

THE ROD OF SEVEN PARTS



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THE ROD'S HISTORY

Aeons ago, in the Age of Legends, a great war arose between the Law and the Chaos. The roots of the conflict are obscure, shrouded in the mists of antiquity. Perhaps Chaos arose to spread decay and promote autonomy. Or maybe Law embarked on a crusade to stamp out discord and promote unity. Or perchance a monumental conflict between the two opposing forces was simply inevitable. Theories from sages and historians tend to reveal more about their author's preferences than they do about the truth of the matter.

It is known that at first the two sides struggled without regard to good or evil, in a conflict for dominance untainted (and undignified) by any other consideration. Warfare raged on several worlds. The Guardians of the Law were the Wind Dukes of Aaqa, scions of an empire already ancient at the war's beginning. The champion of Chaos was an enigmatic being known only as the Queen of Chaos. The clash between those was epic but painfully indecisive. No matter how resolute and brave the legions of Aaqa, they could not force the armies of Chaos to yield. No matter how cunning and unpredictable the Queen, her troops could not dislodge the Wind Dukes from a single world. Battles were lost and won, but the war ground on.

The stalemate began to break when the queen appointed a powerful and ruthless tanar'ri as her new general. Miska the Wolf-Spider brought fresh troops into the war, and his evil hordes cut a swath through the legions of Aaqa, crushing them and seizing control of world after world. A chaos army with Miska in the vanguard was unstoppable.

The Wind Dukes were quick to sense defeat looming over them, and they began gathering good creature's to combat Miska's evil. But many chaotic yet good creatures who had deserted the Queen when Miska appeared would not join them. After a hurried council, the most powerful in the Wind Duke's armies withdrew from the war, leaving their best troops, the Captains of Law, to resist Miska as well as they could. The seven champions combined their powers to create a weapon that could slay Miska and strike fear into the hearts of the minions of Chaos. The weapon the heroes forged was a tapered rod of black metal, not quite as tall as a man. It could be used to batter or pierce foes.

When the Rod was completed, the seven champions rejoined the conflict at the battle of Pesh, in the world of Oerth. After weeks of maneuvering, the two armies clashed on a vast, volcanic plain. In the

swirling melee that developed, the Captains of Law drove a wedge into the ranks of Chaos and separated Miska from the bulk of his troops. After a furious engagement, Miska stood alone, facing the bearer of the Rod and a single comrade. While the bearer's companion sacrificed himself in a selfless attack, the Rod bearer drove the weapon into Miska's body.

Stricken, Miska wailed in anguish, and his screams were so terrible that every soldier on the battlefield was briefly transfixed. As Miska withered in agony, his foul blood covered and penetrated the Rod. As the absolute Law imbued in the Rod mingled with the Chaos in Miska's blood, the fabric of the multiverse was ripped asunder. The Rod shattered into seven pieces and Miska was cast through a planar rift. The hordes of Chaos surged to the scene, but the Rod bearer gathered up the fragments and dove through the rift, sealing it.

The sundering of the Rod spared Miska from death, but a portion of his being remained in the Rod, leaving the general crippled. When Miska retreated to a citadel of Chaos, the Wind Dukes intervened, imprisoning him and casting him into the depths of Pandemonium, whose damp caves and howling winds have hidden all manner of exiles.

The Wind Duke who followed Miska through the rift has disappeared from the chronicles. Most sages assume he is dead. The seven fragments of the Rod, however, have been found and lost again in many worlds. The sundered Rod is a powerful tool of Law, but each time it is assembled the minions of the Queen come calling, hoping to extract Miska's essence so he can escape from his prison and lead the armies of the Chaos again. Many scholars regard the Rod as a harbinger of doom because of the clash between Law and Chaos that inevitably follows it.

RESEARCHING THE ROD

Once the PCs get their hands on the first segment of the Rod, they will undoubtedly seek to learn more about it. Attempts to analyze the Rod with spells such as detect magic and identify come to naught, as the Rod is impervious to them.

A legend lore spell gives a clue about the Rod's true nature:

That which was sundered on Pesh's plain, holds back chaos's reign. Yet the vaati's deed shall remain undone, until the seven again become one.

The spell also reveals the Rod's powers and command words. Sages can tell the PCs that the vaati are a lost race of immortals more commonly known as the Wind Dukes of Aaqa. A sage versed in folklore, history or law can tell the party the whole story of the battle of Pesh and the events leading up to it.

PROPERTIES OF THE ROD

Expect where noted otherwise, the fully assembled Rod of the Seven parts and all its pieces have the following properties:

- The Rod radiated a faint magical aura if examined with a detect magic spell. The spell does not reveal what type of magic is present.
- The spells identify and locate object divulge nothing about the Rod. Magical and psionic effects and spells that duplicate these effects of these spells are also powerless.
- The Rod is immune to most forms of harm. It is impervious to the destructive effects of magic, weapons and psionics. If placed in a situation that it would be destroyed, such as crushed by a slab of Stone or broken by a Gargantuan creature, the Rod is unaffected.
- If a character attuned to the Rod, holds any portion of the Rod, he receives a vague impression of where the next largest piece lies. The character has no indication of how far away the next piece is, just a direction (north, south, east, west, up, down, or any combination of directions. The effect is similar to a locate object spell in the the character holding the Rod can slowly turn and know when they are facing the direction in which the next piece lies. If the character comes within 150 feet of the next piece, the impression of direction fades, leaving the bearer to his own instincts.

ASSEMBLING THE ROD

Assembling the Rod of Seven Parts is a complex and often frustrating process that requires considerable research. That chaos that Miska's blood infused into the Rod causes the pieces to scatter if they come too close together. If any two pieces come within one foot of each other, the newest largest piece teleports 1d100 miles in a random direction (as shown in the table below).

D10 Roll	Teleport Direction
1	North
2	Northeast
3	East
4	Southeast
5	West
6	Northwest
7	South
8	Southwest
9	Straight Up (up to 1d10 miles)
10	Straight Down (up to 1d10 miles)

Special magical glyphs, one for each segment are required to prevent the pieces from teleporting when brought together. The process of inscribing the glyphs is similar to writing a magical scroll. Any cleric or wizard of at least 5th level can inscribe the magical glyphs requiring at least 300g for the proper materials.

Scribing a glyph onto a part of the rod, requires six hours of uninterrupted work. Characters proficient with the calligraphy tools or painting supplies can complete the procedure in half the time.

Once the glyphs are in place, the creature that is attuned to the Rod, can use an action to connect two pieces. Even with the proper glyphs, pieces of the Rod must be joined in the proper order. Each piece can be joined with the next largest or the next smallest piece. If anyone tries to join pieces in an improper order, the two pieces that are being forced together both teleport away in random directions, and both pieces lose their glyphs (if any).

THE ROD OF SEVEN PARTS

Wondrous Item, artifact (requires attunement)

The Rod of Seven Parts, when whole, is a 5-foot-long pole. The command words for each piece are "Ruat," "Caelum," "Fiat," "Justitia," "Ecce," "Lex," and "Rex," which collectively make up a phrase that translates into "Though heaven falls, let justice be done. Behold! Law is king."

This rod or it's parts can be used as an arcane focus, druidic focus or holy symbol. The alignment of the creature that attunes to the staff changes to Lawful Neutral.

The rod has a number of charges equal to how many pieces it's made of. You can use these charges to cast any of the spells from the rod, expending one charge per spell.

Casting these spells with the rod requires no components. Any expended charges recharge after you complete a long rest.

One Piece:

- *cure wounds* (3rd level)
- *healing spirit* (3rd level)

Two Pieces:

- *fly* (3rd Level)
- *slow* (3rd Level)

Three Pieces:

- *haste* (3rd Level)
- *revivify* (3rd Level)

Four Pieces:

- *control weather* (8th Level)
- *hold person* (4th level)

Five Pieces:

- *true seeing* (6th Level)
- *commune* (5th level)

Six Pieces:

- *hold monster* (5th Level)
- *wind walk* (6th Level)

Seven Pieces:

- *heal* (7th Level)
- *mass cure wounds* (7th Level)

Once the rod is fully assembled, in the hands of one who is attuned to it, the rod can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. The rod deals an extra 2d12 radiant damage on a hit.

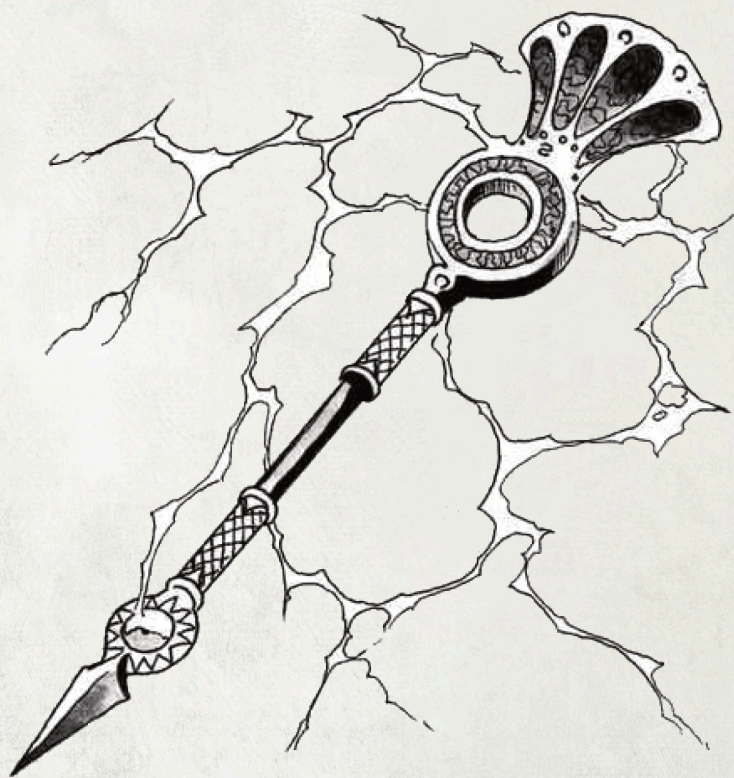
Random Properties. The Rod of Seven Parts has the following random properties:

- 1 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Aura of Order and Law. Once the rod is completed, you constantly emanate an aura of order and law against hostile creatures while you're not incapacitated. The aura extends 30 feet from you in every direction. As an action, creatures of your choice within the aura have to succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. An undead or fiend makes its saving throw with disadvantage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this property of the wand for the next 24 hours.

Once you use this property of the rod, you have to complete a short or long rest before you can use it again.

Destroying the Rod. A creature in possession of the rod can use an action to break it over one knee or a solid surface. The rod is destroyed and releases its dreadful magical energy in an explosion that expands to fill a 30-foot-radius sphere centered on it. Each creature in the area must make a DC 18 Dexterity saving throw, taking 132 (24d10) radiant damage on a failed save or half as much damage on a successful one. Each creature that fails the Dexterity Saving throw and is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane.



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