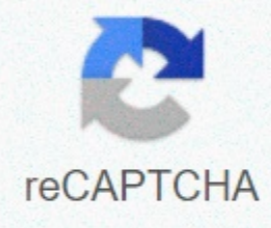




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Metamagic rod quicken

Magic Item (Dungeon Master Guide v.3.5, p. 236) Price: 35,000 GP Body Slot: Held Caster Level: 17 Aura: Strong; Activation: Free (manipulation) Weight: — pound. Welding can throw up to three spells a day (level 3 or below), which are put down as if using Quicken Spell feat. Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of an altered spell. All the rods described here are activated (but spells in the threatening zone still attract attack capabilities). Castor can use only one metamagic rod on any given spell, but it is permissible to combine the rod with the metamagic feats possessed by the welding rod. In this case, only the exploits possessed by the welding man regulate the spell slot being thrown. Possession of a metamagic rod does not give the associated feat to the owner, only the ability to use this feat a given number of times a day. The sorcerer still has to take full-angle action when using a metamagic rod, just as if using the metamagic feat he possesses. Background: Craft Rod, Quicken Spell. Cost of creation: 17500 gp, 1400 XP, 35 days. Rods are scepter-like devices that have unique magical powers and usually have no charges. Anyone can use a rod. The physical description of the Rods weighs approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or other metal. (Many, as noted in their description, can function as light fables or clubs due to their durable design.) These durable elements have AC 9, 10 strike points, a hardness of 10 and a DC break of 27. Activation information associated with using a pivot depends on the item to the item. See some specifics. Special qualities Roll d%. The result 01 indicates that the rod is smart, 02-31 indicates that something (design, inscription or otherwise) gives a key to its function, and 32-100 does not indicate special qualities. Intelligent objects have additional abilities and sometimes extraordinary forces and special purposes. Rods with accusations can never be reasonable. Table: Pivot Average Core Rod Market Price 01-07 — Metamagic, Increase, less than 3000 gp 08-14 — Metamagic, Extend, less than 3000 gp 15-21 — Metamagic, Silent, less than 3,000 gp 22-28 — Immobile 5,000 gp 29-35 — Metamagic, Empower, less than 9,000 gp 36-42 — Detection of metal and minerals 10,500 gp 43-53 01 -04 Abolition 11000 gp 54-57 05-06 Metamic, Increase 11000 gp 58-61 07-08 Metamagic, Extension 11000 gp 62-65 09-10 Metamagic , Silent 11000 gp 66-71 11-14 Wonder 12,000 gp 72-79 15-18 Python 13,000 gp 80-83 — Metamic, Maximize less than 14,000 gp 84-89 19-21 Extinguishing flames 15,000 gp 90-97 22-25 Viper 19,000 gp — 26-30 Detection 23,500 gp — 31-36 Metamagic, Increase, over 24,500 gp — 37-42 Metamagic, Extensions, over 24,500 GP — 43-48 Metamagic, Silent, over 24,500 gp - 49-53 Splendor gp — 54-58 withering 25,000 gp 98-99 59-64 Metamagic, Empower 32,500 gp — 65-69 Thunder and Lightning 33,000 gp 100 70-73 Metamagic, Quicken, less than 35,000 GP — 74-77 Negation 37,000 GP — 78-80 Absorption 50,000 GP — 81-84 Flailing 50,000 GP — 85-86 Metamagic, Maximize 54,000 gp — 87-88 Ruler 60,000 gp — 89-90 Security 61,000 gp — 91-92 Lordly can 70,000 gp - 93-94 Metmagamagic, Empower, over 73,000 gp — 95-96a , Quicken 75,500 gp - 97-98 Alertness 85,000 gp — 99 Metamagic, Maximize, over 121,500 GP — 100 Metamagic, Quicken, over 170,000 GP Rod Descriptions Although all rods are usually scepter, their configurations and abilities run a magical range. The standard rods are described below. Absorption This rod acts as a magnet, drawing spells or spells as abilities in itself. The absorbing magic should be a one-point spell or beam aimed at either the character wielding the rod or its gear. The rod then negates the spell effect and retains its potential until the holder releases this energy in the form of his own spells. It can instantly detect spell levels as the rod absorbs the energy of the spell. Absorption requires no action on the part of the user if the rod is in hand at the time. Keep the total number of absorbed (and used) spell levels. The rod lord can use the trapped energy of the spell to cast any spell she has prepared without leaving the preparation itself. The only limitations are that the energy levels of the spell stored in the rod must be equal to or more than the level of spell that yields wants to throw, that any material components needed for a spell will be present, and that the rod will be in hand at casting. For castrates such as bards or sorcerers who do not prepare spells, the energy rod can be used to throw any spell of appropriate level or levels they know. The absorption rod absorbs a maximum of fifty spell levels and can after that only defuse any remaining potential it may have. The rod cannot be charged. Welding knows that the rod has remained absorbing potential and the current amount of stored energy. To determine the potential of absorption remaining in the newly edified rod, download d% and divide the result by 2. Then download d% again: As a result, 71-100, half the levels already absorbed by the rod are still stored inside. Strong retention; CL 15th; Craft rod, spell turning; Price 50000 gp. Alertness This rod does not depart from +1 light mist. He has eight flanges on makelike head. The rod gives a bonus of +1 understanding at the initiative checks. If it is firmly grabbed, the rod allows the owner to show evil, show goodness, show chaos, reveal the law, show magic, distinguish between lies, light, or see Each different use is a standard action. If the head of the rod is wary planted in the ground, and the owner of the it is alert (standard action), the rod feels any creature within 120 feet, which intends to harm the owner. At the same time, the rod creates a prayer spell effect on all owner-friendly creatures within a 20-foot radius. Immediately afterwards, the rod sends a mental warning to these friendly creatures, alerting them to possible dangers from unfriendly creatures or creatures within a 120-foot radius. These effects last 10 minutes, and the rod can perform this function once a day. Finally, the rod can be used to simulate casting animatic spell objects using any eleven (or fewer) small objects located roughly around the perimeter of the 5-foot radius circle, centered on the rod upon landing in the ground. The objects remain animated for 11 rounds. The rod can perform this function once a day. Moderate abstinence, divination, enchantment, and evolution; CL 11th; Artisan rod, alarm, detection of chaos, detection of evil, detection of good, detection of law, detection of magic, distinction of lies, light, see invisibility, prayer, animus objects; Price 85000 gp. Cancellation This terrible rod is a ban for magical objects, because its touch depletes the subject of all magical properties. The object touched must make dc 23 save to prevent the rod from draining. If the creature holds it at the time, then the item can use will retain the owner's bonus instead of its own if the owner is better. In such cases, contact occurs by carrying out a melee sensory impact roll. When draining an object, the rod itself becomes fragile and cannot be used again. The poured items are restored only by desire or wonder. (If the scope of destruction and the undoing rod negates each other, nothing can restore any of them.) Strong retention; CL 17th; Craft rod, mage diesel; Price 11000 gp. Enemy Detection This device pulses in hand to possess and points in the direction of any creature or creatures hostile to the carrier device (coming first). These creatures can be invisible, ethereal, hidden, disguised or in plain sight. The detection range is 20 meters. If the rod carrier is concentrated for a full round, the rod indicates how many enemies are within reach. The rod can be used three times a day, each using a duration of up to 10 minutes. Activating the rod is a standard action. Moderate divination; CL 10th; Craft rod, real seeing; Price 23,500 gp. Blazing On the command of its owner, the rod is activated, switching from the usual seeming rod to +3 sharp flap. The horrific flap is a double weapon, meaning that each of the heads of arms can be used to attack. Welding can get an additional attack (with a second head) for the price of carrying out all attacks at -2 penalty kicks (as if she had the feat with two weapons). Once a day welding can use free action to summon a rod to give it +4 +4 bonus to class armor and +4 bonus resistance on saving throws for 10 minutes. The rod does not have to be in the shape of a weapon to provide this benefit. Turning it into a weapon or back into a rod is a step of action. Moderate enchantment; CL 9th; Craft rod, craft of magical weapons and armor, bless; Price 50000 gp. Extinguishing flames This rod can extinguish medium or smaller non-metallic fires with just a touch (standard action). For the rod to be effective against other types of fires, welding must spend 1 or more rod charges. Extinguishing large or larger non-magical fire, or magical fire medium or smaller (such as burning weapons or spells of burning hands), spends 1 charge. A continuous magical flame, such as a weapon or fire creature, is suppressed over 6 rounds and flares up again after that time. To extinguish the instant fiery spell, the rod had to be within the effect area and the winner had to use the finished action, effectively counteracting the entire spell. When applied to large or large magical fires such as those caused by a fireball, flames strike, or wall fire, extinguishing flames costs 2 charges from the rod. If the device is used on a fiery creature (melee sensor attack), it causes 6d6 points of damage to the creature. To do this, use requires 3 charges. The extinguishing flame rod has 10 charges when found. Spent fees are renewed daily, so that welding can spend up to 10 fees in any 24-hour period. Strong transmutation; CL 12th; Craft rod, pyrotechnics; Price 15000 gp. Fixed rod This rod is a flat iron bar with a small button at one end. When you press a button (the action of the move), the rod does not move from where it is, even if the stay in place is not subjected to gravity. Thus, the owner can lift or place the rod wherever you want, press a button and release. A few fixed rods can even make a ladder when used together (although only two are needed). The fixed rod can support up to 8,000 pounds before falling to the ground. If the creature pushes against a fixed rod, it must do a 30 DC check to move the rod to 10 feet in one round. Moderate transmutation; CL 10th; Craft rod, levitate; Price 5000 gp. Lordly Might This rod has features that are similar to spells, and it can also be used as a magical weapon of all sorts. It also has a few more mundane applications. Lord's rod can be metal, thicker than the other rods, with a flange of the ball at one end and six rod buttons along its length. (Pressing any rod button is equivalent to drawing weapons.) It weighs 10 pounds. Subsequent spells like rod functions can be used once a day. Keep the man in touch if the owner is so command (Will DC 14 for naught). Welding must choose to use that power and then succeed on a melee touch attack to activate power. If the attack fails, the effect will be lost. Lost, on all enemies that view it, if the owner so desires (maximum range is 10 feet, will be DC 16 partial). Challenging this power is standard action. Deal 2d4 hit points damage to the opponent on a successful touch attack (Will DC 17 half) and cure the holder of a similar amount of damage. Welding must choose to use this power before an attack, as with human retention. The following weapon rod functions have no limit on the number of times they can be used. In normal form, the rod can be used as a fov +2. When you press the 1 rod button becomes +1 flame longsork. The blade is edging out of the ball, with the ball itself becoming a sword tilt. The weapon will extend to a total length of 4 feet. When you press the 2 button, the rod becomes at +4 battleaxe. On the ball, the landing is a wide blade, and everything extends to 4 feet. When you press the 3-rod button becomes +3 shorts-3 or +3 longspear. The spear blade comes forward and the handle can be extended to 12 feet (winner's choice), for a total length of 6 feet to 15 feet. At a length of 15 feet, the rod is suitable for use as a lensa. The following other rod functions also have no limit on the number of times they can be used. Rise of the pole/ladder. When you press the 4 button, the spike, which can be fixed in granite, is pushed out of the ball, and the other end sprouts three sharp hooks. The rod is lengthened anywhere between 5 and 50 feet in one round, stopping when the 4 button is pressed again. Horizontal columns three inches long are folded on the sides, 1 foot apart, staggered progression. The rod holds firmly on the spike and hooks and can carry up to 4,000 pounds. The orrator can pull the pole, press the 5 button. The stairs function can be used to force the opening of doors. Welding plant stand rod 30 feet or less from the portal to be forced and in accordance with it, then presses the 4 button. The force being carried out has a force modifier of +12. When you press the 6 button,

the rod indicates the magnetic north and gives the owner knowledge of its approximate depth below the surface or the height above it. Severe enchantment, evolution, necromancing and transmutation; CL 19th; Craft rod, craft of magical weapons and armor, inflict light wounds, bull power, flame blade, keep man, fear; Price 70000 gp. This rod pulses in the ruler's hand and indicates the largest mass of metal within 100 feet. However, the orrant can concentrate on a particular metal or mineral. If a particular mineral is within 10 feet, the rod indicates any places where it is located, and the rod wields knows the approximate amount as well. If more than one deposit of said metal or mineral is within reach, the rod indicates the largest cache in the first place. Each operation requires full action. Moderate divination; CL 9th; Craft Find the object. Price 10,500 bpd

Metamagic rods held hold metamagic feat, but don't change the slot for spell-altered spells. All the rods described here are activated (but spells in the threatening zone still attract attack capabilities). Castor can use only one metamagic rod on any given spell, but it is permissible to combine the rod with the metamagic feats possessed by the wielding rod. In this case, only the exploits possessed by the wielding man regulate the spell slot being thrown. Possession of a metamic rod does not give the associated feat to the owner, only the ability to use this feat a given number of times a day. The sorcerer still has to take full-angle action when using a metamagic rod, just as if using the metamagic feat he possesses. Conventional metamagic rods can be used with level 6 spells or below. Smaller rods can be used with level 3 spells or lower, while larger rods can be used with level 9 spells or below. The lord can throw up to three spells a day, which are endowed with powers, as if using the empower spell feat. Strong (without school); CL 17th; Craft rod, empowerment spell; Price 9000 gp (less), 32,500 gp (normal), 73,000 gp (more). The lord can throw up to three spells a day, which increase as if using the feat increase the spell. Strong (without school); CL 17th; Artisan rod, increase spell; Price 3,000 gp (less), 11,000 gp (normal), 24,500 gp (more). The winner can throw up to three spells a day that spread as if using the Extend Spell feat. Strong (without school); CL 17th; Craft rod, extension of spells; Price 3,000 gp (less), 11,000 gp (normal), 24,500 gp (more). A winner can throw up to three spells a day that are maximised as if by maximizing a spellbinding feat. Strong (without school); CL 17th; Craft rod, Maximize spell feat; Price 14,000 gp (less), 54,000 gp (normal), 121,500 gp (more). Welding can throw up to three spells a day, which are attached as if using the Quicken Spell feat. Strong (without school); CL 17th; Artisan rod, quicken spell; Price 35,000 gp (less), 75,500 gp (normal), 170,000 gp (more). A winner can throw up to three spells a day without verbal components, as if using the Silent Spell feat. Strong (without school); CL 17th; Craft rod, silent spell; Price 3,000 gp (less), 11,000 gp (normal), 24,500 gp (more). Objection This device decorations spells or spells as a function or function of magical elements. The orration points the rod at the magic element, and a pale gray beam fires forward to touch the target device, attacking as a beam (sensor attack varies). The beam functions as dispel the magic spell, except that it only affects magical objects. To negate the instant effects of the element, the rod must use the finished action. The dispels test uses the rod's lynster level (15th). The target element does not receive a life-saving throw, although the rod cannot negate the artifacts (even minor minor The rod can function three times a day. Strong varied; CL 15th; Craft rod, dispel magic and limited desire or miracle; Price 37000 gp. Python This rod is longer than conventional rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +1/+1 quarterback. If a user throws a rod to the ground (a standard action), it grows to become a giant constabulad snake by the end of the round. The python obeys all the owners' teams. (In the shape of an animal, it retains a +1 boost bonus for attacks and damage that has possessed a rod shape.) The snake returns to the shape of the rod (full round action) whenever wielding desire, or whenever it moves farther than 300 feet from the wearer. If the shape of the snake is killed, it returns to the shape of the rod and cannot be activated again for three days. Python legs function only if the owner is good. Moderate transmutation; CL 10th; Craft rod, craft of magical weapons and armor, clout polymorph, creator must be good; Price 13000 gp. Ruler This rod looks like a royal scepter costing at least 5000 g in materials and making alone. Welding can command obedience and feudality of creatures within 400 feet when it activates the device (standard action). Creatures with a total value of 300 Hit Dice may be ruled, but creatures with intelligence estimates of 12 or above are eligible for DC 16 Save to negate the effect. The rulers rule the creatures to obey the ruler, as if it were their absolute suveren. Nevertheless, if the owner gives a command that contradicts the nature of the beings commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration should not be continuous. Severe enchantment; CL 20th; Craft rod, mass charm monster; Price 60 000 g.g.; Cost 27500 gp + 2200 XP. Safety This item creates an undimensional space, a pocket paradise. There, the owner of the rod and as many as 199 other creatures can remain in complete safety for a period of time, up to 200 days separated by the number of affected creatures. All fractions are rounded down. In this pocket paradise, the creatures do not age, and natural healing occurs twice the usual norm. Fresh water and food (only fruits and vegetables) in abundance. The climate is convenient for all the creatures involved. Activating the rod (standard action) causes the orring and all creatures, touching the rod, to be transported instantly to paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all related creatures in a circle or chain to suffer from the rod. Unwanted creatures get DC 17 will save to negate the effect. If such a creature succeeds in rescuing it, other creatures outside that point in the chain could still be affected by the rod. When the rod effect or dispels, all the affected creatures instantly appear in the place where they occupied when the rod was If something else occupies the space to which the traveler will return, then his body is pushed out over a sufficient distance to provide the space needed to re-wither the resentment. The rod lord can reject the effect whenever he wants before the maximum time period runs out, but the rod can only be activated once a week. Strong conjuncture; CL 20th; Craft rod, gates; The price of 61 000 g.g. Splendor The owner of this rod receives +4 bonus boosting her charisma score as long as she holds or carries the item. Once a day, the rod creates and decorates it in clothes made of the best fabrics, plus jewelry made of fur and jewelry. Clothing created by the magic rod remains in existence for 12 hours. However, if the owner tries to sell or give any part of it, use it to spell the component, or the like, all the clothes immediately disappear. The same applies if any of them are forcibly taken from her. The cost of noble rubbish created by the rod ranges from 7,000 to 10,000 GP (1d4 +6 ×1,000 GP)—1,000 GP only for fabric, 5,000 GP for fur, and the rest for processing jewels (maximum twenty gems, maximum cost 200 gp each). In addition, the rod has the second special power, which is the use once a week. According to the team, he creates a palace tent , a huge pavilion of silk 20 feet long. Inside the tent there are temporary furniture and food suitable for the splendor of the pavilion and enough to entertain a hundred people. The tent and its traps last one day. At the end of that time, the tent and all related objects (including any items that were taken out of the tent) disappear. Strong conjunctia and transmutation; CL 12th; Craft rod, splendor of the eagle, manufacturing, great creation; Price 25000 gp. Thunder and lightning Built of iron set with silver rivets, this rod has properties of +2 light mizva. His other magical powers are like that. Thunder: Once a day, the rod can hit as +3 the light of the mishav, and the opponent is struck by the stunned noise of the rod strike (Fortitude DC 16 naught). Activating this power is considered free action, and it works if wielding an impressive opponent during Round 1. Lightning: Once a day when wielding desire, a short spark of electricity can jump forward when a rod strikes an opponent to cause normal damage to +2 light mist (1d6+2) and an additional DC 16 electricity damage points. Even when the rod might not score a normal kick in a fight, if the roll was good enough to be considered a successful melee hit, then 2d6 electricity damage points still applied. Welding activates that power as a free action, and it works if he hits an opponent during Round 1. Thunderclap: Once a day, as a standard action, the orring can cause the rod to give out a deafening just like a spell of screaming (Fortitude DC 16 partial, 2d6 sound points 2d6 rounds of ammunition). Lightning Stroke: Once a day, as a standard action, the orrant can cause the rod to fire a 5-foot-wide lightning bolt (9d6 electricity damage points, a Reflex DC 16 half) to a 200-foot range. Thunder and lightning: Once a week as standard action, the rod holder can combine the thunderstorm described above with lightning as when struck by lightning. A thunderous click strikes everything within 10 feet of the bolt. The lightning strike deals with 9d6 power damage points (count rolls 1 or 2 as rolls 3, for a range of 27 to 54 points), and thunderclap causes 2d6 points of sonic damage. One DC 16 reflex save applies to both effects. Moderate evolution; CL 9th; Craft rod, craft of magical weapons and armor, lightning, screaming; Price 33000 gp. Viper This rod strikes as +2 heavy fov. Once a day, by order, the rod's head becomes an actual snake within 10 minutes. During this period, any successful rod blow causes its usual damage, and poisons the creature with a hit. Poison causes 1,210 counts of damage to the Constitution immediately (Fortitude DC 14 de-de-interest) and another 1,210 paragraphs of the Constitution damage 1 minute later (Fortitude DC 14 duplicates). The rod functions only if its owner is evil. Moderate necromancing; CL 10th; Craft rod, craft magical weapons and armor, poison, creator must be evil; Price 19000 gp. Withering The rod of the withering acts as +1 light fov, which does not cause damage. Instead, the wielding officer inflicts 1d4 points of force damage and 1d4 paragraphs of constitution damage to any creature she touches the rod (making a melee touch attack). If it scores a critical blow, the damage from that impact is a constant draining ability. In any case, the defender delineation the effect of saving dc 17 Fortitude. Severe necromancing; CL 13th; Craft rod, craft of magical weapons and armor, contagion; Price 25000 gp. Wonder A rod of wonder is a strange and unpredictable device that randomly generates any number of strange effects every time it is used. (Rod activation is a standard action.) Typical rod forces include the following. d% Amazing effect 01-05 Slow creature pointed to 10 rounds (will DC 15 negate). 06-10 Faerie fire surrounds target. 11-15 Deludes wielder during Round 1, believing the rod functions as indicated by the second die roll (no save). 16-20 Wind gusts, but with wind power power (Fortitude DC 14 de-de-interested). 21-25 Wielder studies surface goal thoughts (as with thought detection) for 1d4 rounds (no save). 26-30 Smelly clouds in the 30-foot range (DC 15 fortitude de-de-edging). 31-33 Heavy rain falls to Round 1 within a 60-foot radius, centered on the rod. 34-36 Cause Rhino Animal (01-25 on d%), Elephant (26-50) or Mouse (51-100). 37-46 Lightning Bolt (70 feet, 5 feet 6d6 damage (Reflex DC 15 half). half), pours out and flutters around for 2 rounds, blinds everyone (including the orring) within 25 feet (Reflex DC 14 deplines). 50-53 Increase man if within 60 feet of rod (DC 13 resilience naught). 54-58 Darkness, 30 feet -diameter hemisphere, centered 100 feet from the rod. 59-62 Grass grows in 160 sq.m. the area in front of the rod, or the grass that exists there, grows to ten times the normal size. 63-65 Return the ethereal of any inomanity object up to 1,000 pounds and up to 30 cubic meters in size. 66-69 Reduce the adjustment to a height of 1/12 (without preservation). 70-79 Fireball on target or 100 feet straight forward, 6d6 damage (Reflex DC 15 half). 80-84 Invisibility covers the rod. The 85-87 Leafs grow out of the target if within 200 feet of the rod. They last 24 hours. 88-90 10-40 gems, a value of 1 GP each, shoot forward into a 30ft-long stream. Each gem causes 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 40 feet.-by-30 feet. before the rod. The creatures in the sea dazzled over 1d6 rounds (Fortitude DC 15 desolates). 96-97 Wielder (50% chance) or target (50% chance) turns forever blue, green or purple (no save). 98-100 Flesh to stone (or stone to flesh if the target is already a stone) if the target is within 200 feet (Fortitude DC 18 de deceits). Moderate enchantment; CL 10th; Craft rod, confusion, creator must be chaotic; Price 12 000 g.g. Gp.

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