

Eldritch Wand

Arcane

Notes: Caster may only have one Eldritch Wand in existence at a time, and his spells may only affect his own Eldritch Wand. The Eldritch Wand is an extension of the spellcaster – it does not detect as magical, and cannot be “attuned” to or used by another. However, the Eldritch Wand does have an Aura (see Aura Magic, **RMCVII**) that mimics the caster’s Aura, and may have both intelligence and will (GM’s discretion). The Eldritch Wand must be grasped by the caster to be used.

An Augment refers to a one-time increase to a spell casting attempt, skill check, or spell parameters by the caster’s Eldritch Wand.

Starting with Amethyst Eldritch Wand, each Eldritch Wand is created from the lower level version, destroying it in the process. Consequently, the Wands must be created in sequence. No spells higher in level than a given Eldritch Wand spell can be cast without creating the wand first (i.e., no spells of 11th level or higher can be cast until a Garnet Eldritch Wand is created).

Option: In the creation of the *Eldritch Wand*, the GM may require one or more of the following:

- A successful Magical Ritual skill check;
- The usage of specific unusual materials in creation of the *Eldritch Wand* (mallorn wood, laen, mithril, etc.); or
- The expenditure of an amount of powdered or crushed gemstones of a value equal to 10 times the level of the *Eldritch Wand* being enchanted (i.e., creation of an *Amethyst Eldritch Wand* would require the usage of 50 gp of powdered Amethyst as a component of the ritual).

	Area of Effect	Duration	Range
1—Crystal Eldritch Wand	Wand	P	touch
2—Draw I	V	1 min/lvl	touch
3—Detect Active	10' R	1 rnd/lvl (C)	10'
4—Form I	Wand	1 day/lvl	touch
5— Amethyst Eldritch Wand	Wand	P	touch
6—Wand Familiar	Wand	10 min/lvl	touch
7—Detect Passive	10'R	1 rnd/lvl (C)	10'
8—Draw II	V	1 min/lvl	touch
9—Entwine Augment	V	1 rnd/lvl	touch
10— Garnet Eldritch Wand	Wand	P	touch
11—Wand Familiar II	Wand	1 hr/lvl	touch
12—Analyze	1 spell	—	10'
13—Form II	Wand	1 day/lvl	touch
14—Combine Casting	self	—	self
15— Topaz Eldritch Wand	Wand	P	touch

16—Extend Augment	V	1 rnd/lvl	touch
17—Form III	Wand	1 day/lvl	touch
18—Wand Familiar III	Wand	1 day/lvl	touch
19—Combine Casting II	self	—	self
20— Emerald Eldritch Wand	Wand	P	touch
25— Sapphire Eldritch Wand	Wand	P	touch
30— Ruby Eldritch Wand	Wand	P	touch
35—Extend Augment II	Wand	1 rnd/lvl	touch
40—Combine Casting III	self	—	self
45—Extend Augment III	Wand	1 rnd/lvl	self
50— Diamond Eldritch Wand	Wand	P	touch

1—Crystal Eldritch Wand (U) Allows the caster to take an appropriate material (wood, metal, bone, etc.) and create an *Eldritch Wand*. The process takes one hour. The *Eldritch Wand* allows the caster to use one of the following Augments once per day per caster’s level:

- Magical Skills: + 5 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation

The *Eldritch Wand* will also serve as the caster’s Magical Ritual focus for future rituals. A different Augment can be chosen each round. The *Eldritch Wand* gains a bonus to BF (Breakage Factor) of +5/creator’s level. If the Materials Integrity system is used (see *RMCV*, 6.2), the *Eldritch Wand* gains 10 structural hits/creator’s level above the norm for its construction.

2—Draw I (E) Allows the caster to *Draw* with the *Eldritch Wand*, using it like a paintbrush. Any color or combination of colors can be selected. The caster can draw on any surface, or no surface at all (the drawing can hang suspended in midair). The *Drawing* is treated as a visual illusion, and cannot be physically removed. If the *Drawing* is on an object, it will move with the object. The *Drawing* can be dispelled normally, or will fade away at the end of the spell’s duration. Use of this spell does not confer any skill in the *quality* of the drawing produced (a drawing or calligraphy maneuver roll is required to determine the quality produced). Any *runes, signs, symbols, or wards* drawn using a *Draw* spell have a +5 bonus to their effectiveness.

3—Detect Active (I) Allows the caster to detect any active spell(s) in range. Spells are not identified, merely perceived.

4—Form I (U) Allows the caster to change the physical form of the *Eldritch Wand* into that of a different object. The *Eldritch Wand* must be in contact with the caster’s hand at all times, or it will revert to its usual form. The usual forms, therefore, are objects like a bracelet, gauntlet, glove, etc. The physical strength and resiliency of the *Eldritch Wand* are not altered.

5—Amethyst Eldritch Wand (U) As *Crystal Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 5 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery,

Power Manipulation

- +5 Base spell attack
- +5 Directed spell attack

Also, the *Eldritch Wand* can be easily concealed on the caster's person (-75 to locate in any physical search; -25 to locate by magical means). If the *Amethyst Eldritch Wand* is destroyed, the caster takes 'A' severity Stress and Depression criticals.

6—Wand Familiar (U) The *Eldritch Wand* can become the caster's familiar for a short time. It can take the form of any small animal or bird the caster is familiar with (can be no more than 10% of the caster's mass). The *Wand Familiar* must remain within 100' of the caster at all times, or the spell will end. The *Wand Familiar* does not gain any of the species' senses or abilities; its senses are those of the caster. The caster can, however, perceive the world through its senses, and mentally give it simple instructions. When the spell ends, the *Eldritch Wand* will return to the caster's hand. The *Wand Familiar* has the attacks and physical defenses (DB, OB, armor type, etc.) of the animal it imitates, and has 5 hits/caster's level. If it is killed, it must roll beneath the wielder's CO stat. If it fails, the *Eldritch Wand* is destroyed; if it succeeds, it reverts to *Eldritch Wand* form.

7—Detect Passive (U) As *Detect Active*, except passive and waiting spells can be detected.

8—Draw II (E) As *Draw I*, except the *Drawing* is permanent (until dispelled).

9—Entwine Augment (U) In the round following the one in which this spell is cast, two different Augments may be used simultaneously. The two Augments both count against the daily limitation of the *Eldritch Wand*. The two Augments must be used in the following round, or the Entwine is lost (but not the two Augments).

10—Garnet Eldritch Wand (U) As *Amethyst Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 10 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- +5 Base spell attack
- +5 Directed spell attack
- X2 Spell duration
- X2 Spell range

Also, the *Eldritch Wand* reduces the failure range of all spells cast by the wielder by 1. If the *Garnet Eldritch Wand* is destroyed, the caster takes 'B' severity Stress and Depression criticals.

11—Wand Familiar II (U) As *Wand Familiar*, except for duration, and the Familiar must be less than 50% of the caster's mass. Also, the Familiar gains the senses normally associated with the creature being imitated.

12—Spell Analysis (I) As a combination of *Detect Active* and *Detect Passive* (above). Also, the caster has a 2%/level chance to identify each spell detected (chance may be modified up or down at GM's discretion).

13—Form II (U) As *Form I*, except the *Eldritch Wand* must only be in contact with the caster's body somewhere (may be an earring, cloak, helmet, etc.). The *Eldritch Wand* must still be grasped by the caster or in contact with the caster's hand to be used.

14—Combine Casting (U) Allows the caster to cast any two non-attack spells simultaneously. Total PP expenditure equals the total required for both spells *and* the PP required for the *Combine Casting* spell.

15—Topaz Eldritch Wand (U) As *Garnet Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 15 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- + 10 Base spell attack
- +10 Directed spell attack
- X2 Spell duration
- X2 Spell range
- X2 Damage

The *Eldritch Wand* reduces the failure range of all spells cast by the wielder by 2. Also, the *Eldritch Wand* can be summoned to the Caster's hand from any distance, and it will instantly appear in his grasp. If the *Topaz Eldritch Wand* is destroyed, the caster takes 'C' severity Stress and Depression criticals.

16—Extend Augment (U) Any one Augment the caster's *Eldritch Wand* can produce can be extended for 1 rnd/2 levels. The Augment will affect all spells/skill rolls that it is applied to until the duration expires. No other Augments may be selected, or other spells cast from this list while the *Extended Augment* is in effect, or it will be cancelled.

17—Form III (U) As *Form II*, except the *Eldritch Wand* may leave contact with the caster's body without reverting.

18—Wand Familiar III (U) As *Wand Familiar II*, except for duration.

19—Combine Casting II (U) As *Combine Casting*, except three non-attack spells may be combined. Total PP expenditure equals the total required for all three spells *and* the PP required for the *Combine Casting II* spell. All three spells are cast together in the same round, and only one roll is used to determine spell effect.

20—Emerald Eldritch Wand (U) As *Topaz Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 15 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- +15 Base spell attack
- +15 Directed spell attack
- X2 Spell duration
- X2 Spell range (Self becomes Touch, Touch becomes 5')
- X2 Damage
- X2 Area of Effect

The *Eldritch Wand* reduces the failure range of all spells cast by the wielder by 2. Also, the *Eldritch Wand* can temporarily merge with the caster's soul (known as *Soul Sheath*). The *Eldritch Wand* cannot be detected or located by any means while in the *Sheath*. The caster can call the *Eldritch Wand* from the *Soul Sheath* and return it at will (no action penalty). If the caster is attacked with an *Absolution*, *Dark Absolution*, or *Absolution Pure* spell while the *Eldritch Wand* is in the *Soul Sheath*, the *Eldritch Wand* must also resist the spell (using the caster's RR bonuses) with an additional +25 mod or be destroyed. If the *Emerald Eldritch Wand*

is destroyed, the caster takes 'D' severity Stress and Depression criticals.

25—Sapphire Eldritch Wand (U) As *Emerald Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 15 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- + 15 Base spell attack
- +15 Directed spell attack
- X3 Spell duration
- X3 Spell range (Self becomes 5', Touch becomes 10')
- X3 Damage
- X2 Area of Effect
- X2 Number of targets

The *Eldritch Wand* prevents spell failures for the caster's spells. If the *Sapphire Eldritch Wand* is destroyed, the caster takes 'E' severity Stress and Depression criticals.

30—Ruby Eldritch Wand (U) As *Sapphire Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 15 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- +20 Base spell attack
- +20 Directed spell attack
- X4 Spell duration
- X4 Spell range (Self becomes 10', Touch becomes 100')
- X4 Damage
- X3 Area of Effect
- X3 Number of targets

If the *Ruby Eldritch Wand* is destroyed, the caster takes 'E' severity Stress and Depression criticals.

35—Entwine Augment True (U) As *Entwine Augment*, except any number of Augments may be utilized.

40—Combine Casting III (U) As *Combine Casting II*, except four non-attack spells may be combined. Total PP expenditure equals the total required for all four spells *and* the PP required for the *Combine Casting III* spell.

45—Extend Augment II (U) As *Extend Augment*, except two Augments may be Extended for the duration if they are *Entwined*.

50—Diamond Eldritch Wand (U) As *Ruby Eldritch Wand*, except the following Augments may be selected:

- Magical Skills: + 20 to any one of the following skills: Channeling, Power Perception, Power Projection, Spell Mastery, Power Manipulation
- + 25 Base spell attack
- +25 Directed spell attack
- X5 Spell duration
- X5 Spell range (Self becomes 100', Touch becomes 300')
- X5 Damage
- X4 Area of Effect
- X4 Number of targets

If the *Diamond Eldritch Wand* is destroyed, the caster takes 'E' severity Stress and Depression criticals.

Ross Henton
rhenton@iname.com