A LITTLE LESS PREP. A LITTLE MORE WONDER.

Staves

Pick the staff waiting in a wizard’s study, a druid’s grove or the hands of a formidable opponent.



How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Staves	Price / rarity	Quick reminder
01-09	**Staff of Charming** *	Rare	Spells include Charm Person, Command, Comprehend Languages.
10-18	**Staff of Fire** *	Very rare	Spells include Burning Hands, Fireball, Wall of Fire.
19-27	**Staff of Frost** *	Very rare	Spells include Cone of Cold, Fog Cloud, Ice Storm.
28-36	**Staff of Healing** *	Rare	Spend charges on Cure Wounds and other healing spells.
37-44	**Staff of Power** *	Very rare	A +2 staff with defensive bonuses and charged spells.
45-52	**Staff of Striking** *	Very rare	On melee hit, spend up to 3 charges, +1d6 Force per charge.
53-60	**Staff of Swarming Insects** *	Rare	Spells include Giant Insect, Insect Plague.
61-68	**Staff of the Magi** *	Legendary	A powerful spellcasting staff with spell absorption and charges.
69-76	**Staff of the Python** *	Uncommon	Giant Constrictor Snake acts after you; mental commands on your turn within 60 ft., no action, unless Incapacitated.
77-84	**Staff of the Woodlands** *	Rare	Spells include Animal Friendship, Awaken, Barkskin.
85-92	**Staff of Thunder and Lightning** *	Very rare	This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it.
93-00	**Staff of Withering** *	Rare	Spend 1 charge on hit: extra 2d10 Necrotic regardless of save; Constitution DC 15 prevents only 1-hour Strength/Constitution check/save Disadvantage.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 8% or 9% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under CC BY 4.0.
Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.