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Ioun Stones

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REPORT AD

Aura strong varied; **CL** 12th; **Slot** —; **Price** varies; **Weight** —

DESCRIPTION

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet 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

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benefits of the stone during that time.

Ioun stones have [AC 24](#), [10 hit points](#), and [hardness 5](#). The powers of each stone vary depending on its color and shape.

Note: Each stone is linked to more details for that particular type of stone and additional details regarding inferior and implanted ioun stones appears below the following table.

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Table: Ioun Stones and Properties

Color/Shape	Aura	Craft Requirements	Effect	Market Price
Agate Ellipsoid	strong divination	augury	Single use of the augury spell with 100% success rate	1,000 gp
cracked	—	—	Single use of the augury spell with 80% success rate	500 gp
flawed	—	—	Single use of the augury spell with 100% success rate, but lose any reroll abilities for 24 hours	800 gp
Amber Spindle	moderate abjuration	resistance	+1 resistance bonus on saves (stacks)	10,000 gp
cracked	—	—	+1 resistance bonus on one save (stacks)	3,400 gp
flawed	—	—	+1 resistance bonus on saves per stone (stacks)	6,000 gp
Amethyst Pyramid	strong abjuration	hide from undead	Constant hide from undead effect	8,000 gp
cracked	—	—	+2 competence bonus on Knowledge (religion) checks to identify undead and their special abilities	150 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
flawed	—	—	Constant hide from undead effect, but against undead you take a –1 penalty to AC and on saves	6,000 gp
Clear Spindle	strong varied	none	Sustains creature without food or water	4,000 gp
cracked	—	—	Sustains creature on half normal food	1,000 gp
flawed	—	—	Sustains creature without food, but it must consume twice the normal amount of water	2,000 gp
Crimson Sphere	moderate transmutation	fox's cunning	+2 enhancement bonus to Intelligence (stacks)	24,000 gp
cracked	—	—	In pairs, +2 enhancement bonus to Intelligence (stacks)	12,000 gp
flawed	—	—	+2 enhancement bonus to Intelligence (stacks/doesn't stack)	16,000 gp
Dark Blue Rhomboid	strong varied	none	Alertness (as the feat)	10,000 gp
cracked	—	—	+1 competence bonus on Perception and Sense Motive checks	400 gp
flawed	—	—	+2 competence bonus on Perception checks and a –1 penalty to initiative checks	300 gp
Dark Green Rhomboid	strong divination	detect poison	Immediately notice poison within 5 feet of you	8,000 gp
Deep Brown Sphere	strong divination	discern location	Always know exactly how many feet you are under or above sea level.	10,000 gp
Deep Red Sphere	strong varied	none	+2 enhancement bonus to Dexterity	8,000 gp
cracked	—	—	+1 competence bonus on one Dexterity -based skill	200 gp
flawed	—	—	+2 enhancement bonus to Dexterity , –2 penalty to Constitution	6,000 gp
Dull Gray Stone (any shape)	faint universal	none	None	25 gp
cracked	—	—	None	25 gp
flawed	—	—	None	25 gp
Dusty Rose Prism	strong varied	none	+1 insight bonus to AC	5,000 gp
cracked	—	—	+1 competence bonus on initiative checks	500 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
flawed	—	—	+1 insight bonus to AC, –2 penalty to Constitution	4,000 gp
Eastern Star	strong divination	tongues	User understands spoken and written languages as comprehend languages .	4,000 gp
Emerald Ellipsoid	moderate necromancy	false life	5 temporary hit points (stacks)	20,000 gp
cracked	—	—	1 temporary hit point (stacks)	2,000 gp
flawed	—	—	5 temporary hit points (stacks), 1 negative level (stacks)	10,000 gp
Gamboge Nodule	moderate transmutation	neutralize poison	Immunity to poison	54,000 gp
cracked	—	—	Immunity to one kind of poison	1,500 gp
flawed	—	—	Immunity to poison , –4 penalty against curses and diseases	40,000 gp
Gold Nodule	strong divination	tongues	Comprehend, speak, and write one language, chosen by creator	5,000 gp
cracked	—	—	+1 competence bonus on Linguistics checks	150 gp
flawed	—	—	Ability to comprehend and read, but not speak or write, a single language chosen by the creator	1,000 gp
Incandescent Blue Sphere	strong varied	none	+2 enhancement bonus to Wisdom	8,000 gp
cracked	—	—	+1 competence bonus on one Wisdom -based skill	200 gp
flawed	—	—	+2 enhancement bonus to Wisdom , –2 penalty on Perception checks	7,200 gp
Iridescent Spindle	strong varied	none	Sustains creature without air	18,000 gp
cracked	—	—	+4 competence bonus on Constitution checks to hold breath	500 gp
flawed	—	—	Sustains creature without air, but creature is always staggered	12,000 gp
Lavender and Green Ellipsoid	strong varied	none	Absorbs spells of 8th level or lower ¹	40,000 gp
cracked	—	—	Absorbs spells of 2nd level or lower ²	10,000 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
flawed	—	—	Absorbs spells of 6th level or lower, deals damage to user ³	36,000 gp
Magenta Prism	strong transmutation	bear's endurance , bull's strength , cat's grace , eagle's splendor , fox's cunning , owl's wisdom	+2 enhancement bonus on any one ability score, can be changed once daily	16,000 gp
cracked	—	—	+2 competence bonus on checks with any one skill you choose, can be changed once per day	800 gp
flawed	—	—	+2 enhancement bonus to any one ability score, can be changed only 4 times	12,000 gp
Mossy Disk	moderate transmutation	fox's cunning	+5 competence bonus on one Knowledge skill	2,500 gp
cracked	—	—	+1 competence bonus on one Knowledge skill	200 gp
flawed	—	—	+5 competence bonus on one Knowledge skill, –2 penalty to Constitution	1,600 gp
Mulberry Pentacle	moderate transmutation	eagle's splendor	+5 competence bonus on Bluff and Diplomacy checks	10,000 gp
cracked	—	—	+1 competence bonus on Bluff and Diplomacy checks	400 gp
flawed	—	—	+5 competence bonus on Bluff and Diplomacy checks, –2 penalty to Will saves	8,700 gp
Nacreous Gray Sphere	moderate abjuration	bear's endurance	Protects against aging	10,000 gp
cracked	—	—	Protects against one type of ability damage from aging	3,400 gp
flawed	—	—	Protects against the appearance of aging	1,000 gp
Onyx Rhomboid	moderate transmutation	bear's endurance	+2 enhancement bonus to Constitution (stacks)	24,000 gp
cracked	—	—	In pairs, +2 enhancement bonus to Constitution (stacks)	12,000 gp
flawed	—	—	+2 enhancement bonus to Constitution (stacks/doesn't stack)	16,000 gp
Opalescent White Pyramid	moderate transmutation	transformation or proficiency in the appropriate weapon	Proficiency with one weapon	10,000 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
cracked	—	—	Weapon familiarity with one weapon	1,500 gp
flawed	—	—	Proficiency with one weapon, –2 penalty to Dexterity	3,000 gp
Orange Prism	strong varied	none	+1 caster level	30,000 gp
cracked	—	—	Add one 0-level spell to user's spells known or prepared	1,000 gp
flawed	—	—	+1 caster level , –2 to primary casting ability score	25,000 gp
Pale Blue Rhomboid	strong varied	none	+2 enhancement bonus to Strength	8,000 gp
cracked	—	—	+1 competence bonus on one Strength -based skill	200 gp
flawed	—	—	+2 enhancement bonus to Strength , –2 penalty to Constitution	6,000 gp
Pale Green Prism	strong varied	none	+1 competence bonus on attack rolls , saves, skill checks, and ability checks	30,000 gp
cracked	—	—	+1 competence bonus on attack rolls or saving throws	4,000 gp
flawed	—	—	+1 morale bonus on attack rolls , saves, skill checks, and ability checks	28,000 gp
Pale Lavender Ellipsoid	strong varied	none	Absorbs spells of 4th level or lower ⁴	20,000 gp
cracked	—	—	Absorbs spells of 1st level or lower ⁵	2,500 gp
flawed	—	—	Absorbs spells of 3rd level or lower, deals user damage ⁶	18,000 gp
Pale Orange Rhomboid	strong necromancy	magic jar	Saves you from death once per day	200,000 gp
cracked	—	—	Can be used as a material component when casting a spell to return you to life, reduces cost by 20%	1,800 gp
flawed	—	—	Saves you from death one time, then burns out and turns dull grey	12,000 gp
Pale Ruby Trillian	moderate transmutation	cat's grace	+5 competence bonus on Stealth checks	5,000 gp
cracked	—	—	+1 competence bonus on Stealth checks	200 gp
flawed	—	—	+5 competence bonus on Stealth checks, –2 penalty to Dexterity	1,600 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
Pearly White Spindle	strong varied	none	Regenerate 1 point of damage per 10 minutes	20,000 gp
cracked	—	—	Regenerate 1 point of damage per hour	3,400 gp
flawed	—	—	Regenerate 4 points of damage per hour	18,000 gp
Pink and Green Sphere	strong varied	none	+2 enhancement bonus to Charisma	8,000 gp
cracked	—	—	+1 competence bonus on one Charisma -based skill	200 gp
flawed	—	—	+2 enhancement bonus to Charisma , -2 penalty to Constitution	6,000 gp
Pink Rhomboid	strong varied	none	+2 enhancement bonus to Constitution	8,000 gp
cracked	—	—	+4 competence bonus on one type of check affected by Endurance	1,400 gp
flawed	—	—	+2 enhancement bonus to Constitution , -2 penalty to Dexterity	6,000 gp
Scarlet and Blue Sphere	strong varied	none	+2 enhancement bonus to Intelligence ⁷	8,000 gp
cracked	—	—	+1 competence bonus on one Intelligence -based skill	200 gp
flawed	—	—	+2 enhancement bonus to Intelligence , -2 penalty to Constitution	6,000 gp
Scarlet and Green Cabochon	moderate transmutation	bull's strength , cat's grace	Endurance (as the feat)	10,000 gp
cracked	—	—	+4 competence bonus on one type of check affected by Endurance	1,400 gp
flawed	—	—	Endurance (as the feat), extra penalties for fatigue and exhaustion	8,000 gp
Silver Spindle	strong evocation	imbue with spell ability	Use one 1st-level spell as a spell-like ability three times per day	24,000 gp
cracked	—	—	Use one 0-level spell as a spell-like ability three times per day	12,000 gp
flawed	—	—	Use one 1st-level spell as a spell-like ability three times per day, but 1d3 Charisma damage per use	16,000 gp



Color/Shape	Aura	Craft Requirements	Effect	Market Price
Thorny	strong varies	12th level	Grants +2 competence bonus on checks for a specific combat maneuver (varies by color).	8,000 gp
cracked	—	—	+1 competence bonus instead of +2 on its corresponding type of combat maneuver check	3,200 gp
flawed	—	—	As the normal version, but wearer also suffers –2 penalty to CMD against the corresponding type of combat maneuver check	6,900 gp
Tourmaline Sphere	strong transmutation	bear's endurance	Treat your Constitution score as 2 higher for negative hit points needed to cause death	1,000 gp
cracked	—	—	+1 insight bonus on saves against death effects	800 gp
flawed	—	—	Treat your Con score as 2 higher for negative hit points needed to cause death, but -1 penalty to stabilize checks	600 gp
Turquoise Sphere	moderate transmutation	charm animal , longstrider	+5 competence bonus on Ride checks and Fleet (as the feat) for your mount	6,000 gp
cracked	—	—	+1 competence bonus on Ride checks	200 gp
flawed	—	—	+5 competence bonus on Ride checks	5,000 gp
Vermilion Rhomboid	moderate transmutation	bull's strength , cat's grace	+5 competence bonus on Acrobatics and Swim checks	10,000 gp
cracked	—	—	+1 competence bonus on Acrobatics and Swim checks	400 gp
flawed	—	—	+5 competence bonus on Acrobatics and Swim checks, –2 to Constitution	8,000 gp
Vibrant Purple Prism	strong varied	none	Stores three levels of spells, as a ring of spell storing (minor)	36,000 gp
cracked	—	—	Stores one spell level, as a ring of spell storing (minor)	2,000 gp
flawed	—	—	Stores three levels of spells, as a ring of spell storing (minor), casting time increased	36,000 gp
Western Star	strong illusion	disguise self	User can alter his appearance as disguise self . When disguised, user can render ioun stones in his possession invisible .	4,000 gp



¹ After absorbing 50 spell levels, the stone burns out and turns dull gray.

² After absorbing 10 spell levels, the stone burns out and turns dull gray.

³ After absorbing 50 spell levels, the stone burns out and turns dull gray.

⁴ After absorbing 20 spell levels, the stone burns out and turns dull gray.

⁵ After absorbing 5 spell levels, the stone burns out and turns dull gray.

⁶ After absorbing 20 spell levels, the stone burns out and turns dull gray.

⁷ This stone has one skill associated with it, as a *+2 headband of vast intelligence*.

CONSTRUCTION REQUIREMENTS

[Craft Wondrous Item](#); **Special** creator must be 12th level; **Cost** half the market price

Facts About Ioun Stones

Ioun stones only float when sent spinning around the head of an intelligent ([Int](#) 3+) creature; otherwise they are as inert as common stone. They have no effect on [animals](#), mindless [constructs](#), and other non-sentient creatures; comatose intelligent creatures and those with significant [Intelligence damage](#) or drain cannot use ioun stones. An *ioun stone* has no particular affinity for the living—intelligent [undead](#) and the rare intelligent [construct](#) can make full use of them.

Despite their ability to float, ioun stones cannot support more than their own weight. They cannot be used to anchor ropes or support creatures. An *ioun stone* must be able to orbit freely around a creature's head (or placed in a specialized matrix like a wayfinder) for its power to be active. Creatures without heads usually cannot use ioun stones. The orbit of an *ioun stone* reflects the thoughts and emotions of its owner; particularly intense emotions have been known to reverse a stone's orbit or even momentarily stop it in its path.

Ioun stones in orbit never collide with other stones or creatures by chance, and automatically change course to avoid any obstacles in their path. This in large part explains the difficulty of striking an *ioun stone* in battle. An *ioun stone* in orbit counts as an attended object, and benefits from any magical protections possessed by its owner.

Classification by Shape

The shape of an *ioun stone* can help classify it and thus its powers; the first step is recognizing what each of the shapes means. Cabochon and spherical stones are usually smooth and the others are usually faceted.

- **Cabochon:** A convex top with a flat bottom. Most are elliptical or tear-shaped.
- **Disk:** A flat circle, typically convex on both sides but sometimes in a lens-like shape.
- **Ellipsoid:** An elongated sphere, sometimes tapering at one end to a tear-like shape.
- **Nodule:** Asymmetrical but generally rounded.
- **Pentacle:** A type of disk, but with five sides rather than being round. The sides are usually straight rather than curved.
- **Prism:** A long stone where the top and bottom ends have the same number of sides (such as a hexagram). The width and angle of each side is usually the same as all other sides.
- **Pyramid:** A cone-like shape with a point at one end, a flat base, and long facets connecting the two. Typical pyramids have three or four-sided bases, but some have a dozen or more.



- **Rhomboid:** A type of prism with sides of unequal widths or angles, giving it a flattened cross section.
- **Sphere:** Essentially round in all dimensions.
- **Spindle:** A kind of prism with 10 or more sides, giving it a nearly round cross section.
- **Trillian:** A type of disk, but with three sides (either straight or curved outward) rather than being round.

Advanced Ioun Stones

Most ioun stones use the normal pricing rules for magic items; the major difference is that they all use the x2 modifier for not using a magic item space on the body. For example, figuring out the price of upgrading a deep red sphere *ioun stone* from a +2 [enhancement bonus](#) to a +4 [enhancement bonus](#) is just a matter of using the formula (bonus squared × 1,000 gp × 2), which gives a final price of 32,000 gp; the difference between that and the standard item cost of 8,000 gp is 24,000 gp, so a qualified character with the [Craft Wondrous Item](#) feat can upgrade the stone by spending half that amount (12,000 gp) in materials.

Implanted Ioun Stones

Not all the secrets of the ioun stones lie with the Ancients. While the First Humans mastered the intrinsic powers of the stones, uncovering new attributes and binding them to devices, the Second Empire explored the interaction of ioun stones and the mind and body, and in time devised a means of implanting an *ioun stone* within the flesh. This process, originally believed to be irreversible, protected the *ioun stone* from harm and theft while still providing its full powers to the owner.

Binding a stone to a single owner is a lengthy process. To begin the ritual, the owner meditates with but a single stone in orbit around him. The body must be cleansed by fasting for a period of at least 3 days. If the fast is broken or interrupted, the process must begin anew. At the end of the fast, the owner makes a [DC 20 Charisma](#) check; taking 10 is not permitted on this check. Success indicates the stone has bonded with the owner, and may be implanted. Extending the fasting increases the chance of bonding with the stone, but the character may suffer the effects of starvation and thirst if he persists after several failures; the character gains a +1 [circumstance bonus](#) to the [Charisma](#) check for each full day past the third spent in fasting, to a maximum of +5. Failing the check means the owner must start over.

Once the owner establishes this bond with the stone, he can have it implanted in his body, which takes 1 hour. This requires a [DC 25 Heal](#) check (with a –5 penalty if the owner is the one performing the surgery) and a [DC 25 Knowledge](#) (arcana) check to succeed. Failure inflicts 1d6 points of [Constitution damage](#) and means the implantation process must start again. Success binds the stone on the surface of the owner's skin in a location of his choice (usually the head, arm, or hand), where it becomes one with the owner's flesh, deals him 1d2 points of [Constitution damage](#) (which he can heal naturally or with magic), and gives him the full benefits of the *ioun stone*. Once implanted, an *ioun stone* may not be [sundered](#) or targeted by effects and cannot be removed without the owner's consent while he is alive (barring complete removal of the implanted body part).



Rumors exist of stranger, darker magics that allow spellcasters to channel spells through their implanted stones, or that cause the stones to shatter if the owner is killed, but those with any actual knowledge of these procedures are dead, hidden, or not talking.

Inferior Ioun Stones

There are very few reports of ioun stones that have negative side effects; even those created by incompetent item-crafters merely create inferior specimens—still valuable to poor adventurers who cannot afford the normal variety. They fall into one of the following categories.

Cracked: These stones bear an obvious crack, whether as a result of the crafting process, because the raw stone was already cracked, or because the stone has been damaged (for example, if it gains the broken quality). A cracked stone's power is usually the same as an undamaged stone, but weaker.

Flawed: These stones have a flaw other than a crack, such as irregular faceting or impurities in the crystal. A flawed stone's power is usually similar to and weaker than a normal *ioun stone*, but sometimes it has side effects or slightly different effects than its normal counterpart.

Scorched: These stones are depleted somehow, but not so much as to render them completely burned out and powerless; some achieve this state from damaging exposure to extreme heat or electricity. A scorched stone's power functions erratically (typically a 50% chance per day for constant-effect items, or 50% chance per use for use-activated items) but is essentially the same as an intact stone of the same type. For example, a scorched pearly white spindle *ioun stone* might give the wearer a 50% chance per 10 minutes to regenerate 1 hit point.

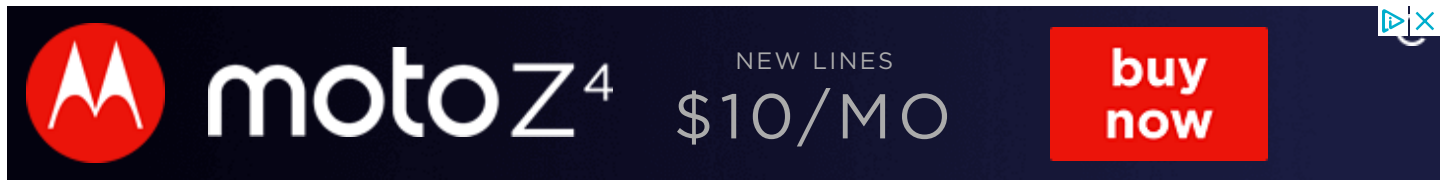
Cursed Stones: When a magic item creation skill check to create an *ioun stone* fails by 5 or more but less than 15, there is a 50% chance the result is a **cracked** stone and a 50% chance the result is a **flawed** stone. If the check fails by 15 or more, the stone is actually **cursed**; roll on Table: Common Item Curses to determine the effects of the stone's curse.

Resonant Powers: When an *ioun stone* is set within the special indentation in a wayfinder, a secondary resonant power sometimes manifests to augment the *ioun stone*'s powers, though this suppresses the wayfinder's normal magical abilities. This minor function is in addition to the stone's normal abilities, which continue to affect the wayfinder's bearer as though the stone were orbiting her head. Two resonating *wayfinders* wielded by the same character suppress one another's abilities, but both return to normal when one wayfinder is set aside. 75% of *ioun stones* grant resonant powers when placed in a wayfinder. 25% of **cracked** or **flawed** *ioun stones* have resonant powers (see Wayfinders and *Ioun Stones*) compared to the 75% chance for typical *ioun stones*; only 10% of scorched *ioun stones* have resonant powers.

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