

Staff of Healing

March 9, 2023



Staff, rare (requires attunement by a bard, cleric, or druid)

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: [cure wounds](#) (1 charge per spell level, up to 4th), [lesser restoration](#) (2 charges), or [mass cure wounds](#) (5 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 vanishes in a flash of light, lost forever.