

STAFF OF THE OASIS

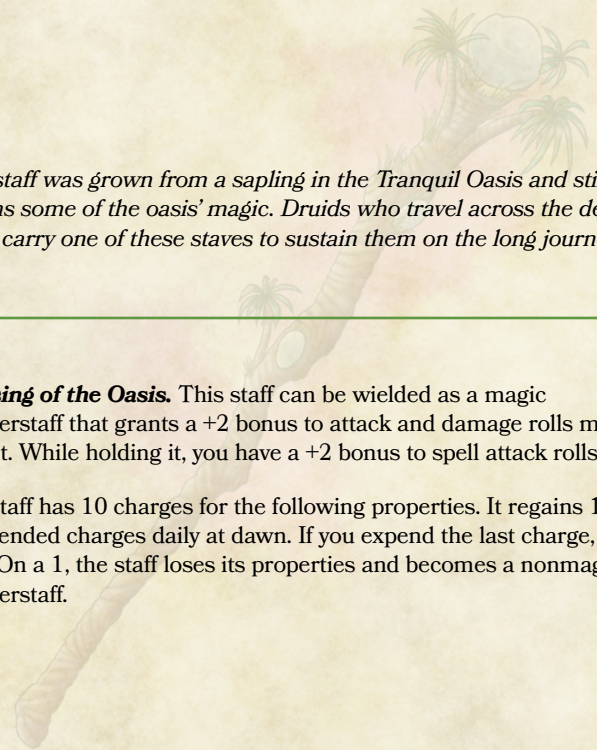
Staff, rare (requires attunement by a druid or ranger)



STAFF OF THE OASIS

IN COLLABORATION WITH @ODVASKAR



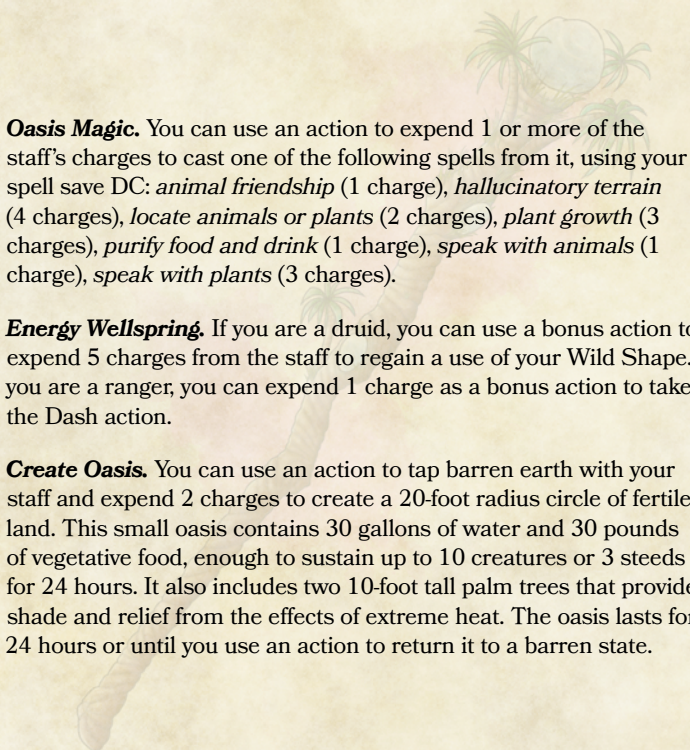


This staff was grown from a sapling in the Tranquil Oasis and still retains some of the oasis' magic. Druids who travel across the desert often carry one of these staves to sustain them on the long journey.

Blessing of the Oasis. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.





Oasis Magic. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *hallucinatory terrain* (4 charges), *locate animals or plants* (2 charges), *plant growth* (3 charges), *purify food and drink* (1 charge), *speak with animals* (1 charge), *speak with plants* (3 charges).

Energy Wellspring. If you are a druid, you can use a bonus action to expend 5 charges from the staff to regain a use of your Wild Shape. If you are a ranger, you can expend 1 charge as a bonus action to take the Dash action.

Create Oasis. You can use an action to tap barren earth with your staff and expend 2 charges to create a 20-foot radius circle of fertile land. This small oasis contains 30 gallons of water and 30 pounds of vegetative food, enough to sustain up to 10 creatures or 3 steeds for 24 hours. It also includes two 10-foot tall palm trees that provide shade and relief from the effects of extreme heat. The oasis lasts for 24 hours or until you use an action to return it to a barren state.

