

Staff of Hope

Staff, very rare (requires attunement)

If you use your action to shove this diamond-tipped length of white pine into the ground the diamond shines bright light in a 30-foot radius and dim light for an additional 30 feet. Allies in the bright light gain 5 temporary hit points at the start of their turns and have advantage on saving throws against being frightened. This effect lasts 1 minute and cannot be used again until you have completed a long rest.

Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold and functions as a quarterstaff that grants +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

If you press **button 2**, the staff's onyx head transforms into an enormous hammer, turning the staff into a magic maul that grants a +3 bonus to attack and damage rolls.

If you press **button 3**, the staff's onyx head lengthens and transforms into an pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

If you press **button 4**, the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

If you press **button 5**, the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

If you press **button 6**, the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until next dawn.

Detect Secret Doors. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until next dawn.

Thunder Strike. When you hit a creature with a melee attack using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until next dawn.

Staff of the Muse

Staff, very rare (requires attunement a bard or wizard)

While attuned to this sapphire-studded ivory staff you feel inspired to create. It might be writing, painting, acting, singing, sculpting, dancing, or some other art form. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *calm emotions* (2 charges), *hypnotic pattern* (3 charges), *Otto's irresistible dance* (5 charges), or *Tasha's hideous laughter* (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

Staff of the Walls

Staff, very rare (requires attunement by a druid, sorcerer, or wizard)

This staff appears to be a long and skinny marble column with white pearls embedded along its length. When you use the staff as a cane or walking stick your step feels sturdy and secure. While you hold this staff, you have advantage on saving throws against effects which move you or knock you prone, whether or not these effects also deal damage. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *wall of fire* (3 charges), *wall of force* (4 charges), *wall of ice* (4 charges), *wall of stone* (4 charges), *wall of thorns* (4 charges), or *wind wall* (2 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.