

ROD OF WONDER

Aura moderate enchantment; **CL** 10th

Slot none; **Price** 12,000 gp; **Weight** 5 lbs.

DESCRIPTION

A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Activating the rod is a standard action. Typical powers of the rod include the following.

d%	Wondrous Effect
01–05	Slow target for 10 rounds (<i>Will</i> DC 15 negates).
06–10	<i>Faerie fire</i> surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	<i>Gust of wind</i> , but at windstorm force (<i>Fortitude</i> DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26–30	<i>Stinking cloud</i> appears at 30-ft. range (<i>Fortitude</i> DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	Summon an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	<i>Lightning bolt</i> (70 ft. long, 5 ft. wide), 6d6 damage (<i>Reflex</i> DC 15 half).
47–49	A stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone within 25 ft. (<i>Reflex</i> DC 14 negates).
50–53	<i>Enlarge person</i> on target if within 60 ft. of rod (<i>Fortitude</i> DC 13 negates).
54–58	<i>Darkness</i> , 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-square-ft. area before the rod, or grass existing there grows to 10 times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lbs. mass and up to 30 cubic ft. in size.
66–69	Reduce wielder two size categories (no save) for 1 day.
70–79	<i>Fireball</i> at target or 100 ft. straight ahead, 6d6 damage (<i>Reflex</i> DC 15 half).
80–84	<i>Invisibility</i> covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are <i>blinded</i> for 1d6 rounds (<i>Fortitude</i> DC 15 negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60 ft. (<i>Fortitude</i> DC 18 negates).

CONSTRUCTION

Requirements Craft Rod, confusion, creator must be chaotic; **Cost** 6,000 gp