

Staff of the Unhindered Path

Rare
(requires attunement)



A 6 foot long staff made of a fine white coloured wood of 1 inch in diameter is polished to a perfect finish. Three dark wood bands are spaced equal distant along the length creating four equal segments. Each band has one word engraved on it; "Loyalty, Trust, Friendship".

At each end is a dark metal cap that is about 6 inches long and double the diameter of the wood. The caps each have a hole on the end.

Normal use; The staff is a magical quarterstaff with +1 to attack and damage rolls causing 1d6+1 bludgeoning damage (versatile weapon) with 5' of range.

As a bonus action once per turn:

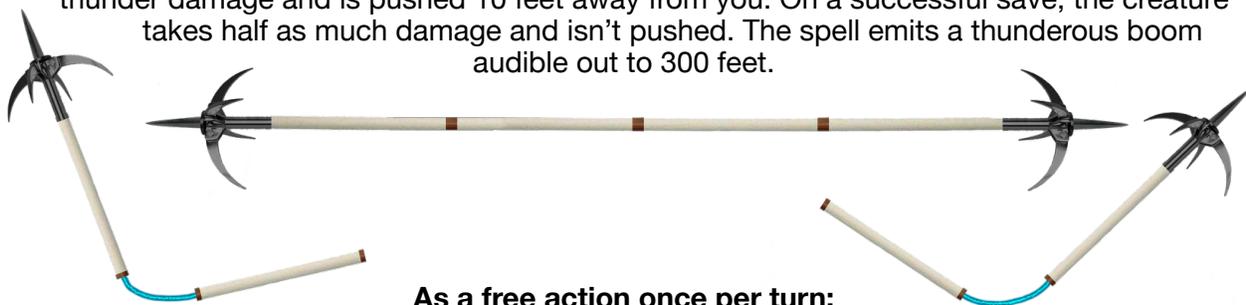
Numchuks; While the staff is in one piece, the user as a bonus action rotates the middle segments opposite of each other and the staff separates in the middle. At the same time, each quarter point where the dark wood is, the wood automatically separates again. The end segments are connected by 6 inches of magical blue rope creating two separate numchuks. The user has two attacks with +1 to attack and damage rolls causing 1d4+1 bludgeoning damage.

Reconnect; The user can connect the separated middle segments together and rotate them opposite of each other clicking them into place.

Launch; While the staff is in one piece, the user rotates one of the outer wood segments causing it to launch with a range of 30/60 feet connected by a thin magical blue rope. If the claws and points are out, it can be a ranged attack or used as a grappling hook.

Retract; The user rotates the middle dark wood band causing all the segments connected by the thin magical blue rope to rapidly close back together. If one end is grappled to a stationary object, the user is rapidly lifted or pulled to that location on his turn. If the end is grappled to a non-stationary creature or object, the creature, object or user (whichever is lighter) is pulled to the other. The staff's magical rope can move or hold up to 400 lbs. Any more weight and the staff will make a grinding sound and the internal magical rope will break causing the staff to fall apart into its four separate segments. A mending spell can fix the magical rope and staff.

Thunderwave; Once per day, the user can slam the staff on the ground creating a Thunderwave spell radiating out from the staff. Each creature in a 15 foot cube originating from the staff (not the user), must make a Constitution saving throw. On a failed save, the creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. The spell emits a thunderous boom audible out to 300 feet.



As a free action once per turn:

Claws; The user rotates one of the outer wood bands and a grappling type claw extends out the metal end of that segment as well as a sharpened 6" metal point. Rotating that outer wood band again retracts the claws and points on that segment. If the claws and points are used with the Numchuks, they produce slashing damage instead of bludgeoning damage. If the claws and points are out and the staff is thrown or launched like a spear as a ranged attack, it produces 1d6+1 piercing damage and has a range of 30/60 feet.