

Ward Asunder Items (both subtiers)

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

SCROLL OF EXPEDITIOUS RETREAT (CL 5)

School transmutation; **Level** alchemist 1, bard 1, bloodrager 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, unchained summoner 1

Casting Time 1 standard action

Caster Level 5th

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus.

There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

SCROLL OF LESSER RESTORATION

School conjuration (healing); **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, mesmerist 2, paladin 1, shaman 2, spiritualist 2

Casting Time 3 rounds

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

SCROLL OF EXPEDITIOUS RETREAT (CL 5)

School transmutation; **Level** alchemist 1, bard 1, bloodrager 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, unchained summoner 1

Casting Time 1 standard action

Caster Level 5th

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus.

There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

SCROLL OF LESSER RESTORATION

School conjuration (healing); **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, mesmerist 2, paladin 1, shaman 2, spiritualist 2

Casting Time 3 rounds

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF SPIDER CLIMB

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, medium 2, occultist 2, psychic 2, sorcerer/wizard 2, summoner 2, unchained summoner 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

OIL OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The target gains a 60 ft. fly speed and a +6 bonus on Fly checks between the spell and maneuverability.

This lasts for 5 minutes.

OIL OF BARSKIN (CL 6)

Aura moderate transmutation; **CL** 6th; **Slot** —; **Identify DC** 21; **Price** 600 gp; **Weight** —
The target gets a +3 enhancement bonus to natural armor for 60 minutes.

OIL OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The target gets a +4 enhancement bonus to Strength for 3 minutes.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The target regains 1d8+1 hit points.

OIL OF ENLARGE PERSON (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —
The target grows 1 size category for 5 minutes. During this time they gain reach, their weapon die grows one size, they get a +2 size bonus to Strength and a -2 size penalty to Dexterity.

OIL OF JUMP (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —
The target gets a +20 enhancement bonus on checks made to jump for 5 minutes.

OIL OF RESIST ENERGY (FIRE)

Aura faint abjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The target gains resist fire 10 for 30 minutes.

OIL OF HASTE

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —
The target gains gains +1 AC, attack, Reflex saves, double their move speed (up to an additional 30 ft.), and an extra attack on a full-attack for 5 rounds.

+1 SPEAR

Two-handed simple melee weapon, 1d8 damage; **Crit** x3; **Type** P; **Price** 2,302 gp; **Weight** 6 lbs.

Aura faint transmutation; **CL** 3rd; **Identify DC** 18

Brace: If you ready an action against a charge with a brace weapon, you deal double damage.

+1 COMPOSITE LONGBOW (+4 STR)

Martial ranged weapon, 1d8 damage; **Crit** x3; **Type** P; **Price** 2,800 gp; **Weight** 3 lbs.

Aura faint transmutation; **CL** 3rd; **Identify DC** 18

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

Wearing this grants a +1 resistance bonus to all saving throws.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

Wearing this grants a +1 resistance bonus to all saving throws.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

Wearing this grants a +1 resistance bonus to all saving throws.

QUICK RUNNER'S SHIRT

Aura faint transmutation; **CL** 5th; **Slot** chest; **Identify DC** 20; **Price** 1,000 gp; **Weight** —

This shirt is made of light, gossamer-thin fabric embroidered with arrangements of winged feet.

Once per day as a swift action, the wearer can take an additional move action to move and then immediately end his turn, losing any unspent actions.

A character must wear this shirt continuously for 24 hours before he can activate this ability.

+1 HUMAN-BANE ARROWS (5)

Aura moderate conjuration and transmutation; **CL** 8th; **Identify DC** 23; **Price** 166 gp; **Weight** —

This arrow has a +1 enhancement bonus to hit and damage. This increases to +3/+3 and deals an extra 2d6 points of damage against demons.

FLAMING AMULET OF MIGHTY FISTS

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer's natural attacks and unarmed strikes deal an extra +1d6 fire damage on each hit. This damage is not multiplied on a critical hit.