

### SCABBARD OF VIGOR

**Aura** faint transmutation; **CL** 5<sup>th</sup>; **Identify** DC 20

**Slot** belt; **Price** 1,800 gp; **Weight** 3 lbs.

#### DESCRIPTION

Once per day, as part of the action of drawing forth the weapon held by the scabbard, the wearer can order it to endow the weapon with an enhancement bonus on attack and damage rolls. The duration of the effect depends on the desired enhancement bonus for the weapon.

BONUS	DURATION
+4	1 round
+3	3 rounds
+2	5 rounds
+1	10 rounds

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *greater magic weapon*; **Cost** 900 gp

### WAND OF STONE CALL (6 charges)

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Identify** DC 18

**Slot** —; **Price** 540 gp; **Weight** —

#### DESCRIPTION

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Area** cylinder (40-ft. radius, 20 ft. high)

**Duration** 1 round/level

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

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

#### CONSTRUCTION

**Requirements** Craft Wand, *stone call*; **Cost** 270 gp

### WAND OF STONE CALL (37 charges)

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Identify** DC 18

**Slot** —; **Price** 3330 gp; **Weight** —

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#### DESCRIPTION

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Area** cylinder (40-ft. radius, 20 ft. high)

**Duration** 1 round/level

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

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

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#### CONSTRUCTION

**Requirements** Craft Wand, *stone call*; **Cost** 1665 gp

### WAND OF CURE MODERATE WOUNDS (25 charges)

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Identify** DC 18

**Slot** —; **Price** 2250 gp; **Weight** —

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#### DESCRIPTION

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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#### CONSTRUCTION

**Requirements** Craft Wand, *stone call*; **Cost** 270 gp

### WAND OF CURE MODERATE WOUNDS (25 charges)

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Identify** DC 18

**Slot** —; **Price** 2250 gp; **Weight** —

#### DESCRIPTION

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

#### CONSTRUCTION

**Requirements** Craft Wand, *stone call*; **Cost** 270 gp

### PRIMAL ELEMENTAL GEM (WATER)

**Aura** moderate conjuration; **CL** 11<sup>th</sup>; **Identify** DC 31

**Slot** —; **Price** 3,300 gp; **Weight** —

#### DESCRIPTION

An elemental gem comes in one of four different varieties. Each contains a conjuration spell attuned to a specific elemental plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Huge elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *summon monster VI* or *summon nature's ally VI*; **Cost** 1,650 gp

### PRIMAL ELEMENTAL GEM (WATER)

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**Slot** —; **Price** 3,300 gp; **Weight** —

#### DESCRIPTION

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**Requirements** Craft Wondrous Item, *summon monster VI* or *summon nature's ally VI*; **Cost** 1,650 gp

**HUGE WATER ELEMENTAL****CR 7**

N Huge outsider (elemental, extraplanar, water)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +13

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**DEFENSE****AC** 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +11, **Will** +3**DR** 5/—; **Immune** elemental traits

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**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** 2 slams +15 (2d6+7)w/ **Power Attack** 2 slams +12 (2d6+13)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** drench, vortex (DC 22), water mastery

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**STATISTICS****Str** 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +19 (+21 bull rush); **CMD** 34**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack**Skills** Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26**Languages** Aquan

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**SPECIAL ABILITIES****Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.