp
—	98	30–31	<i>Fireball (6th)</i>	13,500 gp
—	99	32–33	<i>Lightning bolt (6th)</i>	13,500 gp
—	100	34–35	<i>Searing light (6th)</i>	13,500 gp
—	—	36–37	<i>Call lightning (8th)</i>	18,000 gp
—	—	38–39	<i>Fireball (8th)</i>	18,000 gp
—	—	40–41	<i>Lightning bolt (8th)</i>	18,000 gp
—	—	42–45	<i>Charm monster</i>	21,000 gp
—	—	46–50	<i>Cure critical wounds</i>	21,000 gp
—	—	51–52	<i>Dimensional anchor</i>	21,000 gp
—	—	53–55	<i>Fear</i>	21,000 gp
—	—	56–59	<i>Greater invisibility</i>	21,000 gp
—	—	60	<i>Hold person, heightened (4th level)</i>	21,000 gp

—	—	61–65	<i>Ice storm</i>	21,000 gp
—	—	66–68	<i>Inflict critical wounds</i>	21,000 gp
—	—	69–72	<i>Neutralize poison</i>	21,000 gp
—	—	73–74	<i>Poison</i>	21,000 gp
—	—	75–77	<i>Polymorph</i>	21,000 gp
—	—	78	<i>Ray of enfeeblement</i> , heightened (4th level)	21,000 gp
—	—	79	<i>Suggestion</i> , heightened (4th level)	21,000 gp
—	—	80–82	<i>Summon monster IV</i>	21,000 gp
—	—	83–86	<i>Wall of fire</i>	21,000 gp
—	—	87–90	<i>Wall of ice</i>	21,000 gp
—	—	91	<i>Dispel magic</i> (10th)	22,500 gp
—	—	92	<i>Fireball</i> (10th)	22,500 gp
—	—	93	<i>Lightning bolt</i> (10th)	22,500 gp
—	—	94	<i>Chaos hammer</i> (8th)	24,000 gp
—	—	95	<i>Holy smite</i> (8th)	24,000 gp
—	—	96	<i>Order's wrath</i> (8th)	24,000 gp
—	—	97	<i>Unholy blight</i> (8th)	24,000 gp
—	—	98–99	<i>Restoration</i> <sup>1</sup>	26,000 gp
—	—	100	<i>Stoneskin</i> <sup>2</sup>	33,500 gp

<sup>1</sup> The cost to create a *wand of restoration* is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

<sup>2</sup> The cost to create a *wand of stoneskin* is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

## Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.