

Name

Crystalline Staff

Category

Staff

Type

Weapon (Blunt)

Release

[NA](#)

Size

2 slots

Rarity

Legendary

Base price

87,800

Description

The Crystalline Staff is a double ended mace made by the Lightbringers. It has a long shaft nearly six feet long, with large crystalline caps at either end. The crystalline caps are attuned to the user's Force energy, and can burn hot enough to melt Beskar when wielded by a sufficiently powerful Force User.



Item Slots None

Aspect/Upgrade Slots

- 1 slot allowing Aspects of type *Melee Weapon Cosmetic*
- 1 slot allowing Upgrades of type *Blunt Weapon Handle Upgrade - I, Blunt Weapon Handle Upgrade - II, Blunt Weapon Handle Upgrade - III, or Blunt Weapon Handle Upgrade - IV*
- 1 slot allowing Upgrades of type *Blunt Weapon Upgrade - I, Blunt Weapon Upgrade - II, Blunt Weapon Upgrade - III, or Blunt Weapon Upgrade - IV*

Granted Item Aspects

- **Crystalline Mace Head:** The crystalline bludgeoning tips at either end of this weapon are capable of parrying a lightsaber. The weapon draws its power from a Force-sensitive user, imbuing the crystals with the power to melt Beskar after a few solid hits.

Purchase Restrictions

No restrictions