



# A BAKER'S DOZEN OF IOUN STONES

**PATHFINDER**  
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# A BAKER'S DOZEN OF IOUN STONES

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Ioun stones are small, gem-like wondrous items that float in the air and remain within 3 feet of their owner, usually circling their head in an orbit 1d3 feet away. When first found, ioun stones must be grasped and released in order for them to start circling. These small stones have a wide range of, often very useful, powers, although they are also rather vulnerable to attack and theft. This supplement provides a baker's dozen (thirteen) new ioun stones for players to find. There are also details for cracked and flawed variants of each ioun stone.

Cracked ioun stones have an obvious crack in them, which could be caused by the crafting process, an existing crack in the stone used or because the ioun stone has become damaged, such as if it gains the broken quality. Cracked stones usually have an effect that's a weaker version of that of an undamaged stone.

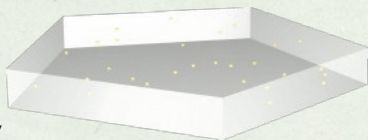
Flawed stones have flaws other than a crack, perhaps from impurities in the crystal or irregular faceting. The powers are usually similar but weaker versions of those of a normal stone, but may have slightly different effects or side effects.

## BRIGHT SILVER WITH GOLD FLECKS PENTACLE IOUN STONE

**Aura** strong illusion; **CL** 12  
**Slot** none; **Price** 57,600 gp; **Weight** -

### DESCRIPTION

This ioun stone can be activated when orbiting its owner in an attempt to try and fascinate creatures within a 220 ft. range. Unusually, when activated, this ioun stone's movement and appearance change; the stone starts to spin and the gold flecks sparkle brightly. The ioun stone affects 2d4 + 10 HD of creatures.



The number affected varies, and should be rolled each time the stone is used. The effect affects those creatures with the fewest HD first and, if the HD are equal, those creatures nearest to the ioun stone's owner are affected before those further away. Affected creatures are fascinated, although succeeding on a Will saving throw DC 15 negates the effect, and spell resistance applies. The effect lasts for the owner's Concentration + 2 rounds and the ioun stone does not work on sightless creatures. See the spell *hypnotic pattern* in Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook* for more details. The ioun stone has 3 uses/day.

**Cracked:** This ioun stone only affects 2d4 HD of creatures and has a 25% chance for the fascination effect to stop working each round.

**Flawed:** This ioun stone works as normal but its owner becomes more susceptible themselves to becoming fascinated. They have a -5 penalty on all saving throws against being fascinated.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *hypnotic pattern*, creator must be 12th level; **Cost** 28,800 gp

## CLEAR PRISM IOUN STONE

**Aura** moderate transmutation; **CL** 12  
**Slot** none; **Price** 48,000 gp; **Weight** -

### DESCRIPTION

The owner of this ioun stone gains a +2 bonus on Perception checks and low-light vision, or doubles the distance of existing low-light vision, if the owner already has it, as the spell *keen senses* (see



keen senses in Chapter 5 of the *Pathfinder Roleplaying Game Advanced Player's Guide*), whilst it is orbiting them. The bonuses of multiple clear prism ioun stones do not stack.

**Cracked:** This ioun stone only grants the +2 bonus on Perception checks, not the low-light vision or enhanced low-light vision of a normal stone.

**Flawed:** This ioun stone grants the normal +2 bonus to Perception as well as the low-light vision or enhanced low-light vision, but suffers a -2 Perception check penalty in bright light as long as the ioun stone is orbiting them.

#### CONSTRUCTION

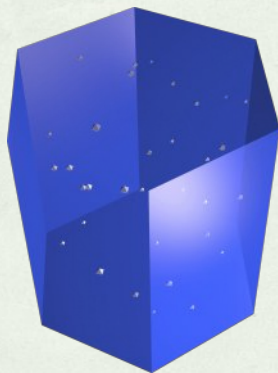
**Requirements** Craft Wondrous Item, *keen senses*, creator must be 12th level; **Cost** 24,000 gp

### ELECTRIC BLUE WITH WHITE FLECKS PRISM IOUN STONE

**Aura** strong abjuration; **CL** 12  
**Slot** none; **Price** 96,000 gp; **Weight** -

#### DESCRIPTION

The owner of this ioun stone gives a bonus of resist energy 5 against electricity whilst it is orbiting them, which includes their worn or carried equipment. The bonuses of up to three electric blue with white flecks prism ioun stones will stack.



**Cracked:** This ioun stone only grants the owner resist energy 1 against electricity, and the effects do not stack with other electric blue with white flecks prisms.

**Flawed:** This ioun stone functions as a electric blue with white flecks prism

giving the owner resist energy 5 against electricity, but they also suffer a -1 penalty to earth-based attacks. As with the normal stone, the effects of up to three electric blue with white flecks prisms will stack, both bonuses and, in the case of flawed stones, penalties.

#### CONSTRUCTION

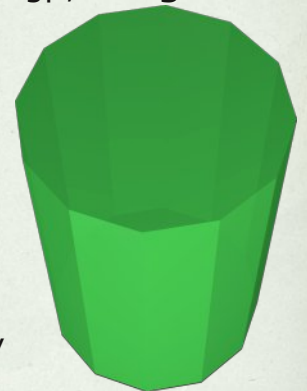
**Requirements** Craft Wondrous Item, *resist energy*, creator must be 12th level; **Cost** 48,000 gp

### EMERALD GREEN SPINDLE IOUN STONE

**Aura** strong illusion; **CL** 12  
**Slot** none; **Price** 96,000 gp; **Weight** -

#### DESCRIPTION

Whilst this ioun stone is orbiting its owner, they have a bonus against attacks by all ranged weapons and ranged spells that do not affect an area or automatically hit. For example, *fireball*, which inflicts damage over an area, or *magic missile*, which automatically hits, are not affected by the stone's effect, but *acid arrow*, which requires a ranged touch attack, is. On a successful attack by a ranged weapon or spell, there is actually a 20% chance that the attack missed instead, as the owner has concealment. The benefit of this ioun stone does not stack; having more than one ioun stone of this type does not improve the bonus.



**Cracked:** This ioun stone grants a 20% miss bonus on either ranged weapons or spells, determined either randomly or by the GM, as the owner has concealment against one attack type, not both like the undamaged stone does.

**Flawed:** This ioun stone grants the 20% miss bonus for both ranged weapons and spells, as the owner has concealment against both attack types, but the owner suffers a 20% penalty against melee attacks. Any time a melee attack misses, there is a 20% chance that it actually hits instead.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *blur*, creator must be 12th level; **Cost** 48,000 gp

## MAGENTA DISK IOUN STONE

**Aura** strong varied; **CL** 12

**Slot** none; **Price** 162,000 gp; **Weight** -

## DESCRIPTION

When this stone is orbiting a spelluser of any type, they can learn, and



cast, spells as one level higher. Although they can't learn spells of a higher level than they could without the stone, they can learn more spells of the levels which they can cast. For example, a 6th level wizard would normally be able to learn the following spells: 4, 3, 3, 2. With the ioun stone orbiting them they will instead be able to learn 4, 4, 3, 2 as a 7th level wizard, but they wouldn't be able to cast a fifth level spell, which a 7th level wizard could.

The spells are also cast at a higher level, so a 6th level wizard would be able to cast a *fireball* that causes 7d6 damage. The ioun stone affects in this manner any spell that is adjusted by the caster's level, but it will not increase the effect over the maximum possible for a spell, so the same *fireball* could not cause 11d6

damage.

Some of the effects of the magenta disk stack. Up to a maximum of three magenta disks will stack to affect the number of spells that a spelluser can learn; they will be able to learn spells as a caster up to a maximum of three levels higher, although they will still not be able to learn spells of a higher level than their current highest level. The spells can only be cast at one level higher than the caster, so three magenta disk ioun stones will not result in spells being cast as a spelluser three levels higher, but only as one level higher - a level 6 wizard will not be able to cast a 9d6 *fireball* with three stones, only a 7d6 *fireball*.

**Cracked:** This ioun stone does not add any spells, nor does it add any stackable benefits, the only benefit is that spells are cast as one level higher, as with the normal stone.

**Flawed:** This ioun stone still allows spells to be cast as one level higher, adds spells and stacks like a normal magenta disk ioun stone, but the caster suffers 1d2 damage for every spell cast that makes use of this ioun stone's abilities, namely spells that are cast at a higher level and the bonus spell. The damage effect does not stack.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, Heighten Spell, creator must be 12th level; **Cost** 81,000 gp

## MATTE BLACK PYRAMID IOUN STONE

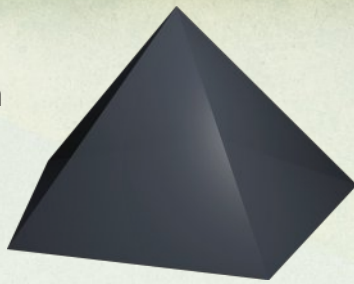
**Aura** strong necromancy; **CL** 13

**Slot** none; **Price** 136,500 gp; **Weight** -

## DESCRIPTION

When this ioun stone is orbiting its

owner, it can help protect them if they would normally gain a permanent or temporary negative level from an attack, such as a



malicious spell - which excludes spells such as *raise dead* or *clone* or the negative side effects of being slain whilst using *astral projection* or similar - or from a monster attack, but not from using cursed or unsuitable equipment. The potential negative level has to be from an actual attack, not as a side effect.

The character makes the normal relevant check or saving throw against gaining the negative level as normal first; the ioun stone only absorbs the negative levels if the save or check is failed, it does not absorb it if the check is made, for there is no negative level to absorb in that case. If, however, the character fails to save against gaining the negative level, or levels, the ioun stone will instead absorb as many of the negative levels as it can, at one level per charge. Should the stone have less charges than the total number of negative levels that would be gained, only the amount of negative levels equivalent to the remaining charges will be absorbed; the remainder will affect the character as normal.

If found unused, or when first made, the stone can absorb a total of 50 negative levels before being used up. The GM should roll to see how many charges are remaining, if it isn't full. Once all the charges are exhausted, the ioun stone burns out and becomes a dull grey stone.

**Cracked:** This ioun stone has the same number of charges as a normal matte black pyramid, but it only intermittently works. The GM should roll d100 when the

ioun stone would normally activate to see if the negative energy level is successfully absorbed. On a 1-60 the ioun stone works like a normal matte black pyramid, on a 61-90 the ioun stone fails to absorb a negative energy level, and uses no charges, and on a 91-100 not only does the stone fail to absorb the negative energy level but a charge is used up anyway.

**Flawed:** This ioun stone functions most of the time like an undamaged matte black pyramid. When the stone would normally absorb a negative energy level, the GM should roll d100. On a result of 95-100, not only does the ioun stone fail to absorb the negative level but it also causes feedback that results in the owner having to make an appropriate save to avoid receiving one temporary negative energy level in addition to the one which was not absorbed.

## CONSTRUCTION

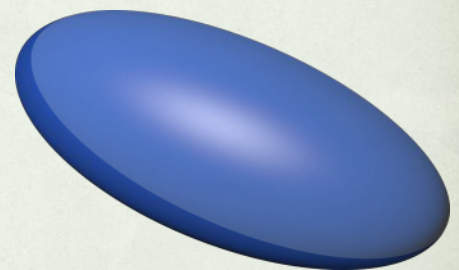
**Requirements** Craft Wondrous Item, *greater restoration*, creator must be 13th level; **Cost** 68,350 gp

## OCEAN BLUE CABOCHON IOUN STONE

**Aura** strong transmutation; **CL** 12  
**Slot** none; **Price** 144,000 gp; **Weight** -

## DESCRIPTION

This stone is able to still orbit its owner's head under water, without being lost, and whilst it is doing so it grants its owner the ability to breathe water, as the spell *water breathing*. The effect starts automatically (it doesn't require activating) when the face and mouth of



the owner goes beneath the surface of the water - it isn't necessary for the ioun stone itself to be submerged - and continues for as long as they both remain below the surface.

If the ioun stone is stopped from orbiting its owner, or destroyed, whether by the owner or someone else, whilst they are underwater, the normal rules on drowning should be followed (see the "Environmental Rules, Water Dangers, Drowning" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

**Cracked:** The water breathing effect of this ioun stone only lasts for 10 minutes before it stops, after which the normal rules on drowning should be followed.

**Flawed:** This ioun stone works as normal, except when the owner leaves the water they are unable to breathe air for 3d10 rounds afterwards, and the rules on suffocation should be followed (see the "Environmental Rules, Suffocation" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). If they re-enter the water before this time has passed, the water breathing effect works normally, but the time must be rerolled again when they exit.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *water breathing*, creator must be 12th level; **Cost** 72,000 gp

## OPAQUE WHITE SPHERE IOUN STONE

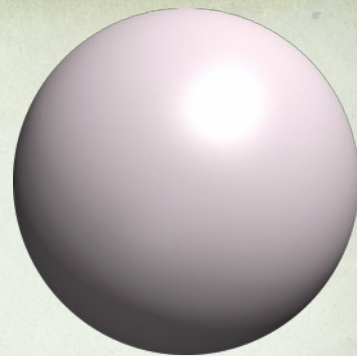
**Aura** strong illusion; **CL** 12

**Slot** none; **Price** 57,600 gp; **Weight** -

## DESCRIPTION

This ioun stone creates a sphere of invisibility with a 10-ft radius, centred on

the owner, when activated, as the spell *invisibility sphere* (see *invisibility sphere* in Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*), for twelve minutes. The ioun stone's effect can be used twice per day.



Only one opaque white sphere can be activated at once; if multiple ioun stones of this type are orbiting their owner, attempting to activate a second will result in failure, but it will still use up one of the daily uses of the second opaque white sphere.

The sphere is mobile and moves with the caster, and the invisibility effects works on all who are within that radius when the effect is activated, making them invisible to others, but not from those who were in the sphere when it was activated.

Players other than the owner moving out of the sphere's area of effect or attacking negate their own invisibility, but not those of others in the effect. If the owner attacks (the area of effect is centred on them, so they cannot leave it), the invisibility effect ceases for everyone. Those within the area of effect are only invisible, not inaudible or free from smell, so they can still be detected by senses other than sight. If not dispelled or otherwise negated, the invisibility effect lasts for 12 minutes.

**Cracked:** The invisibility sphere created by this ioun stone may randomly fail early. The GM should roll d100 every round; on a roll of 1-25, the invisibility effect fails.

**Flawed:** This ioun stone will most of the time work properly. When it is activated, d100 should be rolled; a result of 91-100 results in the effect backfiring. Instead of those within the area of effect on activation being invisible to those outside and visible to each other, they are instead invisible to each other and visible to those outside.

### CONSTRUCTION

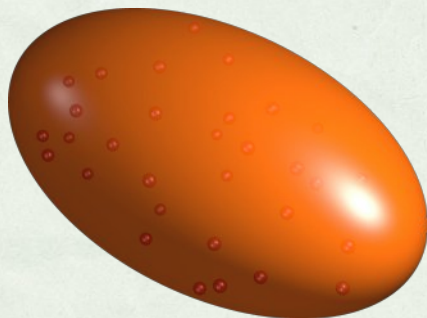
**Requirements** Craft Wondrous Item, *invisibility sphere*, creator must be 12th level; **Cost** 57,600 gp

## ORANGE WITH RED FLECKS ELLIPSOID IOUN STONE

**Aura** strong abjuration; **CL** 12  
**Slot** none; **Price** 132,000 gp; **Weight** -

### DESCRIPTION

The owner of this ioun stone gains resist energy 5 against fire, which includes their worn or carried equipment. The resist energy bonuses of up to three red with orange flecks ellipsoid ioun stones will stack.



The owner also receives a degree of protection against the effects of hot weather. In very hot conditions (above 90° F), the owner is considered to be protected and doesn't need to make Fortitude saves every hour. In severe heat or exposure (above 110° F), an otherwise unprotected character will only need to make a Fortitude save every 30 minutes. The owner also does not suffer a penalty for wearing heavy clothes or armour in either circumstance. In

extreme heat, where the owner would suffer lethal damage, the standard resist energy properties of the stone apply. See the "Environmental Rules, Heat Dangers" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Cracked:** This ioun stone only grants the owner resist energy 1 against fire, and the effects do not stack with other red with orange flecks nodules. The protection from hot weather is also not received.

**Flawed:** This ioun stone functions as a normal red with orange flecks ellipsoid giving the owner resist energy 5 against fire, although no protection against hot weather, but they also suffer a -1 penalty to cold-based attacks. As with the normal stone, the effects of up to three red with orange flecks nodules will stack, both bonuses and, in the case of flawed stones, penalties.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *endure elements*, *resist energy*, creator must be 12th level; **Cost** 66,000 gp

## PALE GREEN RHOMBOID IOUN STONE

**Aura** moderate enchantment; **CL** 12  
**Slot** none; **Price** 1,600 gp; **Weight** -

### DESCRIPTION

When this ioun stone is orbiting its owner, they gain a +2 competence bonus on Diplomacy and Intimidate checks, as the Persuasive feat, although the bonus does not increase to +4 for either skill if the owner has ten or more ranks in it. The effects do not stack with multiple pale green rhomboid ioun





stones; the owner only receives the benefit from one stone.

**Cracked:** This ioun stone's bonus only works for one race, chosen either randomly or by the GM.

**Flawed:** This ioun stone works as normal for most races, but for one race, chosen either randomly or by the GM, the owner suffers a -2 penalty on Diplomacy and Intimidate checks. The penalty does not stack with other pale green rhomboid ioun stones.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *honeyed tongue*, creator must be 12th level; **Cost** 800 gp

## STEEL GREY TRILLIAN IOUN STONE

**Aura** moderate transmutation; **CL** 12  
**Slot** none; **Price** 1,600 gp; **Weight** -

### DESCRIPTION

This ioun stone is believed to be of Dwarven

origin, given its nature. When orbiting its owner, it gives said owner a +2 competence bonus to Craft (armour) checks and a +2 bonus to Craft (weapons) checks. The bonuses of two steel grey trillian ioun stones will stack.

In appearance, this may be mistaken for a burnt out ioun stone, but the grey of this stone is shiny, not dull, and the magical aura is transmutation, not universal.

**Cracked:** This ioun stone's bonus only affects either Craft (weapons) or Craft (armour), not both, determined randomly



or by the GM. The bonuses from a cracked steel grey trillian will not stack with those of any other stone of this type.

**Flawed:** The bonus for this ioun stone affects both skills as normal, but there is a 5% chance of the crafted item breaking whilst it is being made. The bonuses from a flawed steel grey trillian will stack with both undamaged and flawed stones of this type, although not with cracked stones, but if two are used, even if one is undamaged, the chance of the item breaking during crafting increases to 8%.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, creator must have 5 ranks in both the Craft (armour) and Craft (weapons) skills and be at least 12th level; **Cost** 800 gp

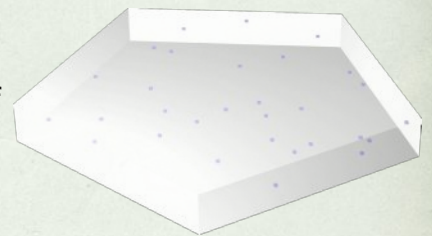
## WHITE WITH BLUE FLECKS PENTACLE IOUN STONE

**Aura** strong abjuration; **CL** 12  
**Slot** none; **Price** 132,000 gp; **Weight** -

### DESCRIPTION

The owner of this ioun stone gives a bonus of resist energy 5 against cold whilst it is orbiting them, which includes their worn or carried equipment. The resist energy bonuses of up to three white with blue flecks pentacle ioun stones will stack.

The owner also receives a degree of protection against the affects of cold weather. In normal cold weather (below 40° F), the owner is considered to be protected and doesn't need to make Fortitude saves each hour. In extreme cold or exposure (below 0° F), an otherwise unprotected character will only



need to make a Fortitude save every 30 minutes. One wearing a suitable cold weather outfit will only need to make a check every two hours. See the "Environmental Rules, Cold Dangers" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

In all cases, visibility and movement are still hindered as normal; the protection doesn't grant the owner the ability to see through a blizzard or walk normally through 3 feet of snow for example

**Cracked:** This ioun stone only grants the owner resist energy 1 against cold, and the effects do not stack with other white with blue flecks pentacles. The protection from cold weather is also not received.

**Flawed:** This ioun stone functions as a normal white with blue flecks pentacle giving the owner resist energy 5 against cold, although no protection against cold weather, but they also suffer a -1 penalty to fire-based attacks. As with the normal stone, the effects of up to three white with blue flecks pentacles will stack, both bonuses and, in the case of flawed stones, penalties.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *endure elements, resist energy*, creator must be 12th level; **Cost** 66,000 gp

## YELLOW WITH BLACK STRIATIONS SPHERE IOUN STONE

**Aura** moderate transmutation; **CL** 12  
**Slot** none; **Price** 4,000 gp; **Weight** -

### DESCRIPTION

Believed to be of Elven design originally, when this is in orbit around its owner, it improves their skill with missile weapons of any type. The owner gets a +1

competence bonus on ranged attacks, as the spell aspect of the falcon. The bonuses from multiple yellow with black striations sphere ioun stones do not stack.



**Cracked:** This stone gives the effect with only one class of missile weapon, such as bows, crossbows or throwing daggers, chosen either randomly or by the GM.

**Flawed:** This ioun stone works normally with regards to the bonuses, but whilst it is orbiting its owner they receive a penalty of -2 to AC against attacks by missile weapons themselves.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *aspect of the falcon*, creator must be 12th level; **Cost** 2,000 gp

Colour	Shape	Effect	Market Price	
<b>Bright Silver with Gold Flecks</b>	Pentacle	3/day chance to fascinate 2d4+10 HD of creatures, as the spell hypnotic pattern	57,600 gp	
		<i>cracked</i>	3/day chance to fascinate 2d4 HD of creatures, 25% chance of effect stopping working every round	5,000 gp
		<i>flawed</i>	3/day chance to fascinate 2d4+10 HD of creatures, owner has -5 penalty on saves against being fascinated	17,000 gp
<b>Clear</b>	Prism	Owner gains +2 bonus on Perception checks and low light vision, or double range low light vision if already possessed	48,000 gp	
		<i>cracked</i>	Owner gains +2 bonus on Perception checks	800 gp
		<i>flawed</i>	Owner gains +2 bonus on Perception checks and low light vision, or double range low light vision if already possessed, suffers -2 penalty on Perception checks in bright light	14,000 gp
<b>Electric Blue with White Flecks</b>	Prism	Owner gains resist energy 5 against electrical attacks (stacks)	96,000 gp	
		<i>cracked</i>	Owner gains resist energy 1 against electrical attacks (doesn't stack)	2,000 gp
		<i>flawed</i>	Owner gains resist energy 5 against electrical attacks, -1 penalty to earth attacks (stacks)	30,000 gp
<b>Emerald Green</b>	Spindle	Owner gains a 20% miss bonus against ranged attacks and spells, excluding area effects and automatic hits	96,000 gp	
		<i>cracked</i>	Owner gains a 20% miss bonus against either ranged attacks or spells, excluding area effects and automatic hits	48,000 gp
		<i>flawed</i>	Owner gains a 20% miss bonus against ranged attacks and spells, excluding area effects and automatic hits, suffers a 20% penalty against melee attacks	32,000 gp

<b>Magenta</b>	Disk	Owner casts spells as one level higher and can learn an additional spell (stacks)	162,000 gp
	<i>cracked</i>	<i>Owner casts spells as one level higher (doesn't stack)</i>	20,000 gp
	<i>flawed</i>	<i>Owner casts spells as one level higher and can learn an additional spell (stacks) but suffers 1d2 damage for spells cast at a higher level and the bonus spell</i>	48,600 gp
<b>Matte Black</b>	Pyramid	50 charges, can absorb negative energy levels if the normal saving throw is failed	136,500 gp
	<i>cracked</i>	<i>50 charges, can absorb negative energy levels on a roll of 1-60 if the normal saving throw is failed, fails to absorb on 61-90 and fails to absorb but uses a charge on 91-100</i>	20,000 gp
	<i>flawed</i>	<i>50 charges, can absorb negative energy levels but fails on a roll of 95-100 and owner must make a save to avoid getting another negative energy level</i>	25,000 gp
<b>Ocean Blue</b>	Cabochon	Owner can breathe underwater, as the spell <i>water breathing</i>	144,000 gp
	<i>cracked</i>	<i>Owner can breathe underwater, as the spell <i>water breathing</i>, for 10 minutes at a time</i>	20,000 gp
	<i>flawed</i>	<i>Owner can breathe underwater, as the spell <i>water breathing</i>, but is unable to breathe air for 3d10 rounds afterwards</i>	14,000 gp
<b>Opaque White</b>	Sphere	2/day owner can cast an <i>invisibility sphere</i> , as the spell	57,600 gp
	<i>cracked</i>	<i>2/day owner can cast an <i>invisibility sphere</i>, as the spell, with a 25% chance the effect will end every round</i>	8,600 gp
	<i>flawed</i>	<i>2/day owner can cast an <i>invisibility sphere</i>, as the spell, with a 10% chance the effect will make those affected invisible to each other, not those outside the area of effect</i>	17,000 gp

<b>Orange with Red Flecks</b>	Ellipsoid	Owner gains resist energy 5 against fire attacks, protection against hot weather (stacks)	132,000 gp
	<i>cracked</i>	<i>Owner gains resist energy 1 against fire attacks (doesn't stack)</i>	2,000 gp
	<i>flawed</i>	<i>Owner gains resist energy 5 against fire attacks, -1 penalty to cold attacks (stacks)</i>	30,000 gp
<b>Pale Green</b>	Rhomboid	Owner gains +2 bonus on Diplomacy and Intimidate checks, as the Persuasive feat	1,600 gp
	<i>cracked</i>	<i>Owner gains +2 bonus on Diplomacy and Intimidate checks, as the Persuasive feat, but only for one race chosen at random</i>	320 gp
	<i>flawed</i>	<i>Owner gains +2 bonus on Diplomacy and Intimidate checks, as the Persuasive feat, but suffers a -2 penalty to Diplomacy and Intimidate checks for one race chosen at random</i>	500 gp
<b>Steel Grey</b>	Trillian	Owner gains a +2 bonus to Craft (armour) and Craft (weapons) checks (stacks)	1,600 gp
	<i>cracked</i>	<i>Owner gains a +2 bonus to either Craft (armour) or Craft (weapons) checks, chosen at random (doesn't stack)</i>	800 gp
	<i>flawed</i>	<i>Owner gains a +2 bonus to Craft (armour) and Craft (weapons) checks, with a 5% chance the item will break during manufacture (stacks)</i>	1,000 gp
<b>White with Blue Flecks</b>	Pentacle	Owner gains resist energy 5 against cold attacks, protection against cold weather (stacks)	132,000 gp
	<i>Cracked</i>	<i>Owner gains resist energy 1 against cold attacks (doesn't stack)</i>	2,000 gp
	<i>flawed</i>	<i>Owner gains resist energy 5 against cold attacks, -1 penalty to fire attacks (stacks)</i>	30,000 gp

<b>Yellow with Black Striations</b>	Sphere	+1 competence bonus on ranged attacks	4,000 gp
	<i>cracked</i>	+1 <i>competence bonus on ranged attacks with one ranged weapon type</i>	600 gp
	<i>flawed</i>	+1 <i>competence bonus on ranged attack, -2 AC penalty against ranged attacks</i>	1,200 gp

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