

Moonstaff

Appearance: DM's choice.

History: The staff is like a moonblade- it originated as a great weapon crafted tens of thousands of years ago. Many myths surround it's and the truth of the matter will probably remain hidden in the mists of time. The staff was first noted in the elvan royal family of Curewood*. Every owner had to put a part of himself into the staff and then, after a while a everlasting bond was created between the wielder and the staff. Very few have committed themselves to this final bonding for it has many consequences.

Every user added a new power to the staff sacrificing a part of himself to create it. Once this has happened the two are inseparable until the owners death or the staffs destruction. The legend has it that the staff can only be harmed by red dragon fire.

Properties:

Type: Quarterstaff

Attack roll: +/-2 (special)

Damage: 1d6+/-1(special)

Weight: 2lb.

Type: Bludgeoning

Size: Large

Special:

XP cost: When the wielder first possesses the staff he must sacrifice 500XP to become the owner. After he has risen three levels since becoming an owner may spend another 500XP and become soulbound as well as adding his power of choice to the staff's arsenal. The staff may 'choose' not to accept the owner any more up to the point where they become soulbound... and vice versa. The staff assesses the users behaviour, the staff is non-evil and non chaotic.

Soulbind: When the owner puts his power into the staff they become soulbound. The bond cannot be broken after that when the owner becomes soulbound he may, at any time, place his own 'rune' on the staff giving him that power. The power must be relevant to the wielder's situation and be 'sensible' (DM's approval). When a person is soulbound or just an owner he/ she always knows the direction in which the staff is from them. But a soulbound wielder also knows the distance and the direction of the staffs movement and, unless 200 miles of water separates them, the depth/ height of the staff and 1d4-1 random details about the staffs position per day eg. smell, rocking image etc. DM's choice. After the Soulbind the wielder is not allowed to multiclass.

Combat: The owner of the staff receives a +2 to hit and +1 to damage bonus while using the staff if any other person uses the staff they receive

a –2 to hit and –1 to damage. If the owner and the staff are soulbound the negative effects are doubled against the owner.

Additional Powers: Each of the following is a mark of one user. The powers are activated by a vocal command before Soulbind and with a thought afterwards. They are as follows:

- Light the top dragon lights up as if a light spell has been cast on it. Effects do not expire until called off.
- The staff amplifies magic. If a caster while holding the staff, is hit by electrical damage he receives +2 dmg. If he succeeds his reflex save against electrical damage (when applicable) by less than 10 he loses 1 hp. If any spell (but not affect unless electricity) hits the staff itself while it is being held the effect is doubled.
- The wielder can choose to make the staff not noticeable. The staff will still be there but others will not notice it. If people are just passing by they have no hope of noticing the staff. If they look at the caster they can do a spot check DC 25(see table) to notice the staff. If they fail and interrogated later they might remember (3/4 chance) that the person was holding ‘a staff’ but that’s all. If however the person observes the caster they have a high chance of finding it. If they are looking for the staff they are certain to see it. Of course the DM should alter these to fit the situation.

Condition	Modifier
Passer by.	No chance
Looking at wielder	Standard (DC 25)
Observing the wielder	+ 10 circumstance bonus
Looking for staff	Certain to see it
Wielder not holding the staff	-3 penalty
The staff not on the user eg. propped against a wall, attached to a saddle etc.	-10 penalty unless subject looks specifically at the object in question in which case N/A

*Change as applicable.

Designed and Made by Tipsner. Based on Raistlin's Staff with thanks to M.Wais and T Hickman