

Wand of Entanglement

- A slender 6" long wand made of three pieces of conjoined/twisted rosewood.
- This wand may be used by anyone who can cast the spell 'Entangle' (Druid 1, Divine caster with access to 'Plant' domain 1, Ranger 1). These wielders need not make a Use Magic Device skill check. Other spell casters may attempt to use the wand if they succeed on a 'Use Magic Device' skill check (Ref PH page 85 for DC and additional details).
- Upon activation/successful use of the wand, grasses, weeds, bushes, and even trees (in the area proscribed by pointing the wand) wrap, twist and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled (see Entangled Condition in PH 308 or RC page 35). The area affected must be within 720 feet of the wand wielder, and the area affected is a 40' radius spread.
- A creature that succeeds on a Reflex save vs DC 11 is not entangled, but can still move at only half speed through the area. Each round (on the wand wielders turn), the plants continue in their efforts to entangle all creatures that have avoided or escaped entanglement (anyone in the area must make a new DC 11 save), until 8 rounds have passed. Creatures in the affected area who have failed their Reflex save can attempt (on their turn) to break free and move half their normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check.
- Note: The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.
- This wand can hold up to 50 charges. When it was discovered it had 14, and the party used one charge trying to figure out what it did. The wand can be recharged (by the Mage's Guild) at a cost of 25gp per charge (provided a dues paying member requests and pays for the recharging). If all charges are ever used (wand emptied) then the wand becomes mundane, losing all magical properties.

Item Level: 7th; Body Slot: – (held); Caster Level: 8th; Aura: Faint (DC 10) Transmutation; Activation: Standard (manipulation)

Weight(lb.): .1

Value(gp): 50gp/charge (750gp paid for 13 charges), Fully charged = 3,000gp