

Boundless Magic III

Joun Stones



RT WYNTER



Boundless Magic: BM003 – Ioun Stones I

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IOUN STONES

Blazing Orange Prism

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong transmutation		

This stone grants the wearer the effects of the Spell Penetration feat.

Construction Requirements	Cost
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Craft Wondrous Item, creator must be 12th level 5,000 GP

Blue-Steel Sphere

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong transmutation		

This stone grants the wearer 2 additional points to their pool of grit, luck, or panache.

Construction Requirements	Cost
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Craft Wondrous Item, creator must be 12th level 5,000 GP

Bright White Disk

CL: 12th	Weight: --	Price: 24,000 GP
Aura: strong transmutation		

This stone wielder can use the Shield spell three times per day.

The stone uses the wielder's character level as the spell's caster level.

The save DCs of the spell use the higher of the wielder's Charisma, Intelligence, or Wisdom.

Construction Requirements	Cost
---------------------------	------

Craft Wondrous Item, creator must be 12th level 12,000 GP

Brilliant Blue Disk

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong transmutation		

This stone grants the wearer the effects of the Eschew Materials feat.

Construction Requirements	Cost
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Craft Wondrous Item, creator must be 12th level 5,000 GP

Clear Quartz Ellipsoid

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong transmutation		

This stone grants all the wearer's active ioun stones, including this one, the ability to pass through physical and magical obstructions without harm. This effect prevents damage and theft of the ioun stones.

Also, as a free action, the wearer can cause his ioun stones to vanish. This functions as an invisibility spell but only effects the ioun stones. The wearer can dismiss this effect as a free action.

Construction Requirements	Cost
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Craft Wondrous Item, gaseous form, invisibility, creator must be 12th level 5,000 GP

Cloudy Green Disk

CL: 12th	Weight: --	Price: 17,000 GP
Aura: strong divination		

This stone grants the wearer low-light vision and a +5 competence bonus on Spellcraft checks to identify magic auras and items. If the wearer already has low-light vision, it grants the wearer double the normal range for low-light vision.

Construction Requirements	Cost
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Craft Wondrous Item, identify, guidance, creator must be 12th level 8,500 GP

Crackling Red Sphere

CL: 12th	Weight: --	Price: 40,000 GP
Aura: strong transmutation		

This stone grants the flaming special ability to the user's unarmed strikes and to melee weapons she wields.

Construction Requirements	Cost
Craft Wondrous Item, Craft Magic Arms and Armor, creator must be 12th level	20,000 GP

Deep Purple Nodule

CL: 12th	Weight: --	Price: 24,000 GP
Aura: strong transmutation		

This stone grants the wearer darkvision 60. If the wearer already has darkvision the wearer's darkvision range is increased by 60 feet.

Construction Requirements	Cost
Craft Wondrous Item, darkvision, creator must be 12th level	12,000 GP

Frosted Blue Spindle

CL: 12th	Weight: --	Price: 40,000 GP
Aura: strong transmutation		

This stone grants the frost special ability to the user's unarmed strikes and to melee weapons she wields.

Construction Requirements	Cost
Craft Wondrous Item, Craft Magic Arms and Armor, creator must be 12th level	20,000 GP

Glittering Golden Pyramid

CL: 12th	Weight: --	Price: 7,000 GP
Aura: strong divination		

The wearer of this stone gains the ability to speak and understand four languages. These languages are selected at the time of construction. The wearer retains the ability to speak in these languages even if she assumes a form normally unable to do so (such as a druid wild shaped into a wolf).

The stone also makes it easier for the wearer to find the correct words to express herself, granting a +2 competence bonus on Bluff, Diplomacy, Intimidate, and Perform (oratory) checks. Also, if the user is deafened and attempts to cast a spell with a verbal component, the chance of spell failure is reduced to 10%.

Construction Requirements	Cost
Craft Wondrous Item, comprehend language, creator must be 12th level	3,500 GP

Jade Nodule

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong transmutation		

This stone grants the wearer 2 additional points to their arcane pool, arcane reservoir, or ki pool.

Construction Requirements	Cost
Craft Wondrous Item, creator must be 12th level	5,000 GP

Midnight Black Star

CL: 12th	Weight: --	Price: 30,000 GP
Aura: strong abjuration		

This stone produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This functions as the moderate fortification armor special ability.

Construction Requirements	Cost
Craft Wondrous Item, Craft Magic Arms and Armor, creator must be 12th level	15,000 GP

Mossy Green Spindle

CL: 12th	Weight: --	Price: 4,000 GP
Aura: strong transmutation		

This stone grants a +5 foot enhancement bonus to speed and a +2 enhancement bonus to CMD against trip attempts and on saving throws to avoid being tripped.

Construction Requirements	Cost
Craft Wondrous Item, expeditious retreat, creator must be 12th level	2,000 GP

Obsidian Arrowhead

CL: 12th	Weight: --	Price: 24,000 GP
Aura: strong transmutation		

This stone wielder can use the Gravity Bow spell three times per day.

The stone uses the wielder's character level as the spell's caster level.

Construction Requirements	Cost
Craft Wondrous Item, gravity bow, creator must be 12th level	12,000 GP

Pulsing Red Spindle

CL: 12th	Weight: --	Price: 16,000 GP
Aura: strong abjuration		

This stone makes the user continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.

Construction Requirements	Cost
Craft Wondrous Item, nondetection, creator must be 12th level	8,000 GP

Scintillating Yellow Ellipsoid

CL: 12th	Weight: --	Price: 40,000 GP
Aura: strong transmutation		

This stone grants the shock special ability to the user's unarmed strikes and to melee weapons she wields.

Construction Requirements	Cost
Craft Wondrous Item, Craft Magic Arms and Armor, creator must be 12th level	20,000 GP

Shadowy Grey Rhomboid

CL: 12th	Weight: --	Price: 7,500 GP
Aura: strong transmutation		

This stone grants you a +5 competence bonus on Perception and Stealth checks.

Construction Requirements	Cost
Craft Wondrous Item, creator must be 12th level	3,750 GP

Sickly Green Prism

CL: 12th	Weight: --	Price: 40,000 GP
Aura: strong transmutation		

This stone grants the corrosive special ability to the user's unarmed strikes and to melee weapons she wields.

Construction Requirements	Cost
Craft Wondrous Item, Craft Magic Arms and Armor, creator must be 12th level	20,000 GP

Sparkling Iridescent Sphere

CL: 12th	Weight: --	Price: 4,000 GP
Aura: strong transmutation		

Up to three times per day, the wearer can perform the derring-do 1st-level swashbuckler deed.

Construction Requirements	Cost
Craft Wondrous Item, cat's grace, creator must be 12th level	2,000 GP

Starry Sphere

CL: 12th	Weight: --	Price: 24,000 GP
Aura: strong transmutation		

This stone only functions for a wizard, or other character, that possess a bonded object.

This ioun stone allows the wielder to use her bond object one additional time per day. Thus, while this stone is worn, she can cast two spells each day that are in her spellbook, and capable of casting, even if they have not been prepared.

Only one starry sphere ioun stone will function for the wearer at one time. If she tries to activate a second starry sphere it will simply remain inactive. This also occurs if a wielder uses one starry sphere, stores it, and then tries to activate a second starry sphere.

Construction Requirements	Cost
Craft Wondrous Item, creator must be 12th level	12,000 GP

Swirling Blue-Green Spindle

CL: 12th	Weight: --	Price: 10,000 GP
Aura: strong abjuration		

This stone grants the wearer a +2 bonus on concentration checks made to cast defensively. Three times per day, the wearer can choose to roll a concentration check to cast defensively twice and take the better result.

Construction Requirements	Cost
Craft Wondrous Item, warding weapon, creator must be 12th level	5,000 GP

OTHER MAGIC

Ioun Bracer

CL: 12th	Weight: 1 lb	Price: 2,000 GP
Aura: strong transmutation		
Slot: wrists		

This silver bracer has a small depression in its otherwise unremarkable construction. When the

wearer places an ioun stone in the depression and wills it to be absorbed by the bracer the stone seemingly sinks into the silver depression. This is a full-round action.

The bracer is actually storing the Ioun Stone in a tiny extra-dimensional space that can hold up to 4 ioun stones.

One of the stones stored in the bracer functions normally while inside the bracer. The wearer can switch which stone is functioning by concentration for a moment using a standard action. While a stone is active within the bracer the small depression is filled with a circular gem of the same color as the active stone. Removing a stone is a full-round action. The bracer also activates any resonant power of a stored ioun stone while in the bracer but only when that stone is active.

Construction Requirements	Cost
Craft Wondrous Item, rope trick, creator must be 12th level	1,000 GP

Ioun Staff

CL: 12th	Weight: --	Price: +10,000 GP
Aura: strong transmutation		

Any normal magical staff can be made into an ioun staff. In addition to its normal abilities the staff gains the following capabilities.

An ioun stone can be pressed against the staff and when released the stone will begin orbiting the top portion of the staff at a distance of 2 to 6 inches. Up to three ioun stones can orbit the ioun staff at any one time.

In addition, the resonant powers of all three stones function while orbiting the staff.

Finally, the ioun stones orbiting the staff seem to be protected from harm, or at least incidental harm. Unless the stones are specifically targeted, they never seem to collide with physical objects or obstructions. Even if the staff is dropped the stones will remain unharmed merely swirling above the ground directly over the top of the staff.

Construction Requirements	Cost
Craft Wondrous Item, creator must be 12th level	+5,000 GP

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