

Blue Crystal Staff

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Heroic Level

The blue crystal staff is a powerful artifact in the service of good that comes into the world only during times of great need. The wielder of the staff is guided and protected by the goddess, Mishakal, ensuring the forces of evil cannot benefit from it.

The Blue Crystal Staff is a +2 quarterstaff with the following properties and powers.

Enhancement: Attack rolls and damage rolls.

Special: Normally a plain wooden quarterstaff, while attacking or using any power, the *Staff* appears as a pure, flawless blue crystal staff crowned by an intricate headpiece and flawless blue sapphire.

Power (Encounter): Free Action. You can use this power when you hit an enemy with the *Staff*. The enemy takes +2d6 radiant damage. Damage increases to +3d6 radiant damage if the attack is a critical hit.

Goals of the Blue Crystal Staff

- ☒ Spread the word of Mishakal, the Goddess of Healing.
- ☒ Give aid and comfort to the sick and injured.
- ☒ Promote peace when possible; defeat evil when necessary.

Roleplaying the Blue Crystal Staff

The Blue Crystal Staff is gentle and soothing. It communicates its desires in soft whispers accompanied by feelings of warmth and calm. It urges its wielder to heal the wounded, defeat evil, and walk the path of goodness. If its urgings go unheeded or it is held by those unworthy, then beware the rebukes of the Blue Goddess!

Concordance

Starting score	5
Owner gains a level	+1d10
Owner's alignment is Lawful Good	+5
Owner is a Cleric	+2
Owner uses the staff's power to heal an ally (max 1/day)	+1
An ally reaches 0 hit points (max 1/day)	-1
Owner damages an ally or innocent	-2
Owner's alignment is Unaligned, Evil, or Chaotic Evil	-7

Pleased (16–20)

"I am the healing hand of Mishakal! I am the bane of Morgion and Chemosh! By the grace of this staff, let no wound go unhealed."

Special: Only a Cleric of Mishakal can reach this concordance level.

The wielder is pure of heart and espouses the tenets of Mishakal. The Goddess is most pleased and her blue light shines in the heart of the wielder. The staff recognizes the wielder's dedication and rewards its owner fully.

The *Staff's* enhancement bonus increases to +4.

Special: The *Staff* grants the wielder the ability to perform one of the following rituals per day: Cure Disease, Raise Dead, or Remove Affliction. The casting times are as listed, but there are no component costs.

Power (Daily ♦ Teleportation): Move Action. Teleport up to 1 mile (line of sight and line of effect to the destination are required). This power cannot be used during combat. Note, this power is in addition to the teleport ability gained at the Satisfied

concordance level, but only one of these powers can be used per day.

Power (Daily): Immediate Interrupt. When you are targeted by the breath weapon attack of a Dragon, you call forth an aura of protection (aura 2) that lasts until the end of your next turn. You and any ally within the aura are immune to any dragon's breath weapon attack.

Satisfied (12–15)

"Rest easy, my companions! I bring the power of Mishakal to bear and her healing touch will not be denied."

Special: Only a Cleric of Mishakal can reach this concordance level.

The wielder has proved to be a worthy beacon of the healing light of Mishakal, and the staff rewards its owner appropriately. The *Staff's* enhancement bonus increases to +3.

Special: The *Staff* can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls and the extra damage granted by its property (if applicable) when used in this manner. You do not gain your weapon proficiency bonus to an attack roll when using *Staff* as an implement

Power (Encounter (Special) ♦ Divine, Healing): Minor Action. You can use *Healing Word* (Cleric class feature)

Power (Encounter ♦ Divine): Standard Action. You can use *Divine Aid* (Cleric 2)

Power (Daily ♦ Teleportation): Immediate Interrupt. Upon reaching 0 hit points, the wielder is automatically teleported up to 1 mile (line of sight and line of effect to the destination are NOT required). The exact location is determined by the DM. In addition, the wielder is fully healed and all effects are removed. Finally, the wielder is asleep and will remain so for 8 hours or until awoken.

Normal (5–11)

"The staff accepts my ownership, and fills me with a soothing blue light."

The Staff bestows a feeling of calm and healing. You are filled with a desire to help the injured and defeat evil.

Unsatisfied (1–4)

"I am not fit to wield the staff. It yearns to be held by one who is pure."

The wielder is attacking innocents and/or failing to use the staff to heal his allies. The blue light of Mishakal dims in the wielder's mind. It's not too late to repent!

The *Staff's* enhancement bonus drops to +1.

Special: You take a –2 penalty to attack rolls and damage rolls. This applies whether you are using or even holding the Staff.

Angered (0 or lower)

"This blue light, it burns me! I am not worthy. . ."

The wielder is not aligned with the *Staff's* goals and it takes drastic measures to ensure it doesn't fall into the wielder's hands again..

The *Staff's* enhancement bonus drops to +0.

Special: All other powers of the staff cease to function.

Special: The wielder takes 2d6 radiant damage each round the *Staff* is held. Note: this damage will never bring the wielder below 1 hit point.

Moving On

"Mishakal tells me the Staff is needed elsewhere"

The *Staff* performs at the bidding of Mishakal. When she deems the need that called the staff forth has been fulfilled, it returns to her realm, often physically manifesting itself in a statue of the goddess, staff raised high. If the *Staff* is at least satisfied, it leaves behind a normal +2 quarterstaff for its owner to wield in its stead.