

Staff of Fire

March 9, 2023



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

You have resistance to fire damage while you hold this staff.

The 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: [burning hands](#) (1 charge), [fireball](#) (3 charges), or [wall of fire](#) (4 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 blackens, crumbles into cinders, and is destroyed.