

descriptor at 2 caster levels higher. When you cast spells with the light or good descriptor, they are cast at 2 caster levels lower. Eclipses last only an hour or two.

## The School of Illumination and its Spells

The illuminator focuses on the study of combining star and shadow magic. An illuminator possesses the following abilities.

*Insight of the Stars (Su)*: The stars provide you glimpses of fate, granting you a +1 insight bonus to initiative. This bonus increases by 1 for every five wizard levels you possess to a maximum of +5 at 20th level.

*Orb of Light (Sp)*: As a standard action, you can unleash an orb of light targeting any foe within 30 ft. as a ranged touch attack. The orb of light deals 1d6 hp positive energy damage + half your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Bend Light (Sp)*: At 8th level, as a swift action, you can bend the light around your body, causing your opponents to suffer a 50% miss chance as if you had total concealment, for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions as a *displacement* spell.

In addition, the following spells belong to the illumination school; they are considered part of star and shadow magic.

### Cantrips

*dancing lights*, *douse*\*, *flare*, *guidance*, *haunted fey aspect*<sup>UC</sup>, *light*, *penumbra*<sup>UC</sup>, *shadow bite*\*, *shadow blindness*\*, *silhouette*\*

### 1st Level

*anticipate peril*, *bungle*<sup>UM</sup>, *compelling question*\*, *dancing lantern*, *darkvision*, *dazzling blade*, *flare burst*<sup>APG</sup>, *forced quiet*<sup>UM</sup>, *lighten object*, *lesser orb of light*\*, *pyrotechnics*, *shadow hands*\*, *shadow weapon*<sup>UM</sup>, *see alignment*<sup>UC</sup>, *silent image* (shadow illusions only), *stumble gap*<sup>APG</sup>, *snapdragon fireworks*<sup>UM</sup>, *unprepared combatant*<sup>UM</sup>, *vanish*<sup>APG</sup>

### 2nd Level

*continual flame*, *darkness*, *dust of twilight*<sup>APG</sup>, *light warding*\*, *mirror image*, *protective penumbra*<sup>UM</sup>, *scorching ray*, *shadow jump*\*, *see invisibility*, *slither*\*, *starbolt*\*, *staggering fall*, *symbol of mirroring*<sup>UM</sup>, *warding weapon*<sup>UC</sup>

### 3rd Level

*twilight knife*<sup>APG</sup>, *compelling fate*\*, *daylight*, *devouring shadow*\*, *ioun storm*\*, *mass dazzling blade*, *terror*\*, *twilight knife*<sup>APG</sup>, *unravel destiny*<sup>APG</sup>

### 4th Level

*black hand*\*, *elemental body I* (shadowfire elemental only), *flickering fate*\*, *greater darkvision*<sup>UM</sup>, *intensifying force*\*, *net of comets*\*, *orb of light*\*, *phantasmal*

## The Emerald Spire

The details of the shadowfire elemental can be found in the *Pathfinder Module: Emerald Spire*, which is the largest official *Pathfinder* RPG dungeon ever published.

*killer*, *rainbow pattern*, *shadow conjuration*, *shadow projection*<sup>APG</sup>, *shadow step*<sup>UM</sup>, *shadow walk*, *wandering star motes*<sup>APG</sup>

### 5th Level

*heavy burden*\*, *mass lighten object*, *nightmare*, *planar adaptation*<sup>APG</sup>, *shadow evocation*, *star burn*\*, *suffocation*<sup>APG</sup>, *walk through space*<sup>UC</sup>, *wall of force*

### 6th Level

*antimagic field*, *black well*\*, *disintegrate*, *elemental body II* (shadowfire elemental only), *hardening*, *mislead*, *prismatic fist*\*, *repulsion*, *solid darkness*\*, *starfall*\*, *symbol of sealing*<sup>UM</sup>, *transformation*, *true seeing*, *veil*

### 7th Level

*elemental body III* (shadowfire elemental only), *ethereal jaunt*, *forcecage*, *instant summons*, *phase door*, *limited wish*, *prismatic spray*, *project image*, *greater shadow conjuration*, *simulacrum*, *starry vision*\*

### 8th Level

*elemental body IV* (shadowfire elemental only), *maze*, *orb of the void*<sup>UM</sup>, *prediction of failure*<sup>UM</sup>, *prismatic wall*, *rift of ruin*, *scintillating pattern*, *greater shadow evocation*, *summon star*\*, *sunburst*

### 9th Level

*astral projection*, *etherealness*, *interplanetary teleport*<sup>UM</sup>, *prismatic sphere*, *shapechange*, *shades*, *star's heart*\*, *weird*, *wish*

## Ioun Stone Magic

No bigger than most casters' palms, *ioun stones* are strange, wondrous items that provide myriad benefits while orbiting their owners' heads. These crystalline stones are favored by countless brave adventurers for the many and varied protections they afford. Seduced by the faintly shimmering, eldritch lights lurking deep within, few spare any thought to how or where these precious items of otherworldly power are created. Even fewer contemplate the distant, remote, shining fields from which ioun stones hail, or care for the strange practices of the eccentric spellcasters who harvest and study them.

Despite their rarity, spellcasters obsessed with *ioun stones* exist, and they have built upon generations of their predecessors' work to create spells and spellbooks based on the stones' astounding magic. This section contains an overview of this magic as well as a host of newly discovered *ioun stones*, which these



scholars eagerly study in hopes of discovering even more strange magic.

## Spellbook: Nullity Tome

Written centuries ago by the obsessive stargazer Enlil of Unath, the pages of the Nullity Tome are beautifully illuminated with depictions of the night. Enlil was obsessed with something or someone he referred to as “The Wanderer,” and his writing speaks of its supposed malign, insidious influence upon the world. Enlil himself died when a star rock plummeted onto his mountain tower a half-century ago, but his life’s work—the *Nullity Tome*—survived. It’s rumored that several powerful archmages have studied it and copied it in the years following his fall.

### NULLITY TOME (LEVEL 9 EVOKER)

*This heavy tome is encased in thick, black leather covers and is impregnated with gemstone dust. The book bears no title, but in the light its covers glitter and scintillate invitingly in a riot of translucent color.*

**Protection** Average lock augmented with an arcane lock (DC 35)

**Opposition Schools** Illusion, necromancy

**Value** 1,405 gp (2,530 gp with the preparation ritual)

### SPELLS

5th—*splinter stone*\*, *suffocating void*\*

4th—*beguiling stars*\*, *breathlessness*\*, *spell stone*5\*

3rd—*ioun storm*\*, *scintillating lights*OP\*, *star fall*\*, *prismatic meteor*5\*

2nd—*black dust*\*

1st—*ioun strike*5\*

### PREPARATION RITUAL

**Void Chill (Su)** By chanting ancient, esoteric words of power you infuse your spells with the eternal chill of the void. Spend this boon as a free action when you cast a spell with an energy descriptor to modify the spell to deal cold damage.



## Ioun Stone Spells

The following spells can be found in Chapter 2: New Spells.

### Cleric/Oracle Ioun Spell

4th Level—*breathlessness*

### Druid/Shaman Ioun Spell

4th Level—*breathlessness*

### Magus Ioun Spells

1st Level—*ioun strike*

3rd Level—*scintillating lights*, *star fall*, *prismatic meteor*

5th Level—*splinter stone*

6th Level—*star swarm*

### Sorcerer/Wizard Ioun Spells

1st Level—*efficacious perception*, *ioun strike*

2nd Level—*black dust*

3rd Level—*ioun storm*, *scintillating lights*, *star fall*, *prismatic meteor*

4th Level—*beguiling stars*, *breathlessness*, *spell stone*

5th Level—*splinter stone*, *suffocating void*

6th Level—*star swarm*

8th Level—*insanity void*

9th Level—*wall of nothingness*

### Witch Ioun Spells

1st Level—*ioun strike*

3rd Level—*lodestone*, *star field*

5th Level—*suffocating void*

6th Level—*star swarm*

8th Level—*insanity void*

## 15 New Ioun Stones

Some centuries ago, an inventive human wizard named Darven Regance found inspiration in *ioun stones*. He took it upon himself to inject new life into this field, which he considered an over-priced and outmoded area of magical artifice. Wealthy from a long career in designing and building magic items for soldiers and aristocrats, he invested a great deal of time and money into the collection and creation of an array of all-new *ioun stones*.

Recently, explorers have uncovered rare and unusual *ioun stones* created by Regance. The discoveries have piqued the curiosity of researchers, magic item artificers, and adventurers. While Regance may simply have reverse-engineered the work of others and some *ioun stones* attributed to him may have been created by other people entirely, or harvested from the star-fields, his work brought them to wider attention. Some even claim that Regance still travels the world today in search of arcane knowledge, thanks to his greatest invention—an *ioun stone* that grants its user immortality.

**Description:** Like the 16 commonly known varieties of *ioun stones*, these tiny crystals orbit around the owner’s head and provide a plethora of magical benefits. Ioun stones come in a variety of colors and shapes, with each variety corresponding reliably to a different effect. Unless otherwise specified, *ioun stones* have AC 24, 10 hp, and hardness 5.

**Activation:** When a character first acquires a stone, she must hold it and then release it whereupon it takes up a circling orbit that is 1d3 ft. from her



head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

**Effect:** Each kind (color and shape) of *ioun stone* has a unique effect.

### Silver Ellipsoid *Ioun Stone*

This stone feels warm to the touch and brims with powerful and sacred life energy. It grants a +5 divine bonus to saving throws versus spells or spell-like effects of the necromancy school.

### Marble Sphere *Ioun Stone*

Rather than protect the person using it, this stone protects all *ioun stones* orbiting the character, including the marble sphere *ioun stone* itself. All affected *ioun stones* have double the normal hp and hardness, increasing to 20 hp and hardness 10, and are immune to shatter.

In addition, the stones are affected as if by *displacement*, giving all attempts to strike or grasp them a 50% miss chance. An illusory glamour also switches the color of each stone to a different one, preventing knowledgeable opponents from identifying them.

These defenses do not hinder the owner of the stones, who can snatch and identify each stone normally.

### Pale Yellow Prism *Ioun Stone*

This simple stone glows brightly, shedding light equal to a sunrod (30 ft. of bright illumination, 60 ft. of shadowy illumination). It ceases glowing when not in orbit around a character's head.

The magical light from this *ioun stone* counters or dispels any darkness spell of second level or lower.

### Brown Sphere *Ioun Stone*

The use of this stone prevents a party from becoming lost. Orbiting its owner, it flashes with a faint light whenever it points north relative to the owner. This flash of light imposes a -1 penalty to the owner's Stealth checks unless the stone is stowed.

### Golden Sphere *Ioun Stone*

This stone glitters and dazzles when set into motion. Anyone trying to look at the owner of this stone suffers a -6 penalty to Perception checks to recognize them (such as when disguised), read their lips, or see through an illusion centered on the character (but not to notice that they are there or to oppose a Stealth check).

### Tan Ellipsoid *Ioun Stone*

Primarily of use to spellcasters who engage in mage duels (see the *duel* spell on page 161), this stone affords a +4 enhancement bonus to Spellcraft checks made to identify a spell being cast, identify a spell effect in place, or determine an aura's school when using *detect magic*.

## The Iounmancer

Some wizards have learned to harness and control the wild powers held within *ioun stones*, and such mages use this otherworldly power to fuel their spectacular abilities.

For more details on the iounmancer wizard archetype, see Chapter 6: Archetypes.

### Black Spindle *Ioun Stone*

This stone appears as pure, dull black at all times, even in the presence of bright light. The user is granted darkvision to a distance of 60 ft. as well as low-light vision. They can see through non-magical fog, mist, and smoke without penalty to a distance of 60 ft. The user is also immune to being dazzled, such as by light sensitivity or the spell *flare*.

### Glowing Rose Prism *Ioun Stone*

An upgraded variant of the dusty rose prism *ioun stone*, this powerful item fills its owner's mind with the knowledge of thousands of battles past, giving him incredible foresight into every possible attack an opponent could make and how to avoid it. A glowing rose prism grants a +5 insight bonus to AC.

### Sky Blue Sphere *Ioun Stone*

A valuable protective item and a masterpiece of magical engineering, this item protects its wearer from elemental magic by absorbing it until the owner can take measures to protect herself.

When the user of this stone takes any amount of magical acid, cold, electricity, fire, or sonic damage, the stone absorbs up to 50 hp of that damage. The character takes this damage 1d4+1 rounds later, giving her time to take defensive measures: for example, she might cast *resist elements* or drink a

## The History of Ioun Stones

The concept of *ioun stones* predates the very earliest editions of the world's most popular roleplaying game. First appearing in the 1973 short story "Morreion" by Jack Vance, *ioun stones* are just one of the many influences Vance has had upon the game; they've appeared in every edition to one degree or another.

Beyond the 17 best-known and most often-encountered stone, scores of variants and lesser known stones have appeared in print over the years. Of course, with such a long and storied publishing history, the backstory and origin of the stones has subtly changed over the years; most versions, though, stay true to the burnt-out star-hulks of Vance's imagining.



potion of *cure serious wounds*. If this item is removed from orbit around the user's head while it still contains stored damage, the full amount of damage stored is immediately dealt to the *ioun stone* itself. If this damage destroys the stone, the excess damage discharges harmlessly.

Only damage from a magical source such as a spell or spell-like effect is prevented by this *ioun stone*. For example, it would protect against an *acid arrow* spell or the extra fire damage from a *flaming* weapon, but not damage from falling into lava or nonmagical acid.

#### **Lime Green Prism Ioun Stone**

The user of this stone feels comfortably warm at all times. First, she is permanently protected as by an

*endure elements* spell, protecting her from severe heat or cold environments. Secondly, the character gains fire resistance 5, and any equipment she carries and the clothes she wears are immune to catching on fire. Finally, the character gains cold resistance 5 and suffers no penalty to movement or skill checks for walking on ice.

#### **Pale Turquoise Prism Ioun Stone**

The user of this stone feels a great burden lifted from her shoulders. The weight she carries is halved for the purposes of encumbrance.

#### **Flawed Clear Spindle Ioun Stone**

Although this stone appears at first glance to be a clear spindle *ioun stone*, a DC 20 Perception or

**Table 1-7: New Ioun Stones**

COLOR	SHAPE	EFFECT	PRICE (GP)	CL	AURA	COST (GP)	REQUIREMENTS
Pale yellow	Prism	Glowing like a sunrod	250	12th	Strong evocation	125	<i>continual flame</i>
Flawed clear	Spindle	Cursed spindle	1,260	12th	Strong transmutation	730	<i>create food and water</i>
Brown	Sphere	Discerns the direction of north	2,000	12th	Strong divination	1,000	<i>know direction</i>
Tan	Ellipsoid	Identifies spells and magic	2,240	12th	Strong divination	1,120	<i>identify</i>
Pale turquoise	Prism	Doubles carrying capacity	5,000	12th	Strong transmutation	2,500	<i>bull's strength</i>
Marble	Sphere	Protects <i>ioun stones</i>	6,500	12th	Strong illusion	3,250	<i>minor illusion, displacement</i>
Golden	Sphere	Distracts viewers from your disguise	7,200	12th	Strong enchantment	3,600	<i>enthrall</i>
Silver	Ellipsoid	+5 to saves vs necromancy	10,000	12th	Strong enchantment, strong good	5,000	<i>death ward</i>
Ochre	Spindle	Grants all-around vision	17,200	15th	Strong divination	8,600	<i>greater scrying</i>
Slate blue	Prism	Grants bonus smite attempt, turn attempt or 2nd level spell	20,600	15th	Strong transmutation	10,300	<i>polymorph, holy smite</i>
Sky blue	Sphere	Delay elemental damage	27,000	12th	Strong abjuration	13,500	<i>resist elements</i>
Black	Spindle	Darkvision and see through mist	29,000	12th	Strong transmutation	14,500	<i>darkvision</i>
Lime green	Prism	Ignores the effects of heat and ice	30,000	12th	Strong abjuration	15,000	<i>endure elements</i>
Golden	Ellipsoid	Intelligent stone, provides extra attacks	32,000	12th	Strong transmutation	16,000	<i>haste</i>
Glowing rose	Prism	+5 insight bonus to AC	125,000	17th	Strong transmutation	62,500	<i>foresight</i>



Appraise check reveals that it contains tiny air bubbles. Not only does this stone fail to sustain its user without food or water as a normal clear spindle *ioun stone* would, but it also prevents its user from being nourished by any food or drink consumed.

The item is not cursed and can be removed normally. However, the stone has an unexpected magical corollary that gives the user a +3 resistance bonus to saves versus disease and ingested poison. Although users cannot be nourished by normal food and drink, they can still use spells or items that nourish them, such as a clear spindle *ioun stone*. Negating the stone's starvation and thirst in this way comes at a cost, though, as doing creates a magical resonance that has a 10% chance per day of destroying the flawed clear spindle *ioun stone*.

#### Slate Blue Prism *Ioun Stone*

Divine wisdom infuses this stone, which is finely inlaid in gold. The user of this stone has access to a daily reservoir of divine energy, which she can use to empower her existing class abilities. Once per day, the energy in this stone can be used to make an extra smite attempt (such as smite evil) or an extra turn undead attempt. Alternatively, it may be used to prepare an extra divine spell of 2nd level or lower.

#### Golden Rhomboid *Ioun Stone*

A rare example of an intelligent *ioun stone*, these *ioun stones* were originally embedded in the hilts of enchanted swords and many are still found in this form. Each stone has the following ability scores: Int 10, Wis 12, Cha 12. They are of neutral alignment, can see and hear to a range of 30 ft., and can communicate empathically with their owner. The stone has 10 ranks in Sense Motive (+11 modifier in all), which it uses to size up any creatures within 30 ft., communicating what it notices to its owner. While the stone cannot communicate specific details, it communicates a sense of "danger" if it gets a hunch that something is wrong or that an ally's behavior is affected by an enchantment. It also communicates a sense of pride when a hard-fought battle is won and a sense of joy if another gold ellipsoid *ioun stone* comes within 30 ft.

Having experienced decades of combat, the stones can mentally advise their owner to make a sudden attack when an opponent presents an opening.

Whenever the stone's user makes a full attack, she may make one extra attack at her highest base attack bonus. She may make up to five such attacks per day. This extra attack is not cumulative with the extra attack provided by haste or a speed weapon; the extra speed confuses the stone's instinctive perception of the flow of battle. The *ioun stone* is always steadfastly loyal to whomever owns it at the time.

#### Ochre Spindle *Ioun Stone*

This *ioun stone* spins swiftly when it orbits a character's head. Its user is granted all-around vision. He cannot

be flanked and enjoys a +4 competence bonus to Perception checks.

**Aura/Caster Level:** Varies (see Table 1-7).

**CONSTRUCTION:** VARIES (SEE CHART).

In addition, creating any *ioun stone* requires the Craft Wondrous Item feat and the creator must be at least 12th level.

**Variants:** As with the flawed clear spindle *ioun stone*, many of these 15 new stones or the original 16 *ioun stones* might be low-quality copies, decreasing the price dramatically and giving an opposite effect.

**Weight:** Negligible.

**Price:** Varies (see chart).

## Kobold Magic

As crafty as they are small and fierce, kobolds are renowned for a particularly scrappy brand of magic. Kobold spellcasters have access to an array of tricky and audacious spells that are largely unknown by other spellcasters. They might have a rather inauspicious reputation, but woe to any who underestimate these fierce magic users.

### Kobold Spellbooks

Copies of the following spellbooks have been retrieved from kobold warrens, blasted battlefields, and, oddly, the occasional dragon's horde. The scorch marks marring their pages and the uneven, manic writing in their margins identify them as clearly the creations of kobold spellcasters.

#### THE EMBERTOME OF ILLEMAK (LEVEL 7 ILLUSIONIST)

*This book is covered in a fine, brown-scaled hide, and has the face of the unfortunate skinned kobold across the front. The edging and lock are brass, and the dead kobold's face seems to smile.*

**Protection** *Fire trap* spell; if it is triggered, the book explodes into a 20-ft.-radius spread of ashes and burnt pages. The *fire trap* deals damage to all those within 5 ft., although the book is not harmed.

**Opposition Schools** Conjuraton, necromancy

**Value** 875 gp

