DUALINK

Staff of the Great Beyond



Elden Ring SOTE Edition

Staff of the Great Beyond

Staff, artifact (requires attunement by a creature with Intelligence 17 and Wisdom 15 or higher)

A staff fashioned from the tail-fingers of Metyr, the Mother of Fingers, and the microcosm raised aloft over the crux they form. It writhes with an insatiable hunger for knowledge, said to have been woven from the very sinews of cosmic reality, bound by eldritch forces that tether the will of the Formless Mother to the material plane. Those who wield it find their minds unraveling into the infinite, glimpsing the forbidden truths that mortals were never meant to comprehend.

Properties

- *Weapon Type:* Quarterstaff.
- *Damage:* 1d6 bludgeoning.
- *Properties:* Versatile (1d8).
- *Sentient Recoil:* If the wielder strikes a creature in melee, they must make a DC 15 Wisdom saving throw or take 1d6 psychic damage as the staff retaliates, punishing physical use.
- *Unstable Form:* Non-attuned creatures attempting to wield the staff find it heavy and unbalanced, imposing disadvantage on melee attack rolls with it.

Features

The Staff of Blood and Stars. The Staff of the Great Beyond is both an arcane and divine instrument of power, attuned to the wielder's understanding of the cosmos. While wielding this staff, you can use either Intelligence or Wisdom as your spellcasting ability, and you add that modifier to the damage rolls of your spells.

If you have at least 20 Intelligence or Wisdom, the staff's magic grows stronger, granting a +2 bonus to spell attack rolls and saving throw DCs.

Cosmic Awareness. The staff grants insight beyond mortal comprehension, allowing its wielder to perceive the residual echoes of magic that linger in the world. While attuned to this staff, you immediately learn any spell you see cast while holding it, retaining knowledge of this spell until you finish a long rest. You can also cast Dispel Magic at 5th level without expending a spell slot. Additionally, you are constantly aware of all active spells within 60 feet, and you can perceive the traces of any spell cast in the last hour, their remnants glowing faintly in the air as spectral afterimages.

Seer of the Great Beyond. The visions granted by the staff pierce the veil of time and space, allowing its wielder to glimpse fate itself. Whenever you cast a Divination spell of 1st level or higher, you may make an Intelligence (Arcana) check with a DC of 10 + the level of the spell. On a success, the spell is cast without expending a spell slot. Furthermore, when you cast a Divination spell, you ignore all conventional restrictions on knowledge that gods or cosmic entities may obscure. If the DM would normally withhold an answer, you receive a fragment of insight instead, though it may be cryptic or symbolic in nature.

Life for Power. The staff demands sacrifice, offering boundless arcane might in exchange for lifeblood.

When casting a spell, you may spend Hit Dice instead of expending a spell slot. The number of Hit Dice required is equal to the spell's level, and you take damage equal to the total rolled.

Threads of the Beyond. Reality bends in the presence of the Formless Mother, allowing the staff's magic to weave through existence itself. Spells cast through the staff ignore full cover if the target is within range, as the magic simply bends around obstructions. Additionally, whenever you cast a spell, you may choose for it to phase through creatures and objects, striking only its intended target as the spell slithers through unseen dimensions. If a creature within 60 feet attempts to teleport or shift planes, you may use your reaction to delay the effect by 1 round, forcing it to remain bound.

Lunacy's Whisper. The staff hums with an endless, unceasing murmur, filling the wielder's mind with the echoes of something vast and unknowable. At the DM's discretion, the staff grants cryptic visions of past, present, or future events. These glimpses may be insightful, misleading, or utterly incomprehensible, leaving the wielder to unravel their meaning. However, the whispers come with a price: if you go more than 24 hours without spilling blood, either your own or another's, you must make a DC 18 Wisdom saving throw at the start of each long rest. On a failure, roll on the Short-Term Madness table. After three consecutive failures, roll on the Long-Term Madness table instead. Furthermore, when you roll initiative, roll a d6. On a 6, you glimpse one enemy's next action before it occurs and may react accordingly.

Parasitic Symbiote. The staff is no mere tool, it is a sentient entity, feeding upon knowledge and the minds of those it touches. Whenever you kill a spellcaster, you may absorb one spell from their mind, learning it permanently until you choose to replace it with another. Additionally, as an action, you can touch a creature and extract a fragment of its mind, forcing it to make a DC 20 Intelligence saving throw. On a failure, you read its surface thoughts and instantly learn one of its known spells or abilities, retaining the knowledge for 24 hours. If you die while attuned to the staff, your soul is consumed, and your body becomes a vessel for the whispers of the Great Beyond. Your consciousness lingers, but your form is twisted into something... *other*.

Destroying the Staff

The Staff of the Great Beyond is bound to the will of the Formless Mother, a fragment of its endless hunger made manifest. To destroy such an artifact is to sever a tether to something beyond mortal comprehension. There exist three known methods of unmaking the staff.

The Bloodletting Sundering

The staff may only be shattered by its wielder, for only one who has truly been bound to its whispers may break its tether. To do so, the wielder must drive the staff into their own chest as an action, dealing force damage equal to their maximum hit points to themselves. This damage cannot be reduced, resisted, or prevented in any way. If this damage would reduce them to 0 hit points,

their body instantly detonates in an explosion of raw eldritch force, forcing all creatures within 120 feet to make a DC 22 Constitution saving throw. On a failure, they take 10d10 force damage and 10d10 psychic damage, are blinded for 1 hour, and suffer from indefinite madness as their minds are exposed to the Formless Mother's screams. On a success, they take half damage and are not blinded. The wielder cannot be resurrected by anything short of a Wish spell, as their soul is irrevocably unmade.

Oblivion's Maw

The staff may be consumed by the Sphere of Annihilation, but it does not go quietly. When placed into a Sphere of Annihilation, the staff resists, forcing the wielder to make a DC 25 Intelligence (Arcana) check to stabilize the reaction.

On a success, the staff is drawn into the void and ceases to exist. On a failure, the same conseuqnces asin the Bloodletting Sundering occur. The Sphere of Annihilation itself is disrupted, warping uncontrollably and becoming unstable for the next 1d4 days, acting as an unpredictable rift into the Great Beyond, manifesting glimpses of alien landscapes, unfathomable entities, and distorted echoes of lost time.

The Mirror of Unmaking

If one attuned to the Staff of the Great Beyond wields the Gazing Finger, the staff recognizes it, not as a threat, but as something familiar, something it has always known.

No force is required, no ritual invoked. The staff simply ceases. It does not scream, it simply disappears, as if it was never there.