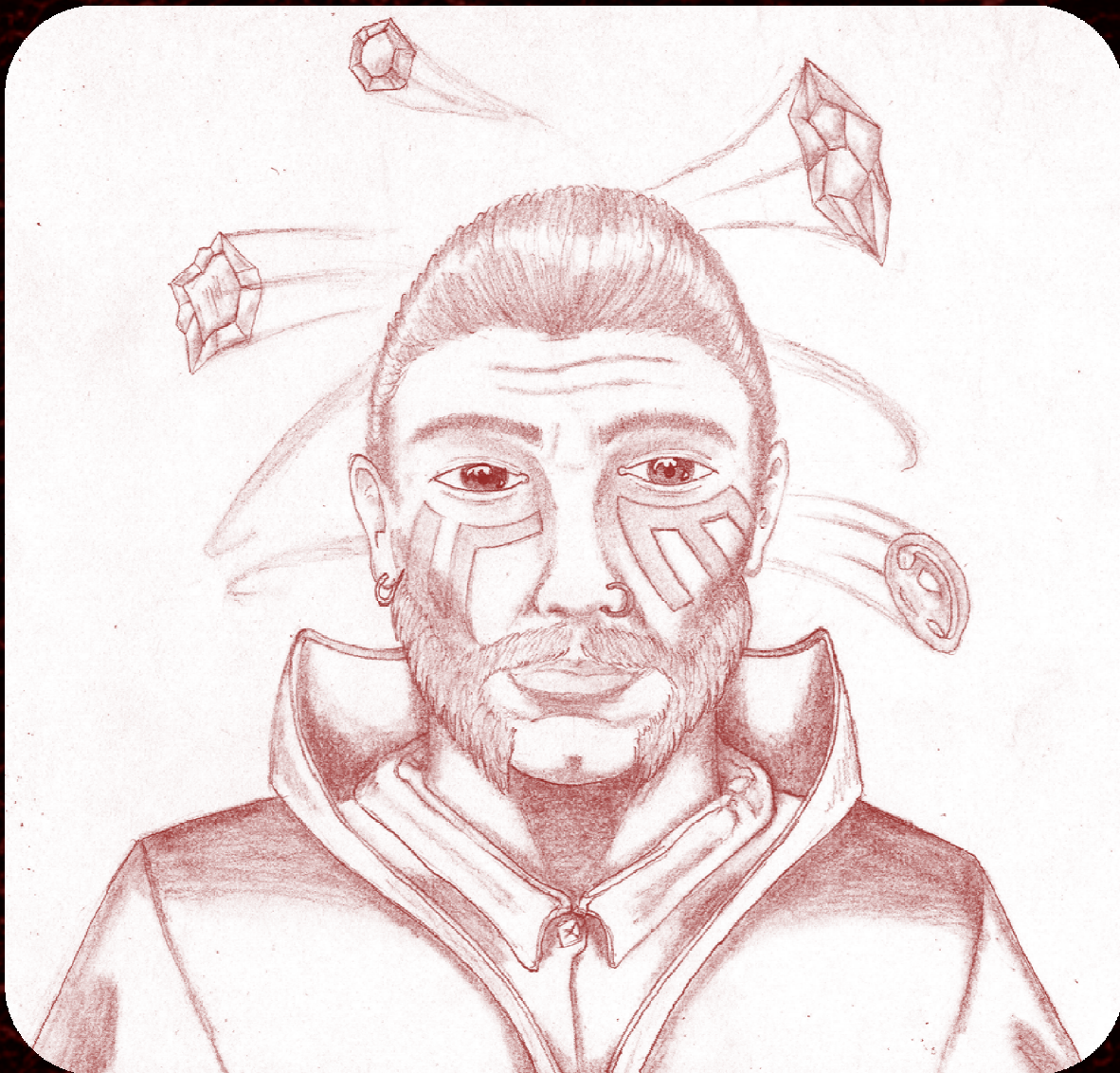


Rite Publishing Presents

#30 Toun Stones



By Robert N. Emerson



Rite Publishing Presents:

#30 Ioun Stones

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Dedication:

To ***Kith and Kin*** — you know who you are, you know why you are thanked, and I am a fortunate one for having each and every one of you in my life.

Also, to ***Steven D. Russell*** — while you're most definitely the former, you're as forgiving as the later and that is a much appreciated thing. Thanks for letting me play around in your sandbox.

"...from the hearts of obliterated stars"
— ***Jack Vance***

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Nature of Ioun Stones

The sources from which ioun stones spring are varied as those of power itself, and somewhere between the penumbra of history and myth there is the briefest glimpse of shadowy truth. There are those that would have you believe that all ioun stones are the product of magical craftworks throughout the ages, yet even the most prodigious of creators would barely be capable of accounting for the barest fractional portion of the number of remarkable pebbles within the known realm, let alone the possible numbers in the lesser known and unknown. Yet those who call the Evocative City home know that a modest portion of these magical geometrical shapes come into the world through natural formations that are touched by planar influences.

The crafting of ioun stones, whether as a study of a magical practitioner's skill or an outlier of their greed, is abundant in Questhaven. Yet this is not just because of the city's catering to the whims of adventure and exploration, it is also because of its proximity to several natural sources of ioun stones and the materials used in the construction of sentient-made ioun stones.

Burnt Umber Ellipsoid Ioun Stone

Aura strong transmutation; **CL** 12th
Slot —; **Price** 135,000 gp; **Weight** —
Description

Ioun stones that are of a burnt umber color, in the form of an ellipsoid, grant its owners the ability to sense tremors in the ground around them. This tremorsense extends in a 60' radius around them, allowing them to pinpoint the location of anything that is in contact with the ground. If the wearer was within the water, this effect would increase to 120' and apply to anything in contact with the water.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 67,500 gp

Clear Sphere Ioun Stone

Aura strong divination; **CL** 12th
Slot —; **Price** 147,500 gp; **Weight** —
Description

This clear, spherical ioun stone grants uncanny perceptions to its owner when it is in orbit around their person. First, it grants a +5 competence bonus to perception checks. Secondly, it gains a 20% chance to notice ethereal or invisible creatures or objects within its sight. Finally, it reduces the owner's miss chances due to concealment by half (e.g. *blur* would grant 10% miss chance instead of 20%).

Construction

Requirements Craft Wondrous Item, *hunter's eye*, creator must be 12th level; **Cost** 73,750 gp

Clear (with black core) Sphere

Ioun Stone

Aura strong transmutation; **CL** 12th
Slot —; **Price** 65,400 gp; **Weight** —



Description

When cast adrift around its owner's head, this ioun stone empowers the wearer with 120' of darkvision.

Construction

Requirements Craft Wondrous Item, *greater darkvision*, creator must be 12th level; **Cost** 32,700 gp

Clear (with red speckles) Ellipsoid

Ioun Stone

Aura strong transmutation; **CL** 12th
Slot —; **Price** 60,000 gp; **Weight** —

Description

When in orbit of its owner, this ioun stone allows the wearer to attempt (3 times per day, as an immediate action) to dodge an attack. This attempt uses an Acrobatics check against a DC that is equal to the attack roll made against them.

Construction

Requirements Craft Wondrous Item, *touch of gracelessness*, creator must be 12th level; **Cost** 32,250 gp

Clear (with silver flecks) Ellipsoid

Ioun Stone

Aura strong transmutation; **CL** 12th
Slot —; **Price** 7,500 gp; **Weight** —

Description

When this ioun stone is in orbit around an owner who is capable of performing revelations it grants an extra revelation to them. As per the feat, Extra Revelation, the extra revelation gained in this manner can occur multiple times, be it from feat or ioun stone.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 3,725 gp

Cloudy Gray Spindle Ioun Stone

Aura strong; **CL** 12th
Slot —; **Price** 45,000 gp; **Weight** —
Description

Up to three times per day, this ioun stone can be willed by its owner to increase the speed of its orbit to cyclonic

levels, thereby creating a whirlwind about themselves. It lasts for three rounds, with its height starting at 10' and increasing by 10' a round until it reaches a height of 30'. Those who touch this whirlwind must succeed at a Reflex save (DC 15) or suffer 1d6+6 points of damage. Also, they must succeed at a second Reflex save (same DC) or be picked up by the whirlwind. Those held aloft by the whirlwind suffer 1d6+6 pounds of damage each round until the whirlwind either ceases or leave it if they are capable of flight or pulled from the whirlwind by another. Except as noted, this is the same as the whirlwind supernatural ability.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 22,500 gp

Cloudy Onyx Prism Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 5,000 gp; **Weight** —

Description

This ioun stone grants its owner a +1 insight bonus to their Combat Maneuver Bonus while it is orbiting them.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Dark Gray Exterior/Shiny Silver Interior Prism Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 7,500 gp; **Weight** —

Description

When adrift around the head of its owner, this ioun stone grants a +2 insight bonus to Acrobatics checks to avoid attacks of opportunity.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 3,250 gp

Dark Red Rhomboid Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 7,500 gp; **Weight** —

Description

If orbiting an owner who is capable of hexes, this ioun stones grants them an additional hex. As with the Extra Hex feat, this method of adding a hex can be taken multiple times, be it with an ioun stone or a feat.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 3,250 gp

Dusky Red Rhomboid Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 12,000 gp; **Weight** —

Description

If orbiting an owner who is capable of hexes, this ioun stone grants a +1 bonus to the DC of all of their hexes. This bonus is granted as if the owner possessed the Potent Hex feat, with which it does not stack.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 6,500 gp

“Eye ball” Ellipsoid Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 25,000 gp; **Weight** —

Description

Seemingly a watchful eye, this ioun stones grants its owner they ability to enhance them and their allies ability to react to surprise, as the ioun stone has granted them the Cavalier's Tactician (Ex) ability (as a cavalier half their current level, minimum 1st level) and the Lookout feat.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 13,750 gp

Flat Black Sphere Ioun Stone

Aura strong abjuration; **CL** 13th

Slot —; **Price** 137,500 gp; **Weight** —

Description

When this ioun stone is orbiting its owner, and that owner is the target of a spell effect, directly or indirectly, that spell fails and explodes in the face of its caster. This explosive backlash inflicts 1d6 points of damage, per level of the spell, on the caster with a maximum possible damage of 9d6. Each time that this is done the ioun stone loses a charge, once these charges are exhausted the ioun stone burns out, turns dull gray, and becomes forever useless. If previously unused, this ioun stone would possess 50 charges.

The owner may command the ioun stone to allow beneficial spells through, but this requires a brief ritual where the benevolent caster is “introduced” to the ioun stone by its owner. The ritual lasts only a minute and requires that both the owner and the caster are touching the ioun stone. This ritual only needs to be done once, and the owner of the stone can remove the caster's permission at-will.

Construction

Requirements Craft Wondrous Item, *caster's feedback*, creator must be 13th level; **Cost** 68,750 gp

Golden Sphere Ioun Stone

Aura strong evocation; **CL** 13th

Slot —; **Price** 220,500 gp; **Weight** —

Description

If not previous used, this ioun stone comes with 50 charges. By exhausting a charge, if the ioun stone is orbiting the owner, an immediate action may be taken against a target that has just attacked the owner. This immediate action is in the form of a ranged touch attack that deals 6d6 points of force damage. Once all charges are exhausted, the ioun stone burns out, turns dull gray, and becomes forever useless.

Construction

Requirements Craft Wondrous Item, *immediate force*, creator must be 13th level; **Cost** 112,200 gp

Green Opaque (with gold flecks) Rhomboid Ioun Stone

Aura strong divination; **CL** 12th
Slot —; **Price** 50,000 gp; **Weight** —
Description

This ioun stone allows its owner the ability to keep track of up to five targets a day, duration 12 hours, as if they cast the spell *status* upon them. This allows the owner to be aware of relative positions and general conditions of these targets. The target must be willing, else a Will save negates (DC 15).

Construction

Requirements Craft Wondrous Item, *status*, creator must be 12th level; **Cost** 25,000 gp

Incandescent Silver Sphere Ioun Stone

Aura strong evocation; **CL** 12th
Slot —; **Price** 90,000 gp; **Weight** —
Description

When its owner makes a successful attack, this ioun stone allows them, up to three times per day, empower that attack with an additional 2d8 points of force damage. When attacks are modified in this manner the blow causes a brief flash of light at the point of impact.

Construction

Requirements Craft Wondrous Item, *wrathful mantle*, creator must be 12th level; **Cost** 45,000 gp

Milky White Spindle Ioun Stone

Aura strong; **CL** 12th
Slot —; **Price** 10,000 gp; **Weight** —
Description

This ioun stone grants its owner the Fast Healer feat, even if they do not meet the prerequisites for it. Whenever the owner of the ioun stone regains hit points, be it through mundane or magical means, they recover additional hit points that are equal to their Constitution bonus, minimum +1.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 4,700 gp

Obsidian Ellipsoid Ioun Stone

Aura strong necromancy; **CL** 12th
Slot —; **Price** 65,000 gp; **Weight** —
Description

Once per day, as an immediate action, this ioun stone allows its owner to make a ranged touch attack on all adjacent targets. This is a single attack roll, for each target that is successfully hit the attack deals 6d6 points of damage and the ioun stone grants an equal amount of temporary hit points to the owner it is orbiting.

Construction

Requirements Craft Wondrous Item, *vampiric touch*, creator must be 12th level; **Cost** 32,500 gp

Pearly Blue Rhomboid Ioun Stone

Aura strong varied; **CL** 12th
Slot —; **Price** 50,000 gp; **Weight** —

Description

When this ioun stone is commanded by its owner, it causes a low-crested wave of water to form beneath them and granting uncanny movement. When traveling upon the wave, on level ground, the owner's speed increases by 10', however if they are going downhill it increased by 20's while uphill movement gains no bonus. When in water, the ioun stone grants a swimming speed of 20' or, if the owner already has a swimming speed, it increases it by 20'. The owner may call upon the ioun stone to do this five times a day, for up to ten minutes each time.

Construction

Requirements Craft Wondrous Item, *slipstream*, creator must be 12th level; **Cost** 25,000 gp

Pearly Silver Spindle Ioun Stone

Aura strong conjuration; **CL** 12th
Slot —; **Price** 48,000 gp; **Weight** —
Description

When orbiting its owner, this silvery spindled ioun stone grants the ability to turn a single ranged attack into three, up to three times per day, as an immediate action. Each of these new ranged attacks use the attack roll of the original attack and they can either be directed at a single target that is within range, or three separate targets with the same attack roll result applied against their separate ACs.

Construction

Requirements Craft Wondrous Item, *arrow eruption*, creator must be 12th level; **Cost** 21,000 gp

Pearly Smoke Ellipsoid Ioun Stone

Aura strong divination; **CL** 17th
Slot —; **Price** 42,424 gp; **Weight** —
Description

Once per day, as an immediate action, this ioun stone allows its owner to attempt a single knowledge check, from any knowledge skill, as if they were trained in this skill. Additionally, this check gains a +20 insight bonus when the attempt is made.

Construction

Requirements Craft Wondrous Item, *signify*, creator must be 17th level; **Cost** 21,212 gp

Powder Blue Sphere Ioun Stone

Aura strong enchantment and transmutation; **CL** 12th
Slot —; **Price** 10,000 gp; **Weight** —
Description

Infused with the willing spirit of a dying animal, this ioun stone forms a unique bond with its owner and those, within 1,000', who are designated by its owner. Acting as a relay messenger, this ioun stone moves from owner to designated party and imparts a spoken message of up to 140 words. Once completed, this ioun stone may be sent to the next party with the message, a new message, or back to the owner with a reply. Any new message or reply removes the old message from the ioun stone. This ioun stone does not fly between targets, but instead appears in orbit of them.

Slate Ioun Prism Stone

Aura strong divination; **CL** 13th

Slot —; **Price** 15,000 gp; **Weight** —

Description

When this ioun stone is in orbit of its owner, it grants them a +2 insight bonus on knowledge (dungeoneering) checks. Also, it grants them access to knowledge (dungeoneering) as if it were a trained class skill in their class skill list. They may put ranks in it, purchasing them as a class skill.

Construction

Requirements Craft Wondrous Item, *monstrous lore*, creator must be 13th level; **Cost** 6,500 gp

Swirled Onyx Prism Ioun Stone

Aura strong; **CL** 12th

Slot —; **Price** 5,000 gp; **Weight** —

Description

This ioun stone grants its owner a +1 insight bonus to their Combat Maneuver Defense while it is orbiting them.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Translucent Ellipsoid Ioun Stone

Aura strong transmutation; **CL** 13th

Slot —; **Price** varies; **Weight** —

Description

Twice per day, this ioun stone allows its owner to assume an amorphous liquid form for up to 10 minutes at a time, thus gaining the incorporeal condition. This ability functions like the spell *liquefy*, except that electricity-based attacks also do full damage.

Construction

Requirements Craft Wondrous Item, *liquefy*, creator must be 13th level; **Cost** 70,800 gp

The Master's Finch

Aura strong varied; **CL** 20th

Slot —; **Weight** —

Description

While this spherical powder blue ioun stone functions like others of its kind, it is actually a unique stone known as The Master's Finch. This ioun stone has a personality similar to a trained finch that is a loyal and caring companion to its owner. It possesses all of the functionality of the aforementioned type of ioun stone, however it has additional functions that manifest themselves as the owner of the Master's Finch reaches the levels indicated below.

At 3rd level, the ioun stone gains the ability to be teleported to areas outside the line of sight, as per the

spell *teleport object*. It is still restricted to teleporting between its owner and those designated by its owner. The range of this ability is up to 2,000 miles from the owner. Also, its ability to relay information is increased to three separate messages, each up to 140 spoken words, and/or brief moving images. This teleportation is only capable of teleporting the ioun stone itself, and nothing or no one else.

At 6th level, the ioun stone gains the ability to project an illusion similar to those crafted a *minor image* spell. This projection can also be done from orbit around its owner. For purposes of effect, range, and save the caster level of this spell is 20th.

At 9th level, the ioun stones ability to project an illusion becomes the equivalent of those crafted by *major image*. At 12th level, the ioun stone is no longer restricted to people that have been designated by its owner, and can now be teleported to an area within 2,000 miles of its owner, and to people and places that the owner knows or have been, respectively.

At 15th level, the ioun stone gains the ability to teleport itself, its owner, and up to give additional willing creatures or objects, per the *teleport* spell. These creatures or objects must be touching the owner of the ioun stone, whom the ioun stone is currently in orbit of.

Lore

DC 5: This is The Master's Finch crafted for a druid who could not part with his animal companion, a blue-gray finch named Taes. It is a messenger ioun stone, similar to others of its color and shape, except that it has the spirit of the finch named Taes.

DC 10: The Master's Finch possesses the intelligence of a trained bird and is a pleasant companion to have, not to mention useful. It is said that not only can this ioun stone relay messages, but it can cast illusions of various complexity if its owner is of stout capability and bearing.

DC 15: It is spoken that The Master's Finch can teleport to places and people that its owner knows, and not just to members of their party, relaying messages or images as needed.

DC 20: Purportedly, The Master's Finch also has the potential to teleport not only itself, but its owner and a small number of allies, as well.

DC 25: While The Master's Finch has many abilities, it is told that each new ability came under the ownership of other than its original master. With each new master, in time, The Master's Finch may gain new powers, either in addition to others, or in place of them.

Destruction

If an unfathomable secret is spoken into the master's finch by a sphinx it will turn dull grey, and become forever useless.

Table: Ioun Stones

Color	Shape	Effect	Market Price
Cloudy onyx	Prism	+1 insight bonus to CMB	5,000 gp
Swirled onyx	Prism	+1 insight bonus to CMD	5,000 gp
Clear with silver flecks	Ellipsoid	Extra Revelation (as the feat)	7,500 gp
Dark Gray Exterior/Shiny Silver Interior	Prism	+2 insight bonus to Acrobatic checks to avoid AoO	7,500 gp
Dark red	Rhomboid	Extra Hex (as the feat)	7,500 gp
Milky white	Spindle	Faster Healer (as the feat, as if prerequisites met)	10,000 gp
Powder Blue	Sphere	Teleporting message relay item	10,000 gp
Dusky red	Rhomboid	Potent Hex (as the feat; +1 to Hex DCs)	12,000 gp
Slate	Prism	+2 insight bonus to knowledge (dungeoneering), grants owner access to the skill.	15,000 gp
Silver	Rhomboid	Grants 20% miss chance against attacks against owner	18,000 gp
“Eye ball”	Ellipsoid	Cavalier Tactician ability and Lookout feat	25,000 gp
Sickly Ochre	Ellipsoid	5/day, owner may release a 10' radius burst (centered on them) of acid that deals 2d6 points of acid damage (Ref save for half, DC 18). Owner also gains acid resistance 5 when stone is in orbit.	35,000 gp
Shadowy onyx	Prism	2/day, for 1 hour, owner gains effects of <i>shadow projection</i>	39,000 gp
Pearly smoke	Ellipsoid	1/day, knowledge skill attempt with +20 insight bonus	42,424 gp
Cloudy Gray	Spindle	whirlwind (3/day, for 3 rounds, 10–30 ft. high, 1d6+6 damage, DC 15)	45,000 gp
Pearly silver	Spindle	3/day; turns single ranged attack into three, as if <i>arrow eruption</i> was cast	48,000 gp
Green Opaque with gold flecks	Rhomboid	Usage of <i>status</i> on up to five allies per day	50,000 gp
Pearly blue	Rhomboid	5/day, up to 10 minutes, the owner is under the effects of <i>slipstream</i>	50,000 gp
Clear with red speckles	Ellipsoid	3/day, at-will, owner may to dodge attack with an Acrobatics check. DC is attack roll result.	60,000 gp
Obsidian	Ellipsoid	1/day, as an immediate action, vampiric attack on adjacent targets	65,000 gp
Clear with black core	Sphere	Grants 120' darkvision to owner	65,400
Silver with gold flecks	Spindle	20 chares, line of sight teleport, that may do burst attack	80,000 gp
Incandescent silver	Sphere	3/day, owner can choose to add 2d8 points of force damage to a successful attack	90,000 gp
Puce	Rhomboid	Daily ranged touch attack on attacking foe	122,000 gp
Burnt Umber	Ellipsoid	Tremorsense, 60 ft.	135,000 gp
Flat black	Sphere	As if owner was under the effect of <i>caster's feedback</i> . 50 charges, once used up the stone turns gray and inert.	137,500 gp
Clear	Sphere	+5 competence bonus to perception, 20% chance to notice ethereal or invisible targets, reduce concealment miss chance by half	147,500 gp
Translucent	Ellipsoid	Grants liquid-based incorporeal form twice per day	150,000 gp
Golden	Sphere	Owner may, as an immediate action, make a ranged touch attack to deal 6d6 of force damage to target who has just attacked them.	220,500 gp
The Master's Finch	Sphere	See description	Legacy item

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