STONE OF HEALING

Wondrous item (not all that wondrous, if we’re honest), uncommon

A stone of healing appears to be an ordinary grey rock, around the size of a fist. If you make an unarmed strike on someone using it as a simple weapon, it does 1d8 bludgeoning damage, and then heals the struck party for 1d8 points, using one of its 3 charges to do so. The rock regains any expended charges daily at dawn.

“So... it might help? Or maybe you just whacked your hurt friend on the forehead with a rock?” – Erezel Martia, cleric of Izara

by Stuart Langridge