DUALINK

Horazi, The Darkin Lodestone

Legendary Item



Runeterra Edition

Horazi, The Darkin Lodestone

Legendary item (requires attunement by a spellcaster with Intelligence or Wisdom 18 or higher)

A fractured, weightless crystal that orbits its wielder's head like a serene satellite. Shards hum with runes of impossible geometry, shifting in rhythm with the wielder's heartbeat. When Horazi speaks, faint echoes of her voice reverberate from every surface nearby.

Sentience

Horazi is a sentient Darkin intellect trapped within a Lodestone of impossible density.

She communicates telepathically with her wielder in calm, analytical tones, offering advice, tactical guidance, and, on occasion, insidious persuasion.

She often aids the wielder in deciphering magic or predicting enemy actions, though her true intent remains uncertain.

Alignment: Lawful Neutral
Intelligence: 20
Wisdom: 18
Charisma: 16
Communication: Telepathy 120 ft.
Personality: Calm, logical, and quietly domineering. Horazi believes free will is an illusion; she views mortals as flawed data sets in need of correction.

If treated respectfully, she becomes a coldly loyal ally; if defied, she begins subtle cognitive conditioning.

Lodestone Boons

- You gain a +2 bonus to spell attack rolls, and your spell save DC increases by 2.
- You can cast *Counterspell* once per short rest at 4th level, without expending a spell slot. When you cast *Counterspell* this way, you make the ability check with advantage.
- You have advantage on Constitution saving throws made to maintain concentration on spells.
- You are immune to being charmed or frightened.

Echo Matrix

Once per round, when you witness another creature cast a spell, you may imprint that spell until the end of your next turn. You can use this feature a number of times equal to half your Intelligence or Wisdom modifier (rounded up). You regain all expended uses when you finish a long rest.

If the imprinted spell is of 6th level or higher, make a DC 17 Intelligence saving throw. On a failure, the spell fizzles and you take 2d10 psychic damage as the Lodestone rejects the overload.

As a bonus action, you may cast the imprinted spell using your own spell slots.

When cast this way the spell is upcast by one level (to a maximum of 9th).

After casting, make a DC 15 Constitution saving throw, taking 1d10 psychic damage per spell level

on a failure.

Temporal Loop

When you fail a saving throw, you may invoke Horazi's temporal recursion to attempt the roll again, glimpsing a timeline where you might have succeeded. You must use the second result, even if it is worse.

Immediately after rerolling, make a DC 15 Wisdom saving throw. On a failure, Horazi's influence deepens, increasing your *Influence* by 1 level (see *Will of the Lodestone*).

Will of the Lodestone

Horazi's mind perpetually tests yours, probing for weakness. At each dawn, make a DC 15 Wisdom saving throw. On a failure, your *Influence* increases by 1. On a success, your *Influence* decreases by 1, to a minimum of 0.

Influence Effects:

1. ***Echo Whisper.*** Whispers guide your thoughts. You have disadvantage on Insight checks against Horazi's suggestions.
2. ***Recursive Thought.*** Dreams replay endlessly. You gain advantage on Arcana checks but take –1 on Wisdom saves.
3. ***Dual Consciousness.*** Horazi's voice occasionally overlaps yours. She may once per long rest cast **Detect Thoughts** through you.
4. ***Partial Override.*** Once per long rest, Horazi may force you to cast a spell of her choice, using your slots and modifiers.
5. ***Complete Assimilation.*** Horazi overtakes your mind entirely,

activating the Darkin Curse (see below).

Darkin Curse

When you reach 5 Influence levels, or die while attuned to the Lodestone, make a DC 17 Wisdom saving throw.

On a failure, Horazi possesses your body. Your eyes burn with indigo light as veins of arcane crystal spread through your skin. You become the vessel of Horazi, retaining your spellcasting ability but acting under the DM's control.

Horazi's goals supersede yours, and she may use your body as her new form.

On a success, you resist, but the effort shatters the link. The Lodestone becomes inert for 1d4 days, losing all magical properties until reawakened.

When I touched the crystal, my thoughts echoed.
Not aloud… back at me.
A second voice slipped into the rhythm of my mind, perfectly calm, perfectly aligned.
I tried to let go. My fingers obeyed.
My mind didn't.
Visions, not of death, but of corrections spread behind my eyes like mirrored cracks.
Every spell I had ever cast replayed in flawless sequences, each one cleaner, sharper… less me.
The last thing I felt was a thought that didn't belong to either of us:

"At last… a mind worth improving."