DUALINK

Stone Mask

Magic Item



Jojo'S Bizarre Adventure Edition

Stone Mask

Wondrous item, legendary

This ancient stone mask bears a grotesque human face. When fresh blood touches its surface, concealed stone tendrils erupt from within, piercing precise points in the wearer's skull.

Blood Activation. If fresh blood touches the mask while a living humanoid is wearing it, the wearer takes 6d10 piercing damage. This damage ignores resistance and immunity and can't be reduced or prevented. If this damage reduces the wearer to 0 hit points, the wearer dies. A wearer who survives falls unconscious for 1 minute. At the end of that minute, the wearer awakens with the vampiric transformation described below, and the mask crumbles into dust. This transformation is permanent. Only a *wish* spell can end it. A creature can undergo this transformation only once and can't gain additional benefits from another Stone Mask.

Vampiric Transformation

You retain your race, class levels, and existing features, except as modified below. You gain only the traits described here, rather than the statistics or other abilities of a vampire.

Undead Nature. Your creature type becomes undead, replacing your previous creature type. You retain your racial traits and no longer need to breathe. You make death saving throws normally. Your undead nature grants no damage or

condition immunities beyond those expressly granted by this transformation.

Vampiric Physique. Your Strength and Constitution scores each increase by 2, to a maximum of 22.

Darkvision. You have darkvision out to a range of 120 feet. Within that range, you can see in dim light as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Supernatural Speed. Your walking speed increases by 10 feet.

Vampiric Resilience. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Vampiric Strength. Your unarmed strikes deal bludgeoning damage equal to 1d8 + your Strength modifier on a hit, instead of their normal damage. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you take the Attack action and make an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Blood Drain. Once on each of your turns, when you hit a creature that has blood with an unarmed strike, you can attempt to drain its blood. Constructs and undead are immune to this trait. The target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier.

On a failed save, it takes an additional 3d6 necrotic damage, and you regain hit points equal to the necrotic damage it takes. You can't regain hit points in this way while you are in sunlight. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. A use is expended whether the saving throw succeeds or fails.

Regeneration. As a bonus action, you activate your regeneration for 1 minute. At the start of each of your turns during that time, you regain 10 hit points, provided all the following conditions are met:

- You have at least 1 hit point.
- You aren't in sunlight.
- You have consumed the blood of a living humanoid within the past 24 hours.
- You haven't taken radiant damage or damage from holy water since the end of your previous turn.

An effect that prevents you from regaining hit points also prevents this regeneration. Failing to meet a condition suppresses the healing but doesn't end the activation or extend its duration.

Once you activate this trait, you can't activate it again until you finish a short or long rest.

Wall Crawling. You have a climbing speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Vampiric Weaknesses

You gain the following weaknesses.

Sunlight Hypersensitivity. You take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks. For this transformation, sunlight includes light created by a magical effect that explicitly describes its light as sunlight. Other bright light doesn't count as sunlight.

Hamon Vulnerability. You have vulnerability to radiant damage dealt by an ability expressly designated as a Hamon ability.

Living Blood. You must feed on the blood of a living humanoid at least once every 24 hours. Feeding requires 1 uninterrupted minute drinking fresh blood from that humanoid. Successfully dealing necrotic damage to a living humanoid with your Blood Drain also counts as feeding. After 24 hours without feeding, your Regeneration ceases to function until you feed again. After 48 hours without feeding, you gain one level of exhaustion. You gain another level of exhaustion for each additional 24 hours without feeding. Exhaustion gained from this trait can't be removed until you feed. When you feed, all levels of exhaustion gained from this trait are removed. Exhaustion gained from other sources is unaffected.

Undead Biology

While you are alive, you can reattach a severed limb by holding it

against its stump for 1 uninterrupted minute. The limb must be your own and substantially intact.

Reattaching a limb restores its use but doesn't restore hit points. This trait doesn't regrow missing body parts, allow you to survive decapitation, or prevent death from an otherwise fatal injury.

If you die, this transformation doesn't return you to life.