

PRINT-AND-PLAY



STAFF OF THE FLOATING DISK

Quarterstaff, rare (requires attunement)

This quarterstaff is made of a magical magnetic metal called Aproutium. When you heat this metal for the first time, it creates a magical bond. No matter how many pieces you divide, the parts of that particular ore will always attract each other.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you use the thrown property of this weapon, one of the four metal ores that hover over the staff flies to strike the target. Immediately after you make a ranged attack, the ore flies back to hover the staff.

Magnetic Prison. As an action, you send the four hovering orbs toward a target within range to try to restrict its movements. The target must succeed in a DC15 Dexterity saving throw or become restrained until the end of your next turn. As an action, the target can repeat the test. On a success, it frees itself.

Magnetic Pull. As a bonus action, you can send the four hovering orbs up to 30ft in any direction. The magnetism pulls you to the same place. This movement does not provoke opportunity attacks. At the start of your next turn, you land back on the ground. You take no falling damage and can land on your feet.

Repel. As a bonus action, you can make the four hovering orbs circle you and build a small magnetic field. Until the start of your next turn, all attacks made against you by metal weapons have disadvantage.

Magnetic Missiles. Choose up to four targets within range. As an action, you can hit the staff on the ground and make a ranged attack with the magnetic orbs against each one of the targets. Immediately after you make this attack, all ores fly back to hover the staff at the same time and create a magnetic push. All creatures within 5ft of you must succeed on a DC15 Dexterity saving throw or be pushed 10ft away from you.