

Gathering the Party

Scroll of-

FLY	SPELL 4
Transmutation	Casting ♦ Somatic Casting, ♦ Verbal Casting
Range touch; Targets one creature	
Duration 1 minute	
The target gains a fly Speed of 30 feet.	
Heightened (7th) The duration increases to 1 hour.	

WEAPON POTENCY	RUNE 4+
Evocation Magical	Method of Use etched, weapon
You can etch a <i>weapon potency</i> rune on a weapon of the quality listed under the individual entry for the type of rune. Runes of +2 <i>weapon potency</i> or stronger require the weapon to already have the listed weaker rune, and etching the new rune increases the existing potency rune to the new value.	
A <i>weapon potency</i> rune grants two offensive benefits. The weapon's wielder gains an item bonus to attack rolls with the weapon equal to the potency value. For instance, an expert dagger with a +2 <i>weapon potency</i> rune would grant a +2 item bonus to attack rolls with the dagger.	
Second, on a successful attack roll, the weapon deals an additional number of weapon damage dice equal to the potency value. For example, a hit with the +2 <i>dagger</i> described above would deal 3d4 damage instead of 1d4 damage.	
Type +1 <i>weapon potency</i> ; Level 4; Price 65 gp	
This rune can be etched only on a weapon of expert or better quality.	

CAMEL	CREATURE 1
Animal Large	Perception +3; low-light vision, scent 30 feet Languages –
Skills –1; Acrobatics +2, Athletics +6	
Str +3, Dex +1, Con +4, Int –4, Wis +1, Cha –2	
Desert Survivor A camel lasts up to a week in severe heat without drinking water, or up to 6 months without drinking water at cooler temperatures.	
AC 13, TAC 12; Fort +5, Ref +3, Will +2	
HP 30	
Speed 35 feet	
♦ Melee jaws +5, Damage 1d4+3 bludgeoning	
♦ Range spit (range increment 10 feet) +4 touch, Effect camel spit	
Camel Spit Once per hour, a camel can regurgitate the contents of its stomach as a foul spit. On a successful attack, the target is dazzled for 1 round (or blinded for 1 round on a critical hit) and it must succeed at a DC 14 Fortitude save or be sick 1.	

B2. Sand Flats x 2

HEALING POTION	ITEM 1+
Consumable Healing Magical Necromancy Potion	Method of Use held, 1 hand; Bulk L Activation ♦ Operate Activation
When you drink a <i>healing potion</i> , you regain the listed number of Hit Points.	
Type minor; Level 1; Price 3 gp	
The potion restores 1d8 Hit Points.	

Expert

THIEVES' TOOLS

You need thieves' tools to Pick Locks or Disable Devices (of some types) using the Thievery skill. Thieves' tools of expert quality add a +1 item bonus to checks to Pick Locks and Disable Devices, and master thieves' tools add a +2 item bonus. Replacement picks are necessary when your tools break as a result of a critical failure on a Thievery check.

Chamber of the Sunken Stones

LESSER WATER ELEMENTAL

ELEMENTAL GEM	ITEM 10
Conjuration Consumable Magical	Price 120 gp Method of Use held, 1 hand; Bulk – Activation ♦ Command Activation, ♦ Operate Activation
You shout the name of an Elemental Lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level <i>summon monster</i> spell to summon forth a lesser elemental that's under your control as long as you spend an action each round to Concentrate on a Spell.	
This gem comes in four varieties: transparent for an air elemental, light brown for an earth elemental, reddish orange for a fire elemental, and blue-green for a water elemental.	

MINOR EARTH ELEMENTAL

ELEMENTAL GEM	ITEM 10
Conjuration Consumable Magical	Price 120 gp Method of Use held, 1 hand; Bulk – Activation ♦ Command Activation, ♦ Operate Activation
You shout the name of an Elemental Lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level <i>summon monster</i> spell to summon forth a lesser elemental that's under your control as long as you spend an action each round to Concentrate on a Spell.	
This gem comes in four varieties: transparent for an air elemental, light brown for an earth elemental, reddish orange for a fire elemental, and blue-green for a water elemental.	

Chamber of the Burning Sky

LESSER FIRE ELEMENTAL

ELEMENTAL GEM		ITEM 10
Conjuration Consumable Magical	Price 120 gp Method of Use held, 1 hand; Bulk – Activation ♦♦ Command Activation, ♦♦ Operate Activation	
<p>You shout the name of an Elemental Lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level <i>summon monster</i> spell to summon forth a lesser elemental that's under your control as long as you spend an action each round to Concentrate on a Spell.</p> <p>This gem comes in four varieties: transparent for an air elemental, light brown for an earth elemental, reddish orange for a fire elemental, and blue-green for a water elemental.</p>		

MINOR AIR ELEMENTAL

ELEMENTAL GEM		ITEM 10
Conjuration Consumable Magical	Price 120 gp Method of Use held, 1 hand; Bulk – Activation ♦♦ Command Activation, ♦♦ Operate Activation	
<p>You shout the name of an Elemental Lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level <i>summon monster</i> spell to summon forth a lesser elemental that's under your control as long as you spend an action each round to Concentrate on a Spell.</p> <p>This gem comes in four varieties: transparent for an air elemental, light brown for an earth elemental, reddish orange for a fire elemental, and blue-green for a water elemental.</p>		

Chamber of Contemplation

+2	Scimitar	11 sp	1d6 S
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Forceful This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon damage dice.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

ENDURE ELEMENTS SPELL 2

Abjuration	Casting 10 minutes (Somatic, Verbal)
Range touch; Targets one willing creature	
Duration 1 day	
Choose severe cold or heat. The target is protected from the temperature you chose (but not extreme cold or heat).	
Heightened (3rd) The target is protected from severe cold and heat.	
Heightened (5th) The target is protected from severe cold, severe heat, extreme cold, and extreme heat.	

STAFF OF FIRE

ITEM 3+

Evocation
Invested
Magical
Staff

Method of Use held, 1 hand; **Bulk** 1

Activation Cast a Spell (1 RP)

This rugged wooden staff resembles a blackened and burned length of ashen wood. It smells

faintly of soot and glows from within as if lit by embers. You can spend an Interact action to touch the tip of this staff to a torch, tinder, or other highly flammable substances to ignite a flame.

Type lesser; **Level** 3; **Price** 60 gp; **Maximum Charges** 1

- *produce flame* (cantrip)
- *burning hands* (level 1)

STAVES

Each magical staff is infused with a spellcaster's personal spell energy and harnessed to cast a variety of spells. These items all have the staff trait. The spells that can be cast from a staff are listed in bullet points under each version of the staff, with the level of each spell in parentheses. Many staves have more powerful versions that contain more spells and can hold more charges—such a staff always contains the spells of all lower-level versions in addition to the spells in its own entry.

Investing a Staff

To cast any of a staff's spells or benefit from its other abilities, you must first invest the staff. Investing a new staff takes 1 hour, but you can invest a staff as part of your daily preparation without adding any additional time to the preparations. When invested during preparation (but not if invested at other times), the staff gains a number of charges equal to your highest-level spell slot, though it can never exceed its maximum charges. Once you have charged the staff in this way, no one else can invest the same staff to add charges to it for 24 hours. Charges remain in a staff indefinitely until used.

You can invest only one staff at a time. If you invest another staff when you have another one currently invested, you must expend a number of charges equal to your highest-level spell slot, as transferring your personal spell energy is taxing. These charges can be divided in any way you choose between the two staves. If the two staves don't have that many charges between them, you fail to

invest the new staff. Once you invest the new staff, you lose your investiture in the old staff.

If you didn't invest a staff during preparations, you can still invest a staff later during the day. The first staff you invest in a day neither gains nor loses charges, but any later staves you invest require expending charges as above.

A staff has no charges in it when first crafted. When a staff is found as treasure, the number of charges it has can be determined randomly or otherwise chosen by the GM.

Casting Spells from a Staff

Casting a spell from a staff requires holding the staff in one or both hands, as indicated in the staff's stat block, and performing a Cast a Spell activity using the normal spellcasting actions for the staff. You activate the staff as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time. At the same time, you must also either expend a number of charges from the staff equal to the spell level of the spell you're casting or else sacrifice one of your spell slots of the same level or a higher level than the spell you're casting.

To cast a spell from a staff, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC for any spell you cast from a staff. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal). You must provide any material components, cost, or focus required by the spell or you fail to cast it.

If a staff contains a cantrip, you can cast that cantrip using the staff without expending a spell slot, and activating the staff to cast the cantrip doesn't cost any Resonance Points. The spell's level is heightened to the same level as cantrips you normally cast. You cannot heighten other spells cast from a staff, although some staves contain spells that have already been heightened by 1 or more higher levels, which you can cast normally.

While holding a staff, you can use Somatic Casting actions even without a hand free by gesturing with the staff instead of your hand, regardless of whether you're casting spells from the staff or any of your other spells.

Attacking with a Staff

Staves are also expert-quality staff weapons (see page 190), and this is included in their Price. They can be etched with runes as normal.

GUST OF WIND

SPELL 1

Air
Evocation**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Area 60-foot line**Duration** until the start of your next turn

A violent wind issues forth from your outstretched palm, blowing from the point where you are when you cast the spell to the line's opposite end. The wind extinguishes small nonmagical fires, disperses fog and mist, blows around objects of light Bulk or less, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that move into the gust later must attempt the save on entering.

Success The creature can't move against the wind.**Critical Success** Unaffected.**Failure** Knocked prone. If it was flying, it suffers the effects of critical failure instead.**Critical Failure** Pushed 30 feet in the wind direction, knocked prone, and takes 2d6 bludgeoning damage.

PRONE

You're lying on the ground. You take a -2 circumstance penalty to attack rolls but gain a +1 circumstance bonus to AC against ranged attacks. You're flat-footed against melee attacks. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition.

If you're Climbing or Flying when you would be knocked prone, you fall instead (see page 310 for the rules on falling). You can't be knocked prone when Swimming unless you sink to the bottom of a body of water.

STONESKIN

SPELL 4

Abjuration

Casting ♦ Somatic Casting, ♦ Verbal Casting**Range** touch; **Targets** one creature**Duration** 20 minutes

The target's skin hardens like stone. It gains resistance 5 to physical damage (any bludgeoning, piercing, or slashing damage) and weakness 5 to adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *stoneskin*'s duration decreases by 1 minute.

Heightened (6th) The resistance and weakness increase to 10.**Heightened (8th)** The resistance and weakness increase to 15.

IDENTIFY MAGIC

Concentrate
Secret

Once you discover that an item, location, or ongoing effect is magical, you can spend an hour to attempt to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check (see Table 4-2 on page 146). Cursed or esoteric subjects usually have higher DCs or might even be impossible to identify using Arcana alone. Heightening a spell doesn't increase the DC.

Success For an item or location, you get a sense of what it does and learn any means of activating it. For an ongoing effect, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

Failure You fail to identify the magic and can't try again for 1 day.

Critical Failure You misidentify the magic as something else of the GM's choice.

TABLE 4-2: IDENTIFYING OR LEARNING A SPELL

Spell Level	Price*	Typical DC*
1st or cantrip	20 sp	13
2nd	60 sp	16
3rd	160 sp	19
4th	360 sp	22
5th	700 sp	25
6th	1,400 sp	28
7th	3,030 sp	31
8th	6,500 sp	34
9th	15,000 sp	37
10th*	70,000 sp	40

* Rare spells of 9th level or lower typically have a Price and DC that's 1 level higher.

DETECT MAGIC

CANTRIP

Cantrip
Detection
Divination**Casting** ♦ Somatic Casting, ♦ Verbal Casting**Area** 30-foot aura

You send out a magical pulse that registers the presence of magic. You receive no information beyond presence or absence of magic. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

Heightened (3rd) You learn the school of magic for the highest-level magical effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. You don't learn the exact location but can narrow down the source to within a 5-foot cube. If the source is larger than that, you identify only the cube nearest to you.

SCROLLS

A scroll contains a single spell, which you can cast without having to expend a spell slot. Scrolls are always consumable magic items with the scroll trait. The spell on a scroll can be cast only once, after which the scroll is destroyed. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a *scroll of magic missile* (level 1) could be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll is for the spell's lowest level.

If you find a scroll, you can spend 1 minute trying to figure out what spell is on the scroll. If the spell is on your spell list, you automatically learn what the spell is after this time. If not, you must Identify a Magic Item (see pages 154 and 156) as normal.

Casting a Spell from a Scroll

Casting a spell from a scroll requires holding the scroll in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the scroll as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time.

To cast a spell from a scroll, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the scroll's level (see Table 11–5: Scroll Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were already provided when the scroll was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell from a scroll.