

Staff of the Overlord

A 5th Edition Item for Player Antagonists, by Vechs

Requires [Attunement](#) by an Overlord. Your DM determines what creature qualifies as an Overlord.

This staff can be wielded as a magic [Quarterstaff](#) that grants a +2 bonus to [Attack](#) and [Damage Rolls](#) made with it, and you may use any of your Ability Score Modifiers for the attack and damage bonuses to attacks made with this weapon. While holding it, you gain a +2 bonus to [Armor Class](#), [Saving Throws](#), and spell [Attack](#) rolls, and your maximum hitpoints are increased by 50.



While attuned to this staff, you can bind a willing creature to your service as a Minion, by performing a ritual that lasts 10 minutes.

You may have a maximum number of bound Minions equal to your Charisma modifier.

You may unbind a Minion without them being present by performing a ritual that lasts 10 minutes, though the Minion will sense that they have been unbound from you. The unbinding is taxing for your soul, and the Overlord may not perform another unbinding ritual until they finish a Long Rest.

While bound this way, a Minion retains almost all its free will and personality traits, but gains the following effects:

1) If the Minion is reduced to 0 Hit Points, it is instantly magically teleported to the nearest safe unoccupied space next to its Overlord, and then regains 1 Hit Point. This teleportation is accompanied by a flash of magical rainbow colored smoke, and the noise of chiming magical bells, both at the point where it was reduced to 0 hitpoints, and where it arrives near the Overlord. This effect is very taxing on the Minion, and it gains 5 levels of Exhaustion. This effect cannot cause the Minion to gain any more than 5 levels of Exhaustion.

2) If the Minion cannot make Death Saving Throws, it gains the ability to do so. If it already could, it instead makes Death Saving Throws with advantage.

3) The Minion can take hostile actions against the Overlord, but cannot intentionally or knowingly take actions that would cause the Overlord to take damage if the Overlord has less than half its Hit Points remaining, nor attempt to set up traps or other situations that would cause such an event to occur.

As a bonus action, the Overlord may Concentrate on manifesting a shimmering field within 15 feet of them. This field is about 8 feet wide and 5 feet tall, and lasts until the Overlord stops Concentrating on it. The field shows a vision of one of the Overlord's Minions, as if looking over their shoulder (or similar position if the Minion lacks shoulders) by an average human. The field does not have Darkvision so light is necessary to see anything. The field transmits sound, at the level of average human hearing. The viewpoint of the field can be rotated with a thought by the Overlord, but it is always fixed to the location of the Minion, as if orbiting them. Other creatures present near the Overlord can also view the field, and hear the sounds. Viewers with Darkvision do not gain any benefit, as they see what the field sees, and the field lacks Darkvision. Unlike the Scrying spell, there is no magical eye to betray the field's presence to creatures near the Minion. This confers no special ability for the Overlord to speak to the Minion it is viewing, so another form of communication, such as the Sending spell, will be useful.

As an action, the Overlord may summon the Minion being viewed by the shimmering field, magically teleporting it to the nearest safe unoccupied space, after a 1 minute delay. During the delay, the Minion can feel the magical energy building, and senses it will be teleported. Once the summoning action has been taken by the Overlord, it can only be stopped if the Minion is affected by Dispel Magic, or enters a zone of Anti-Magic. If the summoning action is stopped that minion may not be summoned in this way again for 24 hours.

Finally, a Minion can be unbound by being affected by the Remove Curse spell or similar effect. However, the creature casting the Remove Curse spell must be aware of the binding of the Overlord, and be intentionally trying to break it. Being unbound by this method is very taxing on the Minion, and it gains 5 levels of Exhaustion. This effect cannot cause the Minion to gain any more than 5 levels of Exhaustion.

As an action, the Overlord can touch the Staff of the Overlord to a creature, and cause that creature's body to be flooded with powerful magic to undo a debilitating effect. You can reduce the target's [Exhaustion](#) level by one, or end one of the following [Effects](#) on the target:

- One [Effect](#) that [Charmed](#) or [Petrified](#) the target
- One curse, including the target's [Attunement](#) to a [Cursed](#) magic item
- Any reduction to one of the target's [Ability Scores](#)
- One [Effect](#) reducing the target's hit point maximum

Once you have used this ability, you can't use it again until you finish a Long Rest.

As an action, the Overlord can touch their Staff of the Overlord to another Overlord's Staff of the Overlord and absorb it, permanently increasing their maximum Hit Points by 50. To do so, the opposing Overlord must be willing or incapacitated. Minions bound to the absorbed staff become unbound, are aware of the absorption, but do not suffer levels of exhaustion.

A staff of gold inlaid with jewels. Nobody knows where they came from, but versions of these staves seem to inevitably find their way into the hands of so-called "Overlords" that seek to rule or conquer. Attempts have been made to destroy the staves, but they always teleport away, in a flash of rainbow colored smoke and with the sound of chiming bells...