

☯☯☯ The Asclepius Rod ☯☯☯

Rod, very rare (requires attunement by a spellcaster)

This slender rod is made from polished olive wood and is surmounted by a single bronze serpent with emerald eyes. The serpent's body coils down the staff, and it seems to pulse with a gentle, warm light to the touch.

- **Blessed Healing.** Whenever you cast a spell that restores hit points, roll 1d6. On a 4 or higher, the spell restores the maximum number of hit points possible.
- **Healing Serpent.** While holding this rod, you can cast each of the following spells: aura of life, cure wounds, and mass cure wounds. Once you use this rod to cast a spell, that spell can't be cast again from it until the next dawn.
- **Olivewood Garden.** As a bonus action, you can channel your magic through the serpent on the rod. For the next minute, each allied creature within 30 feet of you has advantage on saving throws against poison and disease. In addition, if an allied creature starts its turn within 30 feet of you, it can roll and spend one Hit Die, regaining hit points equal to the number rolled + their Constitution modifier. Once you use this property, it can't be used again until next dawn.



☯☯☯ The Caduceus Staff ☯☯☯

Staff, very rare (requires attunement by a spellcaster)

This item is a sleek, golden staff, topped with a pair of intricately carved wings that shimmer with a faint, godly light. Two serpents, crafted from silver and emerald, coil around the staff, their eyes set with tiny sapphires that glow when the staff's magic is invoked.

Messenger's Boon. While attuned to this staff, you can cast sending from it as an action without expending a spell slot.

Protective Serpents. The staff has 6 charges for the following properties, which you can use while you are holding the staff. The staff regains 1d6 expended charges daily at dawn.

- **Cold-Blooded.** As a reaction to taking acid, cold, fire lightning, or thunder damage, you can expend 1 charge to gain resistance to the triggering damage type until the end of your next turn.

- **Hardened Scales.** As a reaction to being hit by an attack, you can expend 1 charge to harden your skin, gaining resistance against bludgeoning, piercing and slashing damage until the end of your next turn. Snakeskin Veil. As a reaction to being hit by an attack, you can expend 1 charge to veil yourself. Until the end of your next turn, you gain a +3 bonus to AC, including against the triggering attack.

- **Diplomat Serpents.** As a bonus action, you can command each of the two serpents to watch over a creature you can see within 60 feet of you. The snakes coil around each target's arm as they did around the staff, remaining attached for 10 minutes. For the duration, you and the creatures share each other's senses and can speak telepathically (no action required). In addition, whenever you use Protective Serpents property, you and each creature under a serpent's watch benefit from that property. Once you use this property, it can't be used again until next dawn.