

101 IOUN STONES



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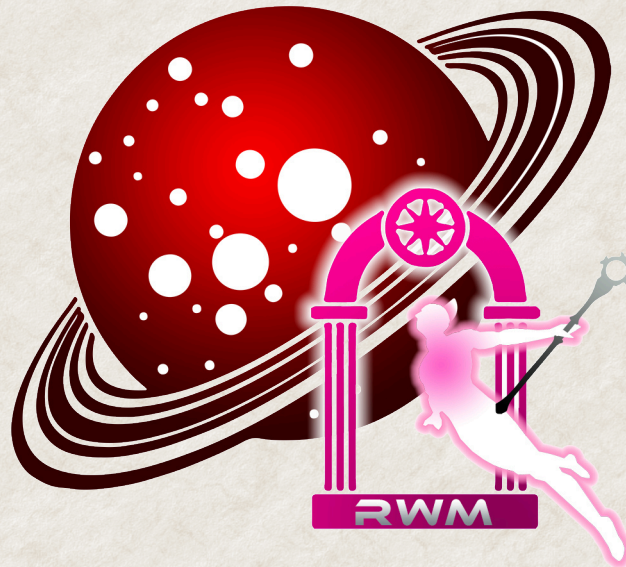
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IOUN STONE

Wondrous item, varies (requires attunement)

An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

ABJURATION AND DEFENSIVE EFFECTS

Adaptation (Very Rare). While this scintillating dodecahedron orbits your head, you gain the ability to become temporarily resistant to types of damage you have suffered. After you take damage, you gain resistance to that type of damage for one minute, or until you take damage of another type. This resistance does not apply to the triggering damage, however. You may only be resistant to one type of damage at a time.

Avoidance (Legendary). While this purple icosahedron orbits your head, you gain magical protection from damaging effects. If subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Circumspection (Rare). While this black and white faceted crystal orbits your head and you are wearing no armor and wielding no shield, your AC includes your Wisdom modifier.

Displacement (Very Rare). While this black rhomboid orbits your head, you project a magical illusion that makes it appear you are standing in a slightly different location, causing attack rolls against you to have disadvantage. If you are hit by an attack, this trait is disrupted until the end of your next turn. This trait is also disrupted while you are incapacitated or have a speed of 0.

Extremophilia (Rare). While this rough-hewn granite cube orbits your head, you gain resilience against harsh and extreme environments. You have resistance to damage caused by fire and cold damage, as well as to bludgeoning damage from the water pressures of the deep ocean. You also have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Greater Interception (Rare). When you are hit by a ranged weapon attack, you can use your reaction to send this iron-marbled milk-colored stone to intercept it. The stone makes a Dexterity (Acrobatics) check with a +6 to the roll; if the check result is equal to or greater than the attack roll that triggered the reaction, the stone intercepts the ranged attack and takes 1d8+6 of the attack's damage in your stead, reducing it to a minimum of 0 damage. The stone has 50 hit points; if damage reduces it to 0 hit points or fewer, the stone loses its magic. The stone regains 3d6+4 hit points each dawn.

Hallowing (Rare). While this smoky black ellipsoid orbits your head, you can use your action to ward an area against incursion for up to 8 hours, ending early if you freely choose to cancel the effect. The area can be up to a 15-foot cube. Choose any number of creature types from among celestials, elementals, fey, fiends, and undead. Creatures of the chosen types can't willingly enter the warded area unless they succeed on a DC 16 Charisma saving throw. While a creature of a chosen type remains in the area, it has disadvantage on ability checks and attack rolls and can't charm, frighten, or possess another creature.

Once the stone has warded a total of 80 spaces, it turns milk-white and loses its magic. The stone can't ward an area with more total spaces than it has remaining, or overlap with another area already warded by a *hallowing* stone or the *hallow* or *forbiddance* spells.

Interception (Uncommon). When you are hit by a ranged weapon attack, you can use your reaction to send this iron-marbled milk-colored stone to intercept it. The stone makes a Dexterity (Acrobatics) check with a +4 to the roll; if the check result is equal to or greater than the attack roll that triggered the reaction, the stone intercepts the ranged attack and takes 1d6+4 of the attack's damage in your stead, reducing it to a minimum of 0 damage. The stone has 25 hit points; if damage reduces it to 0 hit points or fewer, the stone loses its magic. The stone regains 2d6+4 hit points each dawn.

DIVINATION AND LANGUAGE

Bewilderment (Uncommon). While this orange trefoil orbits your head you are immune to magic that allows others to read your thoughts, determine whether you are lying, know your alignment, or know your creature type.

Divulgence (Very Rare). You and up to nine other creatures of your choice within 50 feet of you can telepathically communicate while this white and blue checkered cube orbits your head. Magical silence blocks this effect.

Empathy (Rare). While this blue cone orbits your head, you can sense the emotional states of up to eight willing people of your choice. As an action, you can touch one person with a Charisma of 6 or higher and forge an empathetic link with them to such an extent that you are always implicitly aware of their emotional state, as long as they are on the same plane of existence as you. Without requiring an action, you become aware if they experience an extreme emotion, such as fear when being held at sword point, horror when they see a loved one about to die, or joy when they receive a welcome marriage proposal. As an action, you can focus on one person with whom you have forged this empathetic bond and discern their current emotional state.

Foreknowledge (Legendary). While this smooth white crescent orbits your head you are under the effects of the *foresight* spell.

Comprehension (Common). While this writing-inscribed granodiorite ellipsoid orbits your head, you gain proficiency with one language, which matches the language inscribed on the stone. These stones are often given to dignitaries and diplomats as a simple means of improving communication. If you found a stone in an old treasure hoard rather than have one assigned to you, it may have belonged to planar being, a criminal syndicate, or an old cult.

d10	Language
1	Abyssal
2	Celestial
3	Draconic
4	Deep Speech
5	Infernal
6	Giant
7	Sylvan
8	Undercommon
9	Primordial
10	Elvish

Group Thought (Rare). While this rose-pink ellipsoid orbits your head, you can designate up to three willing creatures within 30 feet of you as an action. A stone of identical description appears and orbits a target creature's head for 1 hour or until you freely dismiss the effect. While a stone orbits a target creature's head, you and all other affected creatures can communicate telepathically as long as you are on the same plane of existence. In addition, you each know the exact direction and distance to one another while you are on the same plane of existence.

Intuition (Very Rare). While this pale, yellow torus orbits your head, you gain an insight into people's heart. As an action, you can touch a creature and magically know the creature's current emotional state. If the target fails a DC 15 Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Location (Uncommon). While this white and green marbled rhomboid orbits your head you know the shortest path to any location you have been to in the last 24 hours.

Sentience (Legendary). While this opalescent octahedron orbits your head, you are in telepathic communication with the sentient spirit that resides within it. This spirit belongs to Thierry, a previous bearer of the stone and a Knowledge Domain cleric who worshipped the god Oghma. Thierry has an intelligence of 16, a Wisdom of 18, and a Charisma of 8. While within the stone, it has hearing and darkvision out to a distance of 120 feet. The spirit can speak, read, and understand Common, though it only communicates telepathically, and only with its bearer. While you are attuned to *sentience*, Thierry also understands every language you know. Thierry can cast the following spells on you:

3/Day Each: *comprehend languages*, *identify*, *speak with dead*.

1/Day: *augury*

Thierry's voice is tinny and condescending. It takes its sole purpose to be that of a teacher, wishing to instruct its bearer in the minutiae of whatever affairs occur around it. Its knowledge of irrelevant trivia is seemingly endless, as is its willingness to share this information.

If you die while the stone orbits your head, you can choose whether to depart for the afterlife or to enter the stone, replacing the spirit currently within. The displaced spirit departs for the afterlife in your stead. As long as your soul is in the stone, you can telepathically communicate with any creature attuned to it. A user can't prevent this telepathic communication.

Shared Thought (Uncommon). While this rose-pink ellipsoid orbits your head, as an action, you can designate one willing creature within 30 feet of you. A second stone of identical description appears and orbits the target creature's head for 1 hour or until you freely dismiss the effect. While the second stone orbits the target creature's head, you and the other creature can communicate telepathically as long as you are on the same plane of existence.

Shroud (Rare). You are immune to magic meant to discern your location. You also cannot be perceived through scrying sensors while this dark gray gem orbits your head.

Understanding (Rare). You understand the literal meaning of any spoken or written language that you hear or see while this pale dodecahedron orbits your head.

ENCHANTMENT AND CONTROL EFFECTS

Control (Very Rare). This deep purple stone has 50 charges. While it orbits your head, you can expend one charge as an action to cast the command spell as a 1st-level spell. You can increase the spell slot level by one for each additional charge you expend (maximum of 5 charges). The spell save DC is 16 when you cast the spell using the stone. When the stone has 0 charges remaining, it turns gray and loses its magic.

Obedience (Very Rare). While this gold and silver orb orbits your head, all beasts within 60 feet of you that have an Intelligence score of 2 or lower are charmed by you and aggressive toward creatures you consider hostile.

Menace (Rare). As this red, needle-shaped stone orbits your head, you can use your action to project a menacing presence. Each creature of your choice that is within 30 feet of you and aware of you must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The DC for this saving throw equals 8 + your proficiency bonus + your Charisma modifier. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is permanently immune to your menacing presence.

Mindfulness (Very Rare). While this purple spindle orbits your head you are immune to the charmed and frightened conditions. Additionally, you are also immune to the *modify memory* spell.

EVOCATION, DAMAGE, AND ELEMENTAL EFFECTS

Catapult (Very Rare). While this light blue pearl orbits your head you may send out a bead of energy as a bonus action. The target must make a DC 15 Dexterity saving throw or take 3d8 force damage.

Elemental Rudiment (Uncommon). While this white marbled ellipsoid orbits your head, your spells that inflict a specific damage type gain a +1 bonus to the spell's total damage. The damage type is determined by rolling on the table below. Specialists of various magical schools often craft these objects to enhance their favored types of spells. In some cases, extraplanar elementals have been known to draw forth these ioun stones from their very bodies as a gift to helpful adventurers or loyal cults.

Elemental Aptitude (Rare). While this silvery marbled ellipsoid orbits your head, your spells that inflict a specific damage type gain a +2 bonus to the spell's total damage. The damage type is determined by rolling on the table below.

Elemental Finesse (Very Rare). While this marbled gold ellipsoid orbits your head, your spells that inflict a specific damage type gain a +3 bonus to the spell's total damage. The damage type is determined by rolling on the table below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Retaliation (Rare). While this jagged green stone orbits your head, you can use your reaction to deal 1d6 piercing damage to a creature within 5 feet when it hits you with a weapon attack.

Static (Very Rare). While this jagged violet stone orbits your head any creature that hits you with a melee attack takes 2d4 lightning damage.

Toxicity (Rare). While this black bead of obsidian orbits your head, your skin becomes covered with an invisible caustic barrier. When someone strikes you with a melee attack, they take 2d4 acid damage.

Venom (Very Rare). This undulating droplet of emerald endows your strikes with poison. While it orbits your head, you may add poison damage equal to your proficiency bonus when you hit with a weapon attack that does piercing or slashing damage.

HEALING, CONDITIONS, AND DEATH PREVENTION

Anchor (Very Rare). While this gray ellipsoid orbits your head you cannot be moved by magical means. You also automatically succeed on saving throws made against effects that would cause you to fall prone.

Fortitude (Very Rare). While this amber octahedron orbits your head you have temporary hit points equal to 5 x your Constitution modifier. Once you lose these hitpoints you regain them at the end of a long rest.

Rejuvenation (Very Rare). You cure one level of exhaustion every four hours that this spiky topaz gem circles your head.

Repose (Uncommon). While this pink and white ellipsoid orbits your head, you can tap into its power to preserve the life of others. You can use your action to stabilize a dying creature, or to cast gentle repose once without expending a spell slot. Once you cast the spell in this manner, you can't do so again until you finish a long rest.

Restoration (Very Rare). While this glowing white diamond orbits your head, you may touch someone and endow them with healing energy. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness. You cannot use this feature again until you finish a short or long rest.

Sturdiness (Rare). While this gray and white-flecked cuboid orbits your head, your hit points increase by 3 points per level. Each time you level up while this stone orbits your head, you gain an additional 3 hit points as well.

Undeath (Rare). While this black torus orbits your head, anytime you fall unconscious from being reduced to 0 hit points, you become stable.

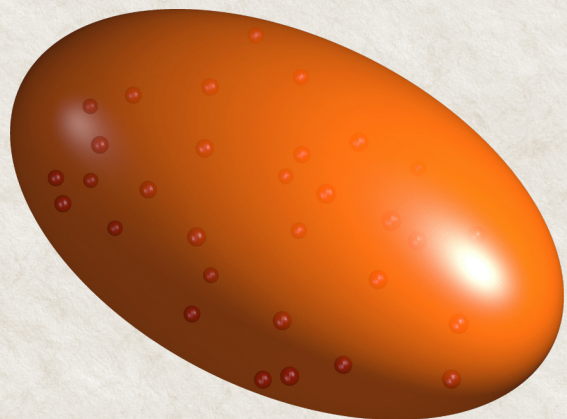
ILLUSION EFFECTS

Dream-Sending (Rare). While this speckled lepidolite stone orbits your head, you can use an action to cast the *dream* spell using the stone's power. When you cast the spell in this manner, its duration is 10 minutes and cannot be used to spawn a nightmare in the target's mind.

Luminosity (Uncommon). While this glowing yellow decahedron orbits your head, you know the *light* cantrip. Three times a day, you can use your action to cause a beam of light to shoot from the decahedron at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a day, you can use an action to blast blinding light in a 30-foot cone originating from the stone. Each creature in the cone must make a saving throw as if struck by the beam listed above.

Misperception (Very Rare). While this translucent triangular prism orbits your head, you can manipulate illusion magic, choosing to affect only some of those who can see or hear your creations. When you cast *minor illusion*, *silent image*, or *major image*, you can select up to a number of targets equal to your spellcasting ability modifier to see or hear the illusion. You can create an image of a figure in a room, or the sound of a voice, and have only some of the creatures who are present experience the illusion.

Presentation (Uncommon). As a bonus action, you can change features of your appearance and presentation while this light blue pearl orbits your head. You instantaneously clean or soil your clothing, add or remove odors and smells, and create small marks or color changes on your skin.



MOVEMENT AND MODIFIER BONUSES

Adherence (Rare). While this sticky black pyramid orbits your head, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

Adrenaline (Rare). You gain a +1 bonus to Dexterity saving throws while this teal pyramid orbits your head.

Advancement (Very Rare). You gain a +1 bonus to an ability score of your choice while this spiked amber stone orbits your head. During a long rest you may change the ability score that receives this bonus.

Aquatics (Rare). You have a swim speed of 50 feet while this blue ellipsoid orbits your head.

Chaos (Rare). While this wobbling, yellow and red torus orbits your head, you are infused with chaotic magic. On any attack roll, ability check, or saving throw, you can choose to tap the ebb and flow of chaos within you. When you do so, gray mists swirl and spiral out from the *ioun stone* and surround you. Roll 1d6. If the number is even, add it to your roll. If the number is odd, subtract it.

Elasticity (Very Rare). While this slimy gray stone orbits your head, your body becomes incredibly elastic. You can move through a space as narrow as 1 inch wide without squeezing, immediately regaining your form on the other side.

Hovering (Uncommon). When this silver ovoid orbits your head, you rise off of the ground an inch, hovering in place. You can use your normal movement to walk or dash, but you always remain an inch away from the surface below you. You can walk in this way on solid ground or across liquids, though you fall, land, and take falling damage as normal if you step off of solid or liquid footing. Moving in this way does not activate pressure plates and allows you to walk across otherwise dangerous surfaces, such as acid or lava.

Might (Rare). You gain a +1 bonus to Strength saving throws while this red cuboid orbits your head.

Passion (Rare). While this glistening ruby orbits your head you may add your Performance modifier to any attack roll, ability check, or saving throw. You may use this feature a number of times equal to your Charisma modifier, regaining expended uses on a long rest.

Personality (Rare). You gain a +1 bonus to Charisma saving throws while this lapis lazuli dodecahedron orbits your head.

Self-Knowledge (Rare). You gain a +1 bonus to Wisdom saving throws while this amethyst sphere orbits your head.

Shadow (Rare). You gain a +2 bonus to stealth checks while this black bead orbits your head.

Slipperiness (Uncommon). While this aqua cube orbits your head, your skin gains a slippery feel. You have advantage on ability checks and saving throws made to escape a grapple or restraints.

Stillness (Very Rare). While this black torus orbits your head, you gain an unnatural ability to remain still. When you spend your action remaining perfectly still and you use none of your movement, you become invisible, even to creatures with blindsight and tremorsense. You also have advantage on Dexterity (Stealth) checks, even when moving.

Swiftiness (Rare). This spinning blue orb crackles with electricity. While it orbits your head, your walking speed increases by 10 feet.

Translucence (Uncommon). While this translucent rhomboid orbits your head, your body and everything you are carrying becomes translucent, allowing light to pass through. Unless someone looks carefully, they might not notice you from a distance. You have advantage on Dexterity (Stealth) checks that rely on not being seen.

PERCEPTION, TRACKING

Bloodscent (Uncommon). This stone has the appearance of a transparent, glasslike sphere with a drop of red liquid suspended in its center. While it orbits your head, you have advantage on Wisdom (Survival) checks to track a creature that is below its hit point maximum and Wisdom (Perception) checks to notice such a creature in your presence. This ability doesn't work on undead or constructs.

Echolocation (Rare). While this white hyperboloid orbits your head, you gain the ability to echolocate. You have blindsight out to 30 feet, though you lose this trait when you are deafened. Due to your heightened sense of hearing, you are vulnerable to thunder damage.

Greater Bloodscent (Rare). This glass sphere constantly drips minute droplets of illusory blood. While it orbits your head, you know the location of any creature other than an undead or construct within 120 feet of you that is below its hit point maximum, and it gains no benefit from being hidden or invisible from you. If the creature is below half its maximum number of hit points, you know the creature's type.

Obscurity (Rare). While this dark blue rhombus orbits your head, you leave no tracks from walking or running.

Perception (Rare). You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks while this white and brown lozenge orbits your head.

Seeing (Very Rare). You gain truesight out to a range of 30 feet while this orange ellipsoid orbits your head.

RACE-BASED STONES

Bracing Wind (Common, Air Genasi Only). While this white quartz ellipsoid orbits your head, you can use a bonus action to target one creature you can see within 20 feet. The chosen creature doesn't need to breathe for a number of rounds equal to your Constitution modifier (minimum 1). Once you use this feature, you must finish a short rest before you can do so again.

Brass (Uncommon, Fire Genasi Only). While this brass-colored ellipsoid circles your head, you can use your reaction to grant one creature you can see within 15 feet of you resistance to fire damage.

Cannith Protocol Augment (Common, Warforged Only). These 'stones' produced by House Cannith look like a small, iron ball. While it orbits your head, you can access its power as a bonus action to add your proficiency bonus to one ability check using a skill or tool you aren't proficient with. Once you use the stone in this manner, you must finish a short or long rest before you can do so again.

Chromatic Rage (Uncommon, Dragonborn Only). These vibrantly colored spheres come in colors of black, red, white, blue, and green. While one orbits your head, your breath weapon's damage type matches the type associated with the color as seen on the table below, and deals additional damage equal to your Constitution modifier (minimum 0). In addition, you can use your breath weapon twice, rather than once, before needing rest to regain its use.

D6-1 (min 1)	Stone Color	Damage Type
1	Red	Fire
2	White	Cold
3	Green	Poison
4	Blue	Lightning
5	Black	Acid

Eye of Maglubiyet (Common, Hobgoblin Only). While this brilliant scarlet sphere circles your head, it counts as an ally for the purpose of your Saving Face trait. In addition, the maximum potential bonus for your Saving Face trait becomes +6.

Grace (Uncommon, Aasimar Only). While this brilliant white ellipsoid orbits your head, your Healing Hands feature can heal a number of hit points equal to twice your level, and can be used as a bonus action on your turn.

Grankhul's Insight (Uncommon, Bugbear Only). While this angular amethyst stone circles your head, you can deal the extra damage from your Surprise Attack feature when you hit a creature with an attack on the first turn of combat, even if it is not surprised, as long as you act before it in the initiative order. Once you use your Surprise Attack in this manner, you must finish a long rest before you can do so again.

Infernal Kin (Rare, Tiefling Only). While this glowing red stone orbits your head, you can communicate telepathically with any fiend that understands at least one language, to a range of 60 feet. You are considered proficient when making Charisma checks to interact with fiends. In addition, you can tap into the stone's energy as an action to summon an **imp**, which obeys your commands for 10 minutes before vanishing. Once you use the stone in this manner, you can't do so again until you finish a long rest.

Lithic Will (Uncommon, Goliath Only). While this rough slate ellipsoid circles your head, you add double your proficiency bonus to Strength (Athletics) checks. In addition, when you roll the die for your Stone's Endurance trait, you can roll two dice and choose either result.

Mud (Common, Earth Genasi Only). While this ruddy brown ellipsoid circles your head, you can use a bonus action on your turn to grant one creature you can see within 30 feet the benefit of your Earth Walk feature. This effect lasts a number of rounds equal to your Constitution modifier (minimum 1). Once you use this ability, you must finish a short or long rest before you can do so again.

Psionic Focus (Rare, Gith Only). You are proficient in Intelligence saving throws while this glowing violet sphere orbits your head. You can only attune to one

Psionic Focus (Rare, Githyanki Only). While this glowing violet sphere orbits your head you regain your ability to cast either your *jump* or *misty step* spell from your Githyanki Psionics feature whenever you finish a short rest. If you have cast both spells, you choose which one you regain. In addition, your Githyanki Psionics feature grants you the ability to cast *enhance ability* on yourself (Bull's Strength only). You regain the use of this spell when you finish a long rest. You can only attune to one type of *psionic focus* stone at a time.

Psionic Focus (Rare, Githzerai Only). While this glowing violet sphere orbits your head you regain your ability to cast either your *shield* or *detect thoughts* spell from your Githzerai Psionics feature whenever you finish a short rest. If you have cast both spells, you choose which one you regain. In addition, your Githzerai Psionics feature grants you the ability to cast *enhance ability* on yourself (Owl's Wisdom only). You regain the use of this spell when you finish a long rest. You can only attune to one type of *psionic focus* stone at a time.

Seafoam (Common, Water Genasi Only). While this aquamarine ellipsoid circles your head, you can target a creature you can see within 30 feet. The target creature gains a swim speed of 30 feet for a number of rounds equal to your Constitution modifier (minimum 1). Once you use this ability, you must finish a short or long rest before you can do so again.

Sea-Smoothed Stone (Uncommon, Triton Only). While this polished blue stone circles your head, you can take the Dash action as a bonus action on each of your turns. The extra movement from this Dash action can only be used to swim.

Semuanya's Hunger (Uncommon, Lizardfolk Only). While this mottled green egg-shaped stone circles your head, you add double your proficiency bonus to Wisdom (Survival) checks to find food or water. In addition, a successful attack with your Hungering Jaws trait deals 1d8 + your Strength modifier and you gain temporary hit points equal to 2 x your Constitution modifier (minimum 2) in place of their normal values.

Wind Dukes' Current (Uncommon, Aarakocra Only). While this cloud-white stone circles your head, your walking speed becomes 30 feet unless it is already higher. In addition, you can wear medium armor with no penalty to your flying speed.

ROLEPLAYING AND MISCELLANEOUS

Attentiveness (Uncommon). You gain advantage on initiative rolls while this dark red rhomboid orbits your head.

Automaton (Very Rare). While this clockwork mechanical cube orbits your head, your body transforms into a machine. Your body is now made of wood and iron. You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You need neither food, nor drink, nor air, and you cannot catch a disease. You do not need to sleep, but you must spend four hours inactive and motionless, though still aware of your surroundings, to gain the benefits of a long rest.

Facility (Rare). While this plain gray cube orbits your head, you gain proficiency with all tools.

Mimicry (Very Rare). This Ioun stone is a dull gray sphere when not in use. As it orbits your head, however, it changes its form, slowly shifting from cube to triangle to sphere and back again. As it orbits your head, you gain the ability to cast the *alter self* spell at will. What's more, when you cast it, you can alter your vocal cords enough to sound like someone else, allowing you to mimic the sound of another voice you have heard speak for one minute or longer. A creature that hears your altered voice can tell it is an imitation with a successful DC 15 Wisdom (Insight) check.

Omnivorousness (Rare). While this pentagonal green pyramid orbits your head, you become able to consume virtually anything. You gain an immunity to ingested poisons and disease, allowing you to consume rotting or poisoned foods. You can even consume inorganic objects, as long as you can fit them into your mouth. Chewing and swallowing inorganic objects generally grants no nutritional benefit, but your body can now magically absorb the matter without incident. Your bite also becomes more powerful. You can bite foes as an unarmed strike. On a hit, you deal piercing damage equal 1d4 + your Strength modifier.

Performance (Rare). You gain proficiency in the Performance skill, or a +1 bonus to checks with that skill if already proficient, while this tiny sparkling diamond orbits your head.

Quenching (Uncommon). This clear orb seems to be full of azure liquid while it orbits your head. The stone contains 6 gallons of water; as an action, you can command the stone to produce any amount of water you specify from the stone's contents. The water can appear as a stream pouring from the stone or fill a waterskin or similar container you're holding. The stone replenishes 1d4+1 gallons per day.

Restfulness (Rare). You only need to rest for 4 hours to gain the benefits of a long rest instead of 8 while this onyx orb orbits your head.

Solace (Very Rare). While this white lozenge orbits your head, you and everything you carry are unharmed by temperatures as low as -50 degrees Fahrenheit or as high as 150 degrees Fahrenheit.

Vigilance (Rare). You don't need to sleep while this black droplet of obsidian orbits your head. You still must rest for 8 hours.

SPELLCASTING AND SPELL SLOTS

Capture (Very Rare). While this white spherical stone orbits your head, you can copy the magic of other spellcasters.

When a creature you can see and hear casts a spell, you can use your reaction to dispel the spell and store a copy of that spell in the stone. If the spell is of 5th level or lower, roll an Intelligence (Arcana) check equal to 10 + the spell's level + the caster's spellcasting modifier. On a success, the spell fails and the stone stores the spell, holding it until you use it. The stone can store up to 5 levels worth of spell copies at a time. If the stone can't hold the spell, the spell isn't copied and doesn't fail. The level of the slot used to cast the spell determines how much space it uses. When found, it contains 1d6 – 1 levels of stored spells chosen by the DM.

While wielding the stone, you can cast a spell stored in it. The spell uses the slot level of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Denial (Legendary). While this purple trefoil orbits your head you may cast *antimagic field* from it once per day. The aura of antimagic does not affect anything you are holding or carrying.

Perpetuation (Legendary). This translucent crystal pyramid can maintain concentration on a spell on your behalf as it orbits your head.

As an action, you may transfer a spell you are concentrating to the *loun stone*, freeing you up to cast another concentration spell. The *loun stone* perpetuates the spell effect as if by concentration for its duration or for 1 minute, whichever is shorter. If the original caster takes damage, they must make a Constitution saving throw or lose concentration on the spell perpetuated by the stone, as well as any other spell they might be concentrating on at the time. If the *loun stone* is destroyed or seized by another creature, any spell effect being sustained by the stone ends.

Sanguination (Uncommon). This red stone keeps a slightly amorphous state and has the consistency of coagulated blood.

When you deal damage with a spell, you may expend a number of hit dice up to half your level to increase the damage dealt to a single creature affected by that spell by an amount equal to the total rolled on the hit dice.

TRANSMUTATION EFFECTS

Conversion (Legendary). While this black decagon orbits your head, you may turn valuable gems or diamonds into magic. You may cast any spell from the wizard spell list without using any components as long as you consume 500 gp worth of gems per spell level.

Creation (Rare). While this white heptagon orbits your head, you can create nonmagical objects or trinkets that fit in your hand. These objects last for 1 hour before disappearing. Additionally, you can cast *mending* at will.

Presence (Very Rare). You are immune to the effects of the *slow* and *time stop* spells while this blue spindle orbits your head. Additionally, you always know what time it is.

Primal (Uncommon). While this blood red trapezoid orbits your head, your nails and teeth grow much larger and sharper. You gain natural weapons that deal 1d4 + your Strength modifier piercing or slashing damage.

Telekinesis (Legendary). While this orange dodecahedron orbits your head, you may cast the *telekinesis* spell at will.

