

DGM3 Staffs of Flowers

By Dan Hass



Adding a distinct magic item to the adventure loot is a powerful reward, but caution must be taken to avoid overpowered items. Presented here is a collection of *staves of flowers* with a variety of additional traits that are useful, but not overpowered.

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Supplement Summary

DGM3 Staffs of Flowers is a 5th Edition supplement designed to help DMs broaden their campaign. It references the Player's Handbook® (PHB), Xanathar's Guide to Everything® (XGE), Volo's Guide to Monsters® (VGM), and Dungeon Master's Guide® (DMG).

As the title suggests, this supplement presents variations on *staffs of flowers*. The variations improve the utility of *staffs of flowers* without affecting the user's armor class, hit points, attack roll modifier, or damage on attacks. Also, there is no effect on the DC to save against the user's spells. These elements are used to define CR, and are expected to fall within certain ranges. It becomes a problem when a PC or other creature can stack effects that push these beyond the expected values.

Why Use Enhanced Magic Items

Examining the inventory expectations for PCs in 5th edition (DMG 38) indicates that magic items are supposed to be exceptional. While the suite of magic items to pick from is wide ranging, enhanced magic items offer several improvements to the game.

In the Dimgaard setting, the underlying presumption of magic items is that a sentient creature (with relevant traits) was sacrificed to create the item, and as long as the item exists, the creature's eternal soul is imprisoned. This yields powerful opportunities:

- Negotiations around whether a particular criminal deserves the ultimate penalty of death by magic item crafting
- Rogue magic item crafters who craft items without authorization
- Searching for a way to destroy a magic item to free a noble soul

Further, if the DM switches to *only* using enhanced magic items it elevates the importance of *Blessings* (DMG 227-228). This leads to further exceptional roleplaying, world building, and adventure design opportunities.

Using this Supplement

There are six different enhanced *staffs of flowers* presented. The *staffs of flowers* are designed so that they can be carried by a villain without increasing the CR. One avenue is to equip the villain with the *staff of flowers* and give the PCs an opportunity to

acquire it as loot. This also presents unexpected effects to the villain encounter.

The exceptional nature of the *staff of flowers* can often serve as a plot hook in a story. "How do we free this poor soul?", or "How do we keep this justly trapped villain's allies from freeing its soul?" "A rogue crafter has kidnapped an innocent victim and sacrificing the victim to create a magic item is imminent!"

Key Elements

The *staff of flowers* relies only on the ability to affect plants (produce flowers).

Obviously, any druid is going to be a good candidate. A cleric of the nature domain will work, too. *Plant growth* opens up bards (level 5+) and rangers (level 9+). However, the requirement is broad enough that any creature proficient in Nature would suffice, as will proficiency with an herbalism kit.

As usual, we prefer to present a range of six interpretations: a druid, nature cleric, bard, ranger, nature proficient, and herbalism kit proficient.

Why Use Staffs of Flowers

Players like magic items, and those who have characters based around weapon-based attacks want magic weapons tailored to the character. There are many problems with entertaining this approach.

It can be difficult to adjust combat encounters to make them challenging (and interesting) for over-gear PCs. There is a bounded accuracy expected, and the CR of many creatures depends on damage immunities and resistances. This alone is a reason to keep careful control over magic item access.

Also, for the DM's game world to feel authentic, there needs to be consistency; how do these powerful magic items find their way into the world?

Staffs of flowers solve these problems. The players still get a useful magic item – but not a dream item. And the enhanced magic items schema explains why *staffs of flowers* are the most common: there are a lot more creatures that can be sacrificed to create one.

Aguk

Staff, unique (requires attunement)

In every way, *Aguk* is a *staff of flowers* (XGE 139). It has the following additional qualities that require no action for the creature attuned to *Aguk* to call forth, but *Aguk* must be in the creature's possession:

- **Aggression.** As a bonus action, the creature attuned to *Aguk* can move its speed towards a hostile creature that the creature attuned to *Aguk* can see. Once this trait is used, it cannot be used again until the creature attuned to *Aguk* completes a short or long rest.
- **Druidcraft.** The creature attuned to *Aguk* knows the *druidcraft* cantrip while attuned to *Aguk*.
- **Orcish.** A creature attuned to *Aguk* knows Orc as long as the creature is attuned to *Aguk*.

Magically engraved in Orc along *Aguk* is the following:

Aguk was a druid from the Red Blades orcs. With the fall of the Empire, the formerly well-organized orcs broke into disjointed bands, and Aguk led one of these groups. As the farwood succumbed to infighting, Aguk led his group north into the heart of Dimgaard. At first the plundering was easy, but soon his orcs drew the attention of serious crusaders. Aguk was captured, and while the rest of his band was simply executed, Aguk was condemned to sacrifice to create a staff of flowers as a message to other violent warlords.