

Wizard Base List 7.3.6

WIZARD STAFF

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Neophyte's Wand	piece of wood	P	touch	U
2)					
3)	Wyrdlight	Wizard Staff	10 min/lvl	touch	U
4)					
5)	Apprentice's Staff	Neophyte's Wand	P	touch	U
6)					
7)	Recall Staff	Wizard Staff	—	100'/lvl	U
8)					
9)					
10)	Adept's Staff	Apprentice's Staff	P	touch	U
11)					
12)	Rumblng Staff	Wizard Staff	1 rd/lvl	touch	U
13)	Finding Staff	Wizard Staff	1 min/lvl	touch	U
14)					
15)	Magician's Staff	Adept's Staff	P	touch	U
16)					
17)	Thundering Staff	Wizard Staff	1 rd/lvl	touch	U
18)					
19)					
20)	Elderman's Staff	Magician's Staff	P	touch	U
25)					
30)	Wizard's Staff	Elderman's Staff	P	touch	U
50)	Grandmagus's Staff	Wizard's Staff	P	touch	U

1. Neophyte's Wand — Allows the caster to take a suitable piece of material and form a Wizard Staff (usually smaller than the typical quarterstaff, hence the spell's name). Upon its creation, caster may chose 4 points from the *Neophyte* set of abilities (see the Special Notes on page 2). The creation process take 2 days.

3. Wyrdlight — The tip of the caster's Wizard Staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (enough to illuminate a 20'R).

5. Apprentice's Staff — As *Neophyte's Wand*, except that it turns the Neophyte's Wand into an Apprentice's Staff. Caster may now add 4 ability points from *Neophyte* or *Apprentice* abilities. The transformation take 6 hours.

7. Recall Staff — Will immediately return caster's Wizard Staff to his outstretched hand by teleportation.

10. Adept's Staff — As *Apprentice's Staff*, except the it turns an Apprentice's Staff into an Adept's Staff. Caster adds 4 additional ability points from *Neophyte*, *Apprentice* or *Adept* abilities. The transformation take 6 hours.

12. Rumblng Staff — Elemental attack spells focused through the staff are intensified either by a +15 OB or x1.5 concussion damage. The staff reveals the upcoming spell during the preparation rounds charging up with the element (i.e a lightning bolt shows sparks collecting at the top of the staff).

13. Finding Staff — Caster's Wizard Staff points in the direction of any specific place or object he is familiar with.

15. Magician's Staff — As *Adept's Staff*, except that it turns an Adept's Staff into a Magician's Staff. The Staff gains 6 additional ability points and the entire process take 6 hours.

17. Thundering Staff — As *Rumblng Staff*, except bonus is +30 or concussion damage is doubled.

20. Elderman's Staff — As *Magician's Staff*, except that it turns the Magician's Staff into an Elderman's Staff. The Staff gains 6 additional ability points and the process take 6 hours.

30. Wizard's Staff — As *Elderman's Staff*, except that it turns the Elderman's Staff into a Wizard's Staff. The Staff gains 9 additional ability points and the process take 6 hours.

50. Grandmagus's Staff — As *Wizard's Staff*, except that it turns the Wizard's Staff into a Grandmagus's Staff. The Staff gains 15 additional ability points and the process take 6 hours.

SPECIAL NOTES

1) Spells referring to a Wizard Staff may be applied to any of the various Staffs: Neophyte's, Apprentice's, Adept's, Magician's, Elderman's, Wizard's or Grandmagus's. However, each Wizard may only have one Wizard Staff in existence at a time and his spells may only affect his own staff. The benefits are personal and do not apply to anyone else.

2) The GM may want to make one special (perhaps magical) wood particularly appropriate for a Wizards Staff (e.g Mallorn). Such material could give the staff additional ability points.

3) When a Wizards Staff is created (and later upgraded), its magical abilities increases. Every increase confers ability points that is used with the point-buy system below to individualize each Wizards Staff. A Wizard Staff may not contain abilities higher than its current status, i.e an *Adept's Staff* may only contain up to *Adept* abilities. The cost within parenthesis are the point cost for the ability.

INVESTMENT

The creator of a Wizard Staff may chose to invest a piece of his own soul into the creation of the Staff (much like Sauron did with the One Ring). That measure is equal part rewarding and perilous. For every level of his soul caster invests he gains an additional ability point. The risk involved is that should the Wizard Staff ever be destroyed, caster will permanently lose the levels invested as part of his soul is broken (much like Saruman after Gandalf broke his Staff).

NEOPHYTE ABILITIES

Bonuses. The Wizard Staff provide a +5 bonus to either OB, DB or RR. The first +5 cost 1 pt, the increase to +10 cost 2 pts, the +5 increases up to +30 cost 3 pts each and thereafter each +5 increase cost 5 pts.

OB, DB, RR bonus guide								
Bonus	+5	+10	+15	+20	+25	+30	+35	+40
Cost	1	2	3	3	3	3	5	5
Total	1	3	6	9	12	15	20	25

Skill bonuses. The Wizard Staff provide a bonus to a single skill magical skill (GM discretion). The first +10 cost 1 pt and each +5 increase thereafter cost 2 pts up to +30, thereafter each increase cost 3 pts.

Skill bonus guide								
Bonus	+10	+15	+20	+25	+30	+35	+40	+45
Cost	1	2	2	2	2	3	3	3
Total	1	3	5	7	9	12	15	18

Power Points. The Wizard Staff serves as a PP adder. The bonus to PP Development increases in +5 increments. The cost follows the table shown below. After 45 each +5 increase cost 3 pts.

PP Adder guide										
PP	5	10	15	20	25	30	35	40	45	50
Cost	1	1	2	2	2	2	2	2	2	3
Total	1	2	4	6	8	10	12	14	16	19

Guiding Light (1). The top of the staff may produce a faint light, enough to light a 5' radius.

Alarm (1). The staff will glow when either a (predefined) person, type of creature or race enters within a 50' radius.

Lock/unlock (1). Caster may attune his staff to one or several locks in his home. Thereafter the staff may lock or unlock the locks at a distance of up to 100' (all or a single lock at the blink of an eye).

APPRENTICE ABILITIES

Antitheft I (1). Whenever someone other than the creator touches the Wizard Staff an "A" severity critical (no RR) is delivered (might be of any element known to creator).

Crackling staff (2). If struck against a solid surface, the staff causes an effect equal to a "Cracks Call" spell (Magician Base – Earth Law). Ability usable 3x/day.

Signature spell I (2). Chose a specific spell (1st, 2nd or 3rd level) that is enhanced by the Wizard Staff so that it can be cast at double effect using double the normal amount of PP.

ADEPT ABILITIES

Antitheft II (1). Whenever someone other than the creator touches the Wizard Staff a "B" severity critical (no RR) is delivered (might be of any element known to creator).

Absorbing staff (2). A number of PP equal to caster's level (per day) of base attack spells directed at wielder may be absorbed by the staff and rendered harmless. Wielder must chose to use this ability before rolling RR. Elemental attack spells cannot be absorbed.

Nemesis (3). Against one chosen type of creature *or* one race *or* one chosen group of men (e.g easterlings), any elemental attack spell cast by its wielder delivers a *Slaying* critical in addition to any normal critical.

MAGICIAN ABILITIES

Antitheft III (1). Whenever someone other than the creator touches the Wizard Staff a "C" severity critical (no RR) is delivered (might be of any element known to creator).

Signature spell II (3). Chose a specific spell (of up to 6th level) that is enhanced by the Wizard Staff so that it can be cast at double effect using double the normal amount of PP.

Multiplier staff (4). The staff functions as a x1,5 PP multiplier. Since an adder and a multiplier cannot be used simultaneously, the staff will no longer function as a PP adder.

ELDERMAN ABILITIES

Antitheft IV (1). Whenever someone other than the creator touches the Wizard Staff a "D" severity critical (no RR) is delivered (might be of any element known to creator).

Elemental Staff (4). Caster attunes the staff to a particular element (i.e Light, Fire, Ice, Earth etc). Any spell from that element cast through the staff will have a +30 Magnitude bonus.

Multiplier staff (6). The staff functions as a x2 PP multiplier. Since an adder and a multiplier cannot be used simultaneously, the staff will no longer function as a PP adder.

WIZARD ABILITIES

Antitheft V (1). Whenever someone other than the creator touches the Wizard Staff a "E" severity critical (no RR) is delivered (might be of any element known to creator).

Signature spell III (5). Chose a specific spell (of up to 9th level) that is enhanced by the Wizard Staff so that it can be cast at double effect using double the normal amount of PP.

Multiplier staff (9). The staff functions as a x3 PP multiplier. Since an adder and a multiplier cannot be used simultaneously, the staff will no longer function as a PP adder.

GRANDMAGUS ABILITIES

Signature spell IV (6). Chose a specific spell (of up to 12th level) that is enhanced by the Wizard Staff so that it can be cast at double effect using double the normal amount of PP.

Multiplier staff (12). The staff functions as a x4 PP multiplier. It replaces any earlier adder or multiplier functions.