

Staves and Wands

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A wand can be as essential to a mage as lock picks are to a thief, or a rifles scope is to a marksman. A mage can perform well without one, but a wand can definitely increase a wizard's effectiveness. It can act as a battery for storing WKM and spells, a focus to help with spell casting, and a weapon, if the mage so chooses. A wand is not necessary, but a mage may find one indispensable once they have used one.

Creating a Wand

The creation of a wand can be a time consuming process. It literally takes blood, sweat, and tears from the mage and can take up to a year. And that is if everything goes right. Any mistakes or miscalculations can actually set the process back quite a while, if not destroy the wand (usually with explosive results). But once the mage has created a wand, they generally swear by them. Traditionally, a wand is a rod or stick that is personally enchanted by a mage to assist with magical doings. However, a generous GM may allow a mage player to experiment with different shaped items. Once the proper item has been selected, the proper spells must be cast into and onto it to enchant it. Again, a generous GM may allow a player to skip this phase, or have the player play it out until they feel the player has fully prepared the wand for enchantment. Once the Create Wand spell is cast, the player has a wand.

Wand Bonuses

Besides the spells inherent in a wand, there are many other advantages to a mage possessing a wand. A wand acts as a focus to aid a mage in spell casting. It

grants a +10% bonus to base spell casting. Whether the mage points the wand, taps it on something, or just holds it in one hand, it adds the bonus. It also reduces the spells fumble range to near impossible. Unless a player rolls a 99 or 100, they will not fumble a spell-casting roll. One of the biggest benefits to having a wand is the fact that it can act as a WKM storage battery. By casting WKM into it, the wand can store up to double the WKM the mage has at maximum.

Example- Brunhilda the Dark has 255 WKM points. She casts the proper spells to fill the wand with WKM points. At the most, the wand will have 510 WKM points in it.

The wand can also have a self-generating WKM creator cast into it so it creates its own WKM independent of the mage having to cast into it.

Another benefit is the wand can act like a WKM divining rod when looking for WKM rich areas. A wand can be programmed to vibrate, glow blue, sing, yodel, or any other response the mage wants to program into it when the wand is introduced into a magic rich area. It can be stopped once the mage acknowledges it. An acknowledgement is also a mage's personal choice.

Example- Lindsay Ritchie has her wand set up to vibrate whenever she enters a WKM rich area. To acknowledge it, she has to give it one quick shake. As she steps into the stone circle at Stonehenge, the collapsed wand begins to vibrate loudly. She takes it out quickly and shakes it, grinning sheepishly at the gathered tourists who are wondering what the loud vibrating was. "Cell phone" she explains.

Wand Levels

Mages can distinguish between each other by comparing wands. While this leads many none mages to make jokes about wand size and such, mages find the practice very useful. A mage can disguise what level they are from non-mages, but it is impossible to hide it from other mages. And while a mage can make their wand look like anything else, another mage will always know what it for what it is. Merlin was one of the most powerful wizards ever to have lived. His staff appeared to be a gnarled old walking staff, six foot long. But to Morgan LeFey its real form of a sturdy six-foot wand half white gold and half diamond was readily apparent. Bureau issue sunglasses will also reveal a wand's true form as will a spell of true seeing.

A first level mage normally has a foot long wooden dowel. As they progress in level and power, the wand grows and transforms into more precious materials. Only one base material change can take place between wand lengthenings. A wand expands in one-foot increments from one foot up to six foot, going all the way to six foot before a base transformation can take place. Regardless of the base material of the wand, it will always be of a comfortable weight and feel to the mage. And it will be keyed to only work for the mage.

Example- Presto the Magnificent is a first level mage. His wand is a one-foot wooden dowel. When he advances to second level, his wand will be two foot long. When he reaches sixth level, his wand will shrink back down to one foot, but will undergo a base material transformation. Depending on which system the GM uses, his wand will either

become a one-foot stone wand or a one-foot ash wand. And the process will start over again until his wand grows back to six foot.

Provided are two different guidelines for base material transformations. One is simplified and takes a mage out to level 30, while the second guideline is more detailed and takes a mage out to level 127. GM's are advised to choose the system carefully and use them, as you will. Subtract, add to, substitute, fold, bend, spindle, and mutilate them, as you need. And as always, feel free to modify these guidelines to fit your campaign.

Simplified Base Material Chart

Level 1-6	Wood 1'-6'
Level 7-12	Stone 1'-6'
Level 13-18	Metal 1'-6'
Level 19- 24	Precious Metal 1'-6'
Level 25-30	Gem 1'-6'

Using the Simplified Chart, the mage can choose what type of material their wand is made of as long as it falls into their level. A third level mage could have a willow wand or an oak wand. A fourteenth level mage could have a steel wand or an iron wand. It's all personal choice. But as you can see, it limits the mage to only 30th level. It remains realistic, but can be confusing when you get into the metals level. Some players might try to argue that Aluminum is a precious metal since it is recyclable. If you decide to go with the simplified method, make sure that it is annotated on the player's character sheet and that both GM and player agree on what material constitutes what level.

The second method is more detailed and provides more stringent limits on what level a mage is and what material their staff is made of at what level. It provides the ability to take a mage out to level 127 and is slightly more realistic than the simplified method.

Detailed Base Material Chart

Level 1-6	Willow 1'-6'
Level 7-12	Birch 1'-6'
Level 13-18	Ash 1'-6'
Level 19-24	Oak 1'-6'
Level 25-30	Granite 1'-6'
Level 31-36	Quartz 1'-6'
Level 37-42	Marble 1'-6'
Level 43-48	Aluminum 1'-6'
Level 49-54	Steel 1'-6'
Level 55-60	Iron 1'-6'
Level 61-66	Copper 1'-6'
Level 67-72	Bronze 1'-6'
Level 73-78	Silver 1'-6'
Level 79-85	Gold 1'-6'
Level 86-91	Platinum 1'-6'
Level 92-97	Hematite 1'-6'
Level 98- 103	Ruby 1'-6'
Level 104- 109	Sapphire 1'-6'
Level 110- 115	Emerald 1'-6'
Level 116- 121	Diamond 1'-6'
Level 122-127	Mercury 1'-6'

As you can see, the detailed method is more refined and limiting as far as what material a mage can choose for their wand. But it does provide definite limits as to what material a mage can use at what level. For game play, this means you can tell a player what kind of staff a mage has and they will have a decent idea what level mage they are dealing with.

Example- Angel Fisher, a 9th level mage with a 3 foot long birch staff sees a man with a 4 foot long silver staff. She instantly knows that he is a 76th level

mage. She hopes her team isn't asked to take him down. It would be messy.

Spell List

The spell list for wands is actually quite lengthy and has many good spells that makes having a wand very useful. Most of them are activated by the mage holding the wand, but some are activated when certain preprogrammed responses take place.

SPELL	COST	TIME
Prepare Wand	40	1h
Create Wand	60	30d
Charge	10	1m
Dump	20	1m
Tap	2	1m
Autoheal	35	10m
Autohaven	65	10m
Weapon	10	1m
Recharge	40	5m
Light	3 (2/hr)	1m
Self-Destruct	40	3m
Heal	10	1m
Blast	10	1m
Hide	5	1m
Autocast	25	5m
Attune	50	30m

Prepare wand- Prepares a properly selected item to be turned into a wand. Note- must be cast first, but only once per wand.

Create wand- Turns the prepared item into a wand, ready to receive spells, cast spells and hold WKM. Also locks wand to mage only so no one else can use it.

Charge- Transfers a specified amount of WKM (1-20 WKM) into the wand as usable WKM. Can also be used in a WKM rich area to draw WKM into the wand from the area instead of the mage.

Dump- Transfers all of a mage's remaining WKM into the wand as usable WKM. Limit to amount of WKM that a wand can hold is equal to double a mage's current WKM level.

Tap- The mage can pull as much WKM as needed (and as is stored in the wand) to use for spell casting.

Autoheal- Dumps all WKM, converting them into HPT, into the mage should she collapse, or on some other programmed response.

Autohaven- Sends the wizard to a preprogrammed destination not more than 5 miles away after a preprogrammed response.

Weapon- Turns wand into a weapon (bo stick, club, staff, etc depending on the size of the wand). Wand can be increased in size for 3 WKM per foot up to six foot.

Recharge- Installs the wand with a self-recharging WKM generator. Once the spell has been cast, it continues to work without a mage having to spend their own WKM. General Recharge is 2d20 WKM per day.

Light- A dim light is created at the tip of the staff. It feeds off the WKM stored in the wand and lights a 6'x6'x6' area of total darkness. It is not warm and emits no heat. It is bright enough to read by.

Self Destruct- Purely a 'last resort' measure, a mage can program their staff to detonate. The WKM stored is converted to blast damage at a rate of 1 WKM into 5 PBD. Wand is destroyed and a new one cannot be made for a

year. Mage goes through a death shock of 25%.

Heal- Wand can convert 1d10 stored WKM into an equal amount of HPT used to heal someone. The WKM must come from the wand.

Blast- For every two points over the initial cost, a ray with 1HPT damage is created. It has a maximum length of 50 feet. The WKM to power the ray can come from the wand, the mage, the area, or all three.

Hide- Mage can collapse wand into a four to six inch long rod for easier transport. Re-expanding it costs no WKM and wand can be used for some spells while collapsed.

Autocast- A wand can be programmed to cast a certain spell, dependant on certain, programmed responses, as long as enough WKM remains in the wand. The mage must cast the spell into the wand for the wand to be able to autocast it. The only limit to the number of spells a wand can hold is equal to the mage's level.

Attune- A mage can try to attune himself to use another mage's wand. There is automatically a -65% chance to use another mages wand. If the roll is unsuccessful, all of the WKM explodes as in the spell Self Destruct. If it succeeds, the mage has access to all of the stored spells and WKM in the wand.

Conclusion

As can be seen, there are not a lot of downsides to having a wand. The benefits are tremendous as far as spell lists and item abilities go.