



STAFF OF VITALITY

Staff, Rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, or Wizard)

This wooden staff is topped with a conical funnel featuring an array of small holes in its base. Beneath the funnel rests a floating crystal decanter that can be easily removed once a creature is attuned to the staff. The staff can be used with water to brew a beverage using dried ingredients such as coffee, tea, or botanicals. Any beverage brewed this way requires 5 minutes of time to be completed, and it is treated as if affected by the *Purify Food and Drink* spell.

This staff has 10 Charges. When brewing a beverage using the staff, you can expend 1 or more of its Charges to add the following effects to the decanter, depending on what is being brewed:

- Berries, 1 Charge: up to 10 creatures that use an action to drink a sip from the decanter are affected as if they had eaten a berry created by the *Goodberry* spell.
- Coffee, 3 Charges: a creature that uses an action to drink from the decanter becomes the beneficiary of a *Haste* spell for 1 minute, without the need for concentration.
- Herbs, Invigorating, 1-4 Charges: a creature that uses an action to drink the decanter regains 1d8+1 hp per Charge spent. If multiple charges are spent, the decanter can be shared by up to that many creatures, and each creature that drinks regains 1d8+1 hp.
- Herbs, Relaxing, 3 Charges: up to 3 creatures that use an action to consume at least a sip of the decanter's liquid immediately fall unconscious for up to 10 minutes. If they remain sleeping for that entire duration, they gain all the normal benefits of a short rest.
- Tea, 1-4 Charges: a creature that uses an action to drink the decanter becomes the beneficiary of a *Heroism* spell for 1 minute, without the need for concentration. If multiple charges are spent, the decanter can be shared by up to that many creatures, and each creature that takes a drink gains the *Heroism* effect.

When charges are used during brewing, the ingredients used swirl about above the staff until the decanter is consumed, at which point the ingredients turn to dust and are expended.

In addition, while holding the staff, 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: *False Life* (1 Charge per Spell Level, up to 4th), *Aid* (2 charges, plus 1 Charge per Spell Level, up to 4th), or *Death Ward* (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 decanter shatters, and the staff loses its magic.



BERRIES

Material Component



COFFEE

Material Component

MANY WORLDS TAVERN



INVIGORATING HERBS
Material Component

MANY WORLDS TAVERN



RELAXING HERBS
Material Component



TEA

Material Component