

# THE IOUN CODEX



ZINE OF WONDROUS POWER ISSUE 03

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# Zine OF WONDROUS POWER

PLAY / DESIGN / CREATE / DISCUSS ROLEPLAYING GAMES

Issue 03

## THE IOUN CODEX



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Written by Daniel M. Perez  
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# WELCOME TO THE IOUN CODEx

## ZINE OF WONDROUS POWER, ISSUE 03

Ever since first reading about them in my 2nd Edition Dungeon Master's Guide, I have been in love with ioun stones. I love the fact that they float around your head and have cool powers; magical, yes, but also a little odd. I always wanted to have one in a game, and though that's yet to be the case, the love has certainly remained.

This zine is me finally getting to geek out about these wondrous items, getting to explore their powers and unique qualities, getting to craft some lore behind the neat floating gems, getting to let my imagination run free on one specific topic. I started with some ideas, and as I kept writing, things fell into place, ideas grew into full-fledged plans, and what started as a simple desire to write about ioun stones is now this book you are reading. It was fun and arduous, easy and difficult, a joy to work on and a headache to get done, and I loved every minute of the journey.

This is a book of ideas, first and foremost. I refer to it as system-agnostic and old-school fantasy inspired. There are only a few rules and they are quite generic to fantasy RPGs. I rely more on description, so if I describe someone as a wizard or mage, I'm not only saying they wield magic, you can understand those words to mean that character class in your game, and so on. My goal is to present glimpses of a world that feels full of wonder and peril, where any rules set can find a home. That said, there is a story hidden in these pages, but I don't lay it down chronologically, or entirely (some parts may even slightly contradict each other!). I share with you a way in which ioun stones could be developed and expanded upon, and then invite you to make it yours, whether whole cloth or in pieces. In fact, if you develop anything beyond what I included here, please share it back with me!

While I would have eventually written this book at some point, the truth is that The Ioun Codex exists right now because of the support of everyone that backed this project during Kickstarter's Zine Quest 2 event. I thank you all for your trust and confidence in me and this zine, and I hope that you enjoy this book which you helped bring into existence.

I also want to thank my wife, Megan, who was and continues to be my biggest cheerleader. During the Kickstarter, she often checked the progress way more than I did, always celebrating with me each milestone, and the successful completion, not to mention her constant support of my writing endeavors. Also many thanks to my friend and colleague Berin, who not only has been a sounding board for this and every project I've made, he also gave me great encouragement at times when I was ready to throw in the towel. Thank you.

Enjoy The Ioun Codex, and may the ioun matrix always work out in your favor.

# ORBITALS

## AN INTRODUCTION TO IOUN STONES

The following passage comes from *Secrets of the Ioun Stones*, by Chadus the White Sage: *"Although we have a number of theories on the origins of these most wondrous items of magic, the truth is that no one knows for sure where ioun stones originate, how they're formed or created, or what powers them. They appear to be eternal in existence, numerous in variety, and sought-after in desirability, offering only mystery to those seeking to learn their secrets."*

I quote it here to illustrate the blatant ignorance that runs amok in so-called elite learning circles: this statement is full of half-truths, at best, and downright lies, at its worst. That a so-called Sage can dare make such categorical statements on a subject on which he is not an expert, nor cared to consult one (I know because I'm the foremost expert he should've consulted), is not only a transgression against the spirit of learning in general, but a disservice to every reader who picks up his book seeking knowledge. While this pamphlet does not purport to be an exhaustive treatise on the origins of ioun stones (that will be forthcoming work from me at a later date), let this be a primer usable by academics and laypeople interested in the subject, especially all those of an adventuring disposition who seek or already possess one of the wondrous treasures.

In the simplest of terms, ioun stones are a kind of precious stone possessed of innate magical abilities that they imbue upon a user attuned to them. The origin of the ioun appellation is still under debate; some people believe it to allude to some sort of knowledge deity (in all honesty, I believe that's hogwash), while the latest studies suggest it bears some relation to an ancient theory dealing with something called an ion. On the subject of names, I note that I'm not particularly fond of the use of the word *stone* to describe these items, partly because they're more akin to gems than to mere river pebbles, and partly because to call an ioun specimen a stone is almost like calling a dragon a fire-breathing lizard; technically not wrong, but certainly a gross simplification. The term ioun stone, however, is convenient, ubiquitous, accessible, and rolls off the tongue, therefore I have no problem using it when necessary; where I switch to more specific terminology, I do it for specificity, not for pedantry.

While Chadus states that *"no one knows for sure where ioun stones originate,"* the truth is that we factually know of three distinct ways in which ioun stones originate, not to mention at least a score of uncorroborated traditions and legends.





The most widespread origin model is that of **fabrication**: ioun stones are crafted in ways similar to how other magical items are created, by a combination of exceptional materials, specialized enchantments, and arcane formulae. The earliest known record of a ritual for the creation of an ioun stone dates back four thousand years, to the time of the ancient Mishurza Empire, codified in a series of thirteen scrolls by Kop'ahn Zul, human artificer to the Brass Emperor. Although no exhaustive translation exists of the Zul scrolls in the common trade language, the gnome wizard Farzu Tassa, in her seminal gnomish-language encyclopedia on magical crafting, includes a full translation of five of the scrolls, including the entire ritual for the creation of ioun stones. Elder Iounmancer Anoric Shaderin has demonstrated that Tassa's translation, along with her notes and marginalia, constitutes the basis for the modern ritual used to craft ioun stones by most magic-users (rituals with divergent methodology do exist, but they are uncommon and tend to be regional in scope). Having read Tassa's work in the original gnomish, I find it of interest to note that Zul's ritual places no emphasis on the resulting shape of the created ioun stone, with color being the variable that determines the type of magical ability. Also of note, Tassa's ritual adds the use of a *permanence* spell to the formula, something lacking both in Zul's original ritual, and in many of the modern rituals used.



IOUN STONE

The second model is that of **imbuement**: ioun stones are created when natural veins of precious and semi-precious stone are imbued with magical powers by an external source. Stonepriest Barundar Gravelshaper, dwarf cleric and glyptician by family trade, considered the foremost authority on imbuement, has catalogued a number of ways in which rock formations have become imbued with magical power, although little correlation has been established between a particular external source and a resulting imbued ioun stone. Some of the most common imbuement sources include proximity to extraplanar gates, magical beast boneyards, sites of great magical battles, holy/cursed grounds, and buried items of epic power (usually in elaborate maze-like dungeons, of course). Naturally-occurring imbued ioun stones are equal to crafted ones in terms of magical power, although the skill of the gem carver, or glyptician, is integral in maintaining the magical integrity of the sculpted stone. While it is possible to stumble upon an imbued vein, hew out a rough chunk of stone, attune it, and enjoy the benefits of the resulting ioun stone (diminished and rudimentary as they are for this type of specimen), it is only through the expert ability of a master glyptician educated in ioun lore that an imbued ioun stone reaches its full potential. In academic parlance, imbued ioun stones are referred to as **ioun shards** in order to differentiate them from other specimens.



IOUN SHARD

The third model is **meteoric**: ioun stones are extraplanetary objects fallen to the ground with innate powers that are neither granted by magical rituals nor imbued by external sources. Even among scholars and connoisseurs, this theory is met with some skepticism, although findings in the last few years have begun to change some minds. Although I recognize the



IOUN CORE

existence of the two other types of ioun specimens, meteoric ioun stones are my foremost interest, and I have devoted the last ten years to their study. These type of ioun stones—**ioun cores**, as I have termed them—are rare; by my estimation, only 1% of all ioun stones in the world at the moment are meteoric in origin, although admittedly it is a difficult figure to pinpoint given how hard these stones are to tell apart from their crafted counterparts. Ioun cores do produce a rather tell-tale magical emanation, a strong aura of enchantment as expected, with flashes of abjuration, evocation, and transmutation bursting like small explosions that are only distinguishable to the trained eye. Ioun cores behave and have powers like other ioun stones, although they can change color, and properties depending on the attuned user. I continue to work on discovering the full range of their power, what their origin is in the void beyond the night sky, and what is causing them to fall to earth.

Two of my favorite stories regarding the origin of ioun stones illustrate the hold these wondrous items have on even the common folk. In the town of Kent Square, tales are told of creatures of living rock that sometimes roam out of the Bluestone Quarry, a few miles outside of town. Ten feet tall and made of the local bluestone with glowing veins of quartz, they are nevertheless described as harmless wanderers who quickly disappear when startled. The tale goes that a group of treasure hunters tracked one of these creatures, and to the horror of all locals that saw or heard, killed it and extracted its heart, which floated about the killer's head like an ioun stone. The story intrigues me enough that Kent Square is on my list of places to visit on my upcoming sabbatical from the university.

The other story I heard from Yuma, a trader I frequently visit at the central market. Having returned from the mountains at the northern edge of the world, he said he'd heard this tale from a local wayfinder named Anatarish. The guide said he'd seen a star burn and fall from the sky; when he investigated, he found a crater with a glowing stone surrounded by a swirling (and I have to quote) "mass of nothingness." The mass "devoured" the red-hot stone, although it "shrieked" when it exposed the crystalline core, "flying away like a wounded animal." Yuma said the wayfinder kept the crystal from the sky with him for protection from the "nothingness." I thanked him for the tale, although as I paid him for my purchase I wondered why he'd shared it with me. That's when he smiled wide and said, "Orun, his crystal floated around him like yours does. This I saw." Needless to say, I am also planning an expedition to the northern mountains to look into this story, and find out more about the meteoric stone, this "mass of nothingness," and its connection to ioun cores.

As you can see, dear reader, we do indeed have plenty of knowledge as to the origins of at least three different kinds of ioun stones, and enough sources to further research and expand the existing lore. Let this pamphlet merely whet your appetite for further knowledge about ioun stones, dispelling the deliberate educational dead-ends stated as fact by all the arrogant Chaduses of the world who cannot bear to acknowledge ignorance on a subject, or worse, acknowledge others outside their ivory tower as experts on a topic.

- Iounmancer Cara Orun, Senior Lecturer Collegium Arcana



# CYNOSURES

## IOUN MASTERS, CRAFTERS, AND SEEKERS

Here are presented the profiles of four authorities in various aspects of ioun stone lore, their backgrounds, appearance and personalities, skills, and story hooks.

### IOUNMANCER CARA ORUN

**Background:** Cara Orun knew she would be a wizard like her grandmother, but finding her first ioun stone gave her ambition a surprising focus. Endlessly intrigued by her orbiting magical stone during her mentorship, she went on to concentrate in magical item lore during her early university years. Her search for further knowledge led her on various expeditions to ancient Mishurzic sites, and eventually to finding one of the few mages specialized in ioun scholarship, Elder Iounmancer

Anoric Shaderin. Over the last ten years Cara has become a master Iounmancer in her own right, excelling not only in the creation and maximization of the power of ioun stones, but also greatly furthering the knowledge in her field, making several major discoveries, especially in the area of meteoric ioun stones. She now lectures at the Collegium Arcana in the university, and takes regular writing and field sabbaticals to further her research.



**Appearance:** Cara is a vivacious forty-year old woman with a resting stern face that hides a warm personality. Hailing from the tropical islands, she dresses in traditional colorful flowy dresses and blouses whenever the weather permits it in the temperate climate of the university, her mass of curly hair usually tied with a scarf or bandana, lots of bracelets jingling on her wrists and ankles, always one to three ioun stones orbiting around her. Cara is friendly, although she's often lost in her own thoughts, which can make her come across as aloof or distant. She loves to talk, especially about travel, good food, education, and her fey cat, Sapphire.

**Hooks:** Cara is the foremost expert in ioun stones, which makes her the primary source of information on the subject for any lore-seeker. Although university lecturing keeps her busy, she is happy to make time to answer questions and help identify ioun stones for adventurers.

- Cara wants a sample from the Bluestone Quarry near Kent Square and is offering 500 gold pieces to any adventuring party that can procure it. Should the party also have firsthand contact with the rock creatures rumored to be in the area, the reward is certain to increase.
- The Iounmancer is preparing an expedition to the northern mountains to investigate the site of a possible meteoric ioun specimen. The long-term contract requires a party that can offer protection and wilderness skills. Payment is 500 gold coins, food and lodging (or equivalent stipend), and half share of any treasure found.
- Cara is offering 300 gold coins for someone to deliver her chipped ioun shard to Stonepriest Gravelshaper for possible repair at his primary workshop in the great dwarven kingdom. Expediency is paramount.

**Cara Orun:** human female (she/her), high-level wizard specialized in enchantment magic, magical item lore and crafting; *square brilliant crystal blue ioun core* (Battery, Acuity, +3 AC), 1d4 *ioun stones*, *ring of protection*, equipment as appropriate when adventuring.

## STONEPRIEST BARUNDAR GRAVELSHAPER

**Background:** Barundar could hear the voice of the stones since he was a beardless boy, an ability that made him a natural in the mines, always able to find the richest veins. When he apprenticed with his father as a glyptician, a gem carver, the stones told him how best to cut them to bring out their best shine, their best clarity, their best value. And then one day a stone told Barundar how to cut it to release its power. This was the day Barundar cut his first imbued ioun stone, and his path in life was made clear. After a century becoming a master glyptician, Barundar started all over again, apprenticing himself to the kingdom's stonepriests in order to learn the lore of stone and how to better understand their voice. Now a both a senior stonepriest and master glyptician, Barundar travels between the various dwarven kingdoms, listening to the stories of the stones all over the world, and teaching apprentices his unique skill to release the power imbued in ioun shards.

**Appearance:** Barundar is a broad-shouldered, barrel-bellied, grey-bearded man nearing his fifth century and still not feeling a day over three hundred. Stoic and pensive, Barundar makes time for everyone that needs religious guidance, his handshake strong and warm, his words wise and encouraging. His eyes always shine when he's working with gems, and if allowed, he will go on and on about the beauty of hearing the voice of the stones. In his workshop and at the temple, he favors simple clothing with traditional dwarven geometric designs, though when traveling he takes pride in his father's suit of armor, the plates and chainmail always shined to perfection, a pale green ioun shard affixed to the breastplate.

**Hooks:** As a master glyptician and senior clergyman, Barundar is always on the move between dwarven kingdoms, stopping at non-dwarven settlements along his route to minister to any dwarves he may find, and connect with fellow gem carvers. He is well acquainted with the human Iounmancer Orun, and the two sometimes meet to share stories and research.

- Barundar needs a large chunk of imbued sapphire found by one of his apprentices escorted from a small forest village to his workshop in the mountains. Shadowy thieves, however, are also interested in the specimen, kicking off a race to the dwarven kingdom.
- The stonepriest is hiring a skilled group of adventurers to find, safely capture, and return with the mythical shamir worm. He's offering 1,000 gold coins and three ioun shards, but it's easy to see he's willing to pay much more for the exceptional creature.

**Barundar Gravelshaper:** dwarf male (he/him), high-level cleric of the dwarven gods and master glyptician; *plate mail +2* with affixed *pale green ioun shard*, *boots of speed*, masterwork glyptician tools, equipment as appropriate when adventuring.

## FARZU TASSA

**Background:** Farzu Tassa was old when the university was only a squat building with six apprentice wizards, and by now she has forgotten exactly how old she is. Her skill in magical item creation and identification, however, remains as sharp as it's ever been, and no one knows more about the ancient Mishurzic Empire than her. She spends most of her time in her cabin overlooking Firedrake Falls, enjoying a well-deserved quiet life, but she makes the two-day trek to the university regularly to tinker around in the artificer lab, deliver a lecture or two while smoking her cheroot, huff gruffly at the first-years, and attend to whatever administrative task she has to as Director Emeritus of the Collegium Arcana. While fluent in six languages, Tassa continues to publish only in her native gnomish dialect to her personal delight and the chagrin of the (non-gnome) academic directors.

**Appearance:** Tassa (don't ever call her Farzu) is old even by gnome standards. Her face is wrinkled and seemingly stuck in a scowl, and although she's grumpy, she's not mean; Tassa would just rather be left alone. She dresses in homely tunics at home, and in sturdy leather dresses and aprons when working or lecturing, a pair of goggles always on her head. She has three ioun stones she created what seems like centuries ago always orbiting around her head, and little more.

**Hooks:** Tassa isn't necessarily approachable, but she's also not dismissive: if anyone needs her expertise and isn't afraid to ask, she will answer (if tersely).



- Tassa has disappeared without a trace! Her cabin has been ransacked, hundreds of books strewn all over the house and meadow, magical scorch marks showing there was a fight. The smell of sweet cheroot still lingers in the air, and may be the only way to begin tracking the venerable gnome.

**Farzu Tassa:** gnome female (she/her), high-level wizard and artificer, former dungeon delver, sage-level expert in the Mishurza Empire; *pink ioun stone*, *clear ioun stone*, *pearly ioun stone*.

## AMARANTOS ANATARISH

**Background:** The life before was a lie. Lies must be offered on the altar of truth, and the only truth is nothing. Glimpses remain, reminders: a name, snow, mountain villages, wayfinding, biting cold, falling star, searing pain, rebirth, nothing. Not nothing... Nothingness. *Amarantos*, undying. *Anatarish*, resurrected. Two are one, and one is all, for everything is nothingness. And everything will be Nothingness.

**Appearance:** Amarantos Anatarish still looks like the human they were, but it is only a façade. Tall, lanky, familiar yet alien, nothing playing the part of something. Transformed, they now see through eyes of devoured ioun cores: two where mortal eyes once looked from, a third above to see beyond. Robes of amaranth are enough, for nothingness is comforting, and all will be nothingness.

**Hooks:** All will be nothingness, there is nothing beyond this.

- Where ioun cores fall to ground, there is the nothingness to devour them.
- Where ioun stones are created, there is the nothingness to devour them.
- Where ioun shards are mined, there is the nothingness to devour them.
- Where ioun hearts beat in rocky chests, there is the nothingness to devour them.

**Amarantus Anatarish:** human(?) male(?) (they/them), high-level warlock with powers granted by the nothingness; *brilliant purple ioun stone* (Majesty, Commanding Voice) eyes, implanted *masterwork crystal ioun core* (Nullification, Reflection) third eye, *staff of power*.



# THE IOUN MATRIX

## TAPPING INTO THE CHAOS OF MAGIC

Ioun stone crafters tend to follow established formulae passed down from master to apprentice, or particular to certain geographical regions. While it is possible for a wizard to reinvent the wheel, so to speak, and research a new formula from scratch, they quickly find that ioun stones are remarkably stable magical items which produce the same results regardless of the method used in their creation. As an academic matter, however, it is fascinating to see the different ways used to create ioun stones, but that is a conversation we can have another time.

Formulae can only create ioun stones, and while in general the wizard can control the outcome they desire in terms of color, shape, and effect, there is a way to expedite the process and allow the magical forces of the formula to produce a random ioun stone in half the time. The process, referred to as “tapping into the ioun matrix,” unleashes a colorful display of magical force that can be beautiful to behold, although more than a few laboratories have suffered the consequences of this arcane burst. Ioun shards and cores cannot be created ex nihilo, but it is possible to tap into the ioun matrix with a shard or core as part of the materials.

Lastly, the stones created by tapping into the ioun matrix can have significantly different abilities than those created by formulae: releasing the magical forces of creation taps into the primal essence of arcane power, with the resulting effects falling within the range of powers associated with each color, shape, and quality, and combination thereof. I have created a few ioun stones using this method, and exhilarating as it was, I must advise caution to any arcane crafter attempting to tap into the ioun matrix, although I also wish them the best of luck.

**TABLE 1: IOUN STONE TYPE**

1D8	Type	Effect
1-5	Ioun Stone	Roll once on Table 2 (Optional: May roll once on Table 3 or 4).
6-7	Ioun Shard	Roll once on Table 2; roll once on Tables 3, 4 (add +1 to one roll).
8	Ioun Core	Roll twice on Table 2; roll once on Tables 3, 4 (add +1 to both rolls).



**TABLE 2: IOUN STONE POWER**

1D8	Color	Element	School	Sphere	Effect
1	Black	Death	Necromancy	Decay, Deceit, Shadows	Direct undead, enervation, obfuscation, shadowform, shadowstep
2	Blue	Water	Divination	Dreams, Logic, Mind	Acuity, counterspell, dreamwalk, foretelling, watersculpting
3	Green	Earth	Conjuration	Creation, Growth, Nature	Conjure earth elemental, earthsculpting, faewalk, fortitude, stoneform
4	Orange	Air	Illusion	Energy, Warmth, Youth	Flying, invigoration, multiplicity, nimbleness, windsculpting
5	Purple	Power	Enchantment	Family, Honor, Majesty	Allure, commanding voice, inspiration, majesty, power blast
6	Red	Fire	Evocation	Anger, Destruction, Passion	Blazeform, firesculpting, fury, might, rouse
7	Yellow	Life	Transmutation	Beginnings, Comfort, Renewal	Acumen, immunity, succor, rejuvenation, revive
8	White	Spirit	Abjuration	Divinity, Purity, Truth	Boon, comprehension, consecration, purification, radiantform
9	Crystal	Magic	N/A	Cosmic, Esoteric, Supernatural	Astralform, battery, nullification, planar contact, reflection
10	Metal	Time	N/A	Longevity, Stability, Wealth	Anchor, longevity, prosperity, subsistence, wakefulness

**TABLE 3: IOUN STONE SHAPE**

1D8	Shape	Effect
1	Sphere/Round	Magnification.
2	Prism	Auxiliary.
3	Spindle/Marquise	Durability.
4	Oval	Amplification.
5	Square/Cushion	Safeguarding.
6	Rose/Icosahedron	Providence.
7	Rhombus/Diamond	Keen.
8	Heart	Bestowing.



**TABLE 4: IOUN STONE QUALITY**

1D8	Quality	Effect
Special	Dull	Inert stone, see description.
1	Rough	All bonuses and effects are halved.
2	Chipped	1d8 uses then breaks and becomes dull (may not be recharged).
3	Flawed	One bonus or effect is halved.
4-7	Brilliant	Regular ioun stone.
8	Masterwork	One bonus or effect is doubled OR one extra roll on Table 2.
Special	Corrupted	Corrupted stone, see description.

In order to tap into the ioun matrix, begin by rolling an 8-sided die on Table 1: Ioun Type to determine what kind of ioun stone will be created. Each type has instructions on which tables to roll on next and how many times. As you roll on each table, look up the descriptions below to see what the various effects mean and how they can apply to your final ioun stone. If you are using a game that features item creation feats or rules, you may add those requirements to these guidelines.

## IOUN STONE TYPE

Ioun stones are not a singular item, but a family of magical items with different origins which share common properties. Mechanically, the end result is always an ioun stone which orbits around the user's head (for the most part, as there are alternate uses) and bestows upon them a magical effect. Different types exhibit different powers, however, or have particular qualities unique to that type. Find the type of stone to be created below and follow the instructions to find out powers and qualities.

- Ioun Stone:** This is the standard type of ioun stone most adventurers are familiar with, created entirely through the arcane process of a formula. The final stone is created entirely out of the materials used, and color is the primary determinant of the kind of power the stone holds, although a creator may choose to further define it by means of shape or quality.

Effects: An ioun stone has one power (roll once on Table 2), and may feature modifications based on shape or quality based on the desires of the creator (may roll once on Table 3 or Table 4).
- Ioun Shard:** This type of ioun stone is created from a piece of magically imbued precious or semi-precious stone, which is then transformed into a finalized item by a formula, or shaped by a glyptician. The final stone created may not need bear any relation to the type of stone used, although they generally do (e.g. sapphires create blue ioun stones, emeralds create green ioun stones, etc.). For ioun shards, the final stone is affected by color, shape, and quality, yielding a large range of possible finalized specimens.

Effect: An ioun shard has one power (roll once on Table 2) that is then modified by shape (roll once on Table 3) and by quality (roll once on Table 4). As an option, a power may be chosen from the matching color of the source shard material.
- Ioun Core:** This type of ioun stone is the core of an ioun meteorite, which is then transformed into a finalized item by a formula, shaped by a glyptician, or left in its rough state. Ioun cores always retain their crystalline appearance in their final form, displaying the color of their powers as internal shimmering patterns. Ioun cores have at

least two different powers (particularly powerful cores have been known to have up to five), and are affected by shape and quality.

Effect: An ioun core has two powers (roll twice on Table 2) that are then modified by shape (roll once on Table 3) and by quality (roll once on Table 4). You may add +1 to any roll on Table 3 or Table 4.

## IOUN STONE POWER

Ioun stones have been around for millennia, leading magic-users to develop specific formulae for the creation of particular stones with defined powers. Their ubiquity has waxed and waned over time, but it is these specimens that are mostly known at large, generally classified by the populace by their color and shape (e.g. orange prism, blue sphere) or by their magical effect (e.g. absorption, regeneration). Ioun stones created through the ioun matrix have a wider range of powers not as easily classifiable, which may lead to two ioun stones of the same color having different powers, or stones with similar colors and powers being known by different names.

Each color is associated with a number of variables that help guide the selection of powers, including element affinity, school of magic, and thematic domains. Examples of powers associated with each color are provided below, but feel free to use them as guidelines to create new ones. As a general rule, ioun stones tend to have spell-like powers in the 4th- to 6th-level range, although more powerful stones do exist.

**Black** is the color of Death, of shadows and deception, of lies and decay, the domain of the school of Necromancy. Black ioun stones have powers dealing with obfuscation, concealment of matter and intention, and manipulation of entropic energy.

Sample Powers:

- **Direct Undead** – Once per day you may affect an undead creature (or creatures) up to 3 Hit Dice with a short mental command to *chase* a target, *guard* a target, or *turn* the creature as a cleric. The effect lasts for 1 minute, after which the undead creature reverts to their normal behavior.
- **Enervation** – Three times per day you may touch a living creature and drain some of their life energy. The effect deals 3d8 damage, and leaves the target exhausted for 1 hour.
- **Obfuscation** – You are immune to all forms of scrying (as per the *nondetection* spell) and thought proving (as per the *detect thoughts* spell).
- **Shadowform** – Once per day you may become a shadow for up to 1 hour. While in shadowform, you and all your gear are intangible, and have 95% concealment in darkness and shadows.
- **Shadowstep** – Once per day you may to step into a shadow and teleport a distance of up to 1 mile/1.5 km, emerging out of another shadow. The general destination must be in visual range. If there are no shadows at the destination, the power is used without any effect.

**Blue** is the color of Water, of logic and the mind, of dreams and inspiration, the domain of the school of Divination. Blue ioun stones have powers dealing with the mind and intellect, with insight and prophecy, and elemental water.

Sample Powers:

- **Acuity** – You gain a +2 bonus to your Intelligence score.
- **Counterspell** – Once per day you may counter a spell or magical effect of 3rd-level or less that is in place or as an immediate reaction to a spell or effect used against you.
- **Dreamwalk** – Once per day you may establish mental connection with a non-hostile intelligent sleeping creature that lasts for 1 hour. You may shape their dream environment to promote peaceful rest, to create a nightmare, or to communicate a short message of 10 words or less.
- **Foretelling** – You have constant small glimpses of your immediate future. You cannot be surprised, and three times per day you may reroll any die and choose to keep the best result.
- **Watersculpting** – Once per day, you may control water in your line of sight for up to 10 minutes. You may redirect the flow of running water, make a path through water up to 5ft/2m wide by 15ft/5m long, or create a wall of water 5ft/2m tall by 15ft/5m wide.

**Green** is the color of Earth, of nature and creation, of growth and abundance, the domain of the school of Conjunction. Green ioun stones have powers dealing with the cycles of nature, summoning creatures, and elemental earth.

Sample Powers:

- **Conjure Earth Elemental** – Once per day you may summon a 2 Hit Dice earth elemental that looks like a 3ft/1m tall crystalline humanoid. The elemental is friendly to you and follows all your instructions to the best of its ability. The elemental dissipates after 1 hour or if destroyed.
- **Earthsculpting** – Once per day, you may control earth, clay, or sand in your line of sight for up to 10 minutes. You may raise or lower the elevation by 30ft/6m, dig a hole or trench up to 5ft/2m wide by 15ft/5m long, or create a wall of earth 5ft/2m tall by 15ft/5m wide.
- **Faewalk** – Your natural speed is doubled and you always pass without trace.
- **Fortitude** – You gain a +2 bonus to your Constitution score.
- **Stoneform** – Once per day your skin may become as hard as stone for up to 1 hour. While in stoneform, you are immune to all nonmagical damage.

**Orange** is the color of Air, of warmth and energy, of youth and impetus, the domain of the school of Illusion. Orange ioun stones have powers dealing with potential and invigoration, with wile and guile, and elemental air.

Sample Powers:

- **Flying** – Once per day you may fly at your normal speed for up to 1 hour. You are able to carry all your worn gear. If the duration ends while you are flying, you fall as gently as a feather to the ground.
- **Invigoration** – Once per day you may immediately gain all the benefits of an extended period of rest, including healing of wounds, regaining of magical energies, and termination of any injurious condition.

- **Multiplicity** – Once per day you may create three illusory copies of yourself. The duplicates move with you and mimic all your movements. Any attack on you instead targets one of the duplicates, which dissipates immediately. The effect lasts for up to 1 hour or until all duplicates have been destroyed.
- **Nimbleness** – You gain a +2 bonus to your Dexterity score.
- **Windsculpting** - Once per day, you may control air for up to 10 minutes. You may increase or decrease the speed of wind around you by up to 30, create a cloud of fog 30ft/10m wide that blocks all visibility, or create a wall of wind 5ft/2m tall by 15ft/5m wide.

**Purple** is the color of Power, of majesty and regality, of family and honor, the domain of the school of Enchantment. Purple ioun stones have powers dealing with charm and inspiration, with heritage and righteousness, and with power by right and might.

Sample Powers:

- **Allure** – You gain a +2 bonus to your Dexterity score.
- **Commanding Voice** – Once per day you may magically enhance your voice. You may choose to gain a +5 bonus to any die roll where your voice is involved for up to 1 hour, or you may emit a booming shout that leaves all creatures up to 30ft/10m in front of you deafened, stunned, and lying prone on the ground.
- **Inspiration** – Once per day you may grant an inspiration bonus to any dice roll made by you or up to five allies you choose. You have a total +15 points to divide as you see fit, max +5 to any one individual. Inspiration bonus points may be used after the roll is made. The effect lasts up to 1 hour, and any bonus points not used by that then disappear.
- **Majesty** – You project an aura of awe and grandeur that causes all intelligent creatures in a 15ft/5m radius to be either charmed or frightened by your presence, your choice. The effect ends when they move beyond the area of effect, and they remember whatever emotion they felt.
- **Power Blast** – Once per day you may deal a power blast, a wave of energy that pulses away from you affecting all creatures in a 30ft/10m radius. Allies in the power blast area of effect gain a surge of strength granting them a +5 bonus on their next die roll, while creatures hostile to you become stunned for 5 minutes.

**Red** is the color of Fire, of blaze and passion, of rage and destruction, the domain of the school of Evocation. Red ioun stones have powers dealing with strength and rage, with damage and destruction, and with elemental fire.

Sample Powers:

- **Blazeform** – Once per day you may wrap yourself in magical flames for up to 1 hour. While in blazeform, you are immune to fire and cold effects and damage. The magical flames produce heat, but are only damaging on your command, causing 1d8 fire damage to any target within 5ft/2m.
- **Firesculpting** – Once per day, you may control fire in your line of sight for up to 10 minutes. You may grow any flame up to a 30ft/10m blaze or reduce it to a small flicker, turn the fire into a cloud of superheated gas 30ft/10m around you that keeps all creatures at bay, or create a wall of fire 5ft/2m tall by 15ft/5m wide.

- **Fury** – Three times per day you may enter a state of magically-induced fury that lasts for 1 minute. During this time you move at double your speed, gain a +5 bonus to all attack and damage dice rolls, and are immune to all non-magical damage.
- **Might** – You gain a +2 bonus to your Strength score.
- **Rouse** – Three times per day you may rouse the passion within your allies in a 30ft/10m radius, granting them a +3 bonus to any ability, attack, or saving throw dice roll.

**Yellow** is the color of Life, of renewal and beginnings, of comfort and healing, the domain of the school of Transmutation. Yellow ioun stones have powers dealing with rebirth and restoration, with aid and succor, and with the cycle of life.

Sample Powers:

- **Acumen** – You gain a +2 bonus to your Wisdom score.
- **Immunity** – You are immune to all natural diseases and poisons, and gain a +3 bonus to resist magical and supernatural diseases and poisons.
- **Succor** – Once per day you may create an aura of comfort in a 15ft/5m radius. Any creature in the area of effect is cured of any condition affecting them such as blinded or frightened, and gains the effects of an extended period of rest.
- **Rejuvenation** – Three times per day you may touch a creature and provide magical healing by restoring 5d8 damage, or curing them of all natural diseases, or neutralizing all natural poisons.
- **Revive** – Once per day you may bring back to life a creature that has been dead for no more than a day, healed from any damage or illness the creature had at the time of death, although they still need a day of rest to fully recover from the shock of being revived.

**White** is the color of Spirit, of purity and holiness, of divinity and truth, the domain of the school of Abjuration. White ioun stones have powers dealing with protection and defense, with discernment and clarity, and with sanctity.

Sample Powers:

- **Boon** – Three times per day you may create an aura of blessedness in a 15ft/5m radius. All friendly creatures in the area of effect heal 3d8 damage, and gain +3 to all dice rolls for 1 minute.
- **Comprehension** – You can speak and understand all languages, and are able to continually detect lies, detect evil, and detect poison and disease in a 30ft/10m radius.
- **Consecration** – Once per day you may imbue a space in a 30ft/10m radius with holiness lasting for up to 1 hour. Creatures in the consecrated area receive the effects of an extended period of rest. Undead and evil creatures cannot enter the consecrated area. If they are caught in the area of effect, they suffer 5d8 damage and are turned for 1 minute.
- **Purification** – Once per day you may create an aura of purification in a 15ft/5m radius which neutralizes all natural poisons, purifies all food and water, and turns all undead creatures for 1 minute.
- **Radiantform** – Once per day you may glow with divine radiance for up to 1 hour. While in radiantform, you are immune to all damage and effects caused by, and you deal double damage to, undead and evil creatures.

**Crystal** is the color of Magic, of the supernatural, the esoteric, of the cosmic realm and beyond. Crystal ioun stones have powers dealing with the fabric of magic itself, with powers beyond mortal ken, with what lies beyond.

Sample Powers:

- **Astralform** – Once per day you may enter the Astral plane for up to 1 hour. While in astralform, you are free to interact with the Astral plane in any way or travel beyond it to another plane, while your physical body remains in a protected state of stasis. When the duration ends, you return to the physical realm at the location of your physical body.
- **Battery** – You may store up to 3 levels worth of spells in any combination. Spells are stored by touching the ioun stone as the spell is cast. Stored spells can be cast by the user as if they were a magic-user.
- **Nullification** – You may nullify any spell cast targeting you of your choice. The spell simply has no effect on you. Once the ioun stone has nullified 15 spell levels, it becomes dull.
- **Planar Contact** – Once per day you may contact an extraplanar entity for up to 1 minute and ask up to 3 questions. The entity generally answers truthfully with a “yes,” “no,” or “unknown,” although it may use a short phrase at its discretion. After the effect ends, you are left exhausted.
- **Reflection** – You may reflect any spell cast targeting you of your choice back on its caster. Once the ioun stone has reflected 15 spell levels, it becomes dull.

**Metal** is the color of Time, of stability and longevity, of resources and wealth. Metal ioun stones have powers dealing with aging and immortality, with the fabric of time itself, with material wealth.

Sample Powers:

- **Anchor** – Once per day you become fixed in the place you are at the moment of activation, unmovable. The ioun stone can support up to three times your weight while activated. The effect lasts for up to 1 hour, or ceases immediately if subjected to more than the allowed weight.
- **Longevity** – You do not show signs of, nor suffer the natural effects of, aging.
- **Prosperity** – You are fortuitous in acquiring material wealth, and once per day, through a variety of means, you gain 50 gold pieces in coins, precious metals, or gems. If you are in a situation where such a gain would be unlikely or impossible, the next time it is possible you gain double the wealth.
- **Subsistence** – You do not need to eat or drink.
- **Wakefulness** – You do not need to sleep. Resting for a period of an hour grants you the effects of an extended period of rest.



## ION STONE SHAPE

Ioun stones come in a variety of shapes, and although in some cases these might be entirely ornamental, as a general rule, the shapes do have a definite effect on ioun stones. This is always the case of stones created by tapping into the ioun matrix; the shapes achieved through the process modify the powers imbued into the ioun stone, altering the magical effects or granting additional ones. Only close examination reveals whether a stone's shape is ornamental or power-altering, although it is always obvious to iounmancers and glypticians. Lastly, the shapes described here are not exhaustive, so it possible to encounter other shapes with abilities unknown.

- **Sphere/Round** – Magnification: triple the area of effect of one power.
- **Prism** – Auxiliary: increase by +1 the number of uses per day of one power.
- **Spindle/Marquise** – Durability: double the duration of one power.
- **Oval** – Amplification: double the area of effect of one power.
- **Square/Cushion** – Safeguarding: grant +3 AC bonus to user.
- **Rose/Icosahedron** – Providence: grant +1 bonus to any roll by user.
- **Rhombus/Diamond** – Keen: deals 1d8 damage any chosen target within 5ft/2m.
- **Heart** – Bestowing: increase by +1 the number of affected creatures by one power. Powers that only affect the user may affect one extra creature within 5ft/2m.

## ION STONE QUALITY

An ioun stones quality speaks to the structural integrity of the specimen, and how that affects its magical abilities. Tapping into the ioun matrix sometimes creates stones that are stunning in construction and power, or stones that are flawed in some way. Although ioun stones are particularly resilient and durable, they are not immune the ravages of adventuring life, especially those stones that see lots of combat. Striking an ioun stone in battle is no easy task given their small size and speed, but it isn't impossible either, which may lead to damaged or destroyed stones. Sometimes they are drained of their powers, and sometimes, just sometimes, they are corrupted by outside forces, changing their entire composition.

- **Dull** – Dull ioun stones are inert, their magical powers spent. Dull stones may be recharged by being buried next to an ioun core for 30 days, or by tapping into the ioun matrix with the dull stone as primary material ingredient.
- **Rough** – Rough ioun stones can be chunks of imbued rock or a raw ioun core that are attuned for use, although they may also result from tapping into the ioun matrix. Rough stones work just like their finished counterparts, but all power effects and durations are halved.
- **Chipped** – Chipped ioun stones can result from tapping into the ioun matrix, but more often than not they are the result of damage inflicted on the stone. Chipped stones retain their regular powers, but have only 1d8 uses left before the magic tears the stone apart and they are destroyed. Only an iounmancer or a glyptician can repair a chipped stone with at least 1 use left. The process requires one week, and at least 5000 gold in materials.
- **Flawed** – Flawed ioun stones can occur naturally, usually in ioun shards or cores, although there's been the odd flawed created ioun stone as well. All flaws have the same effect on an ioun stone: they cut one power's bonus, duration, and area of effect in half. Flawed ioun stones cannot be repaired.

- **Brilliant** – Brilliant ioun stones are the regular stones that most people are familiar with. A brilliant ioun stone can become chipped if damaged, destroyed, or corrupted, under the right circumstances. Otherwise, its powers work as intended without any bonuses or penalties.
- **Masterwork** – Masterwork ioun stones are those that emerge from the ioun matrix, or are specifically created, to be exceptional specimens. Physically perfect, vibrant and pure, masterwork ioun stones are harder than their regular counterparts (+5 AC), tougher (double HP), and may powers that are doubled in effectiveness, or have more than one power, often combining effects from different colors of magic. Roll twice on Table 2 to find a second power, or choose one existing power and double the bonus, area of effect, and duration.
- **Corrupted** – Corrupted ioun stones have been subjected to the touch of a void sorcerer or a negasphere and claimed by the Nothingness. The corruption twists the magic within the ioun stone and imbues it with a dangerous new set of powers meant to further the spread of the Nothingness.
  - **Decay** – Once per day you may create an aura of decay in a 30ft/10m radius lasting 10 minutes. All non-magical plant life in the area of effect withers and dies. All non-magical animal life howls in agony as they take 20 damage each turn. All humanoid and larger creatures take 10 damage each turn and suffer a -2 penalty to all dice rolls from pain. Damage inflicted by this power visibly withers and scars the victims, and the effect can only be reversed by high-level healing magic.
  - **Despair** – Three times per day you may create an aura of despair in a 15ft/5m radius lasting 10 minutes. All non-allied creatures in the area of effect become frightened, have a 50% chance each turn of falling prone in abject misery, and suffer a -3 penalty to all dice rolls.
  - **Disease** – Once per day you may create a wave of disease which pulses away from you in a 30ft/10m radius. Creatures in the area of effect become feverish and severely exhausted, their bodies wracked by painful spasms, suffering 1d8 damage each hour and a -5 penalty to all dice rolls for 24 hours. Anyone in close contact with an affected creature has a 1-in-6 chance of becoming infected as well.

# UNORTHODOX USES

## AFFIXED, ENCLOSED, AND IMPLANTED IOUN STONES

Ioun stones transfer their magic to the attuned user by orbiting around their head. It is interesting to note that ioun stones are very temperamental in their orbits, with some being attached to their user and orbiting close to their head, other stones being aloof and orbiting at the very edge of their range, and a few being playful with elliptical or zig-zagging orbits. Regardless of where they orbit, they all function the same way. Over the centuries, however, a few unorthodox methods of using ioun stones have developed, some as a response to special circumstances, others by people in search of power. While these are not necessarily common in modern times, there are still artisans and practitioners who specialize in these unconventional methods.

### AFFIXED

During the Third Dwarven Clan War, fought in tunnels, caves, and underground trenches all along the Titan's Spine mountain range, the gear-priests of Clan Forgefire realized that the confined battlegrounds did not lend themselves to the orbiting magical items so prevalent in their army, leading them to develop the affixation technique in which an ioun stone is magically embedded into a worn piece of equipment—generally a piece of armor—allowing the user to benefit from the stone's powers.

Only artificers, gear-priests, and glypticians can properly affix an ioun stone. The process isn't technically hard, especially if the piece of armor has been crafted with a niche to hold the ioun stone, but it requires specialized eldritch knowledge in order to mesh the power matrix of the ioun stone with the elemental lattice of the receiving matter. When properly affixed, the ioun stone grants its powers to its attuned user while they are wearing the piece of equipment. The trade-off is that in order to become affixed, an ioun stone needs to be shaped specifically for the process, resulting in a loss of any enhancements provided by the original shape. The affixing process takes 7 days and 5000 gold in materials, plus a masterwork piece of equipment worth 5 times the normal cost.

### ENCLOSED

As the Mishurzic Empire came to an abrupt and bloody end, the people's contempt for the aristocracy's endless hoard of artifacts and wondrous items reached a climax in the Night of Molten Magic, when folk sorcerers combined to open a gate to the elemental plane of fire and presided over the largest destruction of magical items ever recorded. In the months that followed, the few Acolytes of the Boundless Cog able to smuggle away their precious ioun stones developed the enclosure technique in order to both hide the wondrous items from prying eyes while still benefiting from their power during those turbulent times. Drawing on lessons learned from the remains of artifacts from the mysterious and long-gone Knights of Jeddus, the Acolytes enclosed their ioun stones inside the hilts of their favorite weapons, tinkering with the power matrix until achieving results, passing on that formula to the ages.

Enclosed ioun stones don't grant their power to their attuned user, but they do grant the weapon they are enclosed in a +2 bonus to all dice rolls, and the ability to return to their

wielders when thrown. In addition, once per day, the weapon may manifest one of the following special powers:

- **Bursting** – The weapon glows like a miniature sun and deals +2d8 radiant damage for 1 minute.
- **Draining** – The weapon becomes black as midnight and deals +2d8 necrotic damage for 1 minute.
- **Flaming** – The weapon bursts into flame and deals +2d8 fire damage for 1 minute.
- **Freezing** – The weapon turns to elemental ice and deals +2d8 cold damage for 1 minute.
- **Shocking** – The weapon is enveloped in lightning and deals +2d8 lightning damage for 1 minute.

The new ability is defined by the type of ioun stone enclosed in the weapon, or randomly by the arcane forces if there is no clear parallel.

The knowledge for the enclosure technique deals with the creation of the specialized weapon hilt with the niche for an ioun stone, and although they are ideally forged by an artificer, a master weaponsmith is perfectly able to create them given a set of plans or someone instructing them. Weapons ready for ioun stone enclosure are considered masterwork pieces and are worth 5 times the normal cost.

## IMPLANTED

Where the Mishurzans sought power through created artifacts, the Phoenixians sought to make themselves into the artifacts, developing a host of body modification techniques that both amazed and horrified the world. Among the tamest of these was the practice of ioun stone implantation, wherein the thaumasurgeon would operate on an individual and fuse the ioun stone's power matrix with the nerve network, a process that is delicate, dangerous, and taxing on the body even under the best of circumstances.

Only thaumasurgeons and void sorcerers can perform an ioun stone implantation. When the surgery is performed successfully, ioun stone and user are forever attuned and linked; the stone provides all its powers to the user from its permanent location in the body. Although the process can retain the shape of the implanted ioun stone, all benefits gained from it become null. The mystic surgery also reduces the user's Constitution by 2 permanently. Should user and stone ever be separated, whether willingly or forcibly, the user must survive a save vs death. While the drawbacks are perilous, the benefits of implantation make it all worth it for those seeking power, for not only can they draw on the powers of the ioun stone directly, without it being exposed, they can use their own life energy to fuel the stone's powers, exchanging 1 point of Constitution for one extra power use per day. Constitution spent this way is recovered at a rate of 1 point per day after an extended period of rest, and it cannot be regained by magical means. The implantation process, from preparation to recovery, takes 10 days, and requires 10,000 gold in materials.

# AN IOUN BESTIARY

## CREATURES OF STONE, CRYSTAL, AND THE COSMIC BEYOND

To the wise Sage of Kryos:

Thank you for the books and scrolls you most graciously allowed me to peruse at the University library to aid in my research into the origins of ioun stones. I was able to glean valuable information in the time allotted, allowing me to further develop some theories I have been working on. Of particular interest are the notes I gathered on various creatures related to ioun specimens, which I have now collected in one place for the first time. I send this early research as a token of gratitude for your gift of knowledge, and promise to forward the completed work for possible inclusion in your august library, should it please you.

Kindest regards,

Iounmancer Cara Orun

### IOUN GOLEM

I first encountered this construct while pursuing Logrex, a rogue Iounmancer seeking to carve their own little kingdom by terrorizing villagers in the southern isles. Upon arriving at the shores of Isla Blanca, our ship was besieged by this creature. I would encounter it a few more times before facing Logrex and wrestling away control of what they dubbed an "ioun golem." I have come across similar specimens since then, as Logrex made a tidy profit selling the creation formula, and all have been just as dangerous.

**Appearance:** Ioun golems are rare magical constructs appearing as floating conglomerates of crystal and ioun specimens orbiting around a larger central core, often created to serve as dangerous guardians. In addition to the inception formula, the process requires either a large vein of imbued rock, or at least 30 ioun stones, plus 100,000 gold pieces in materials for the ritual, including an ioun core to act as a control device for the construct.

**Abilities:** Ioun golems all have different powers based on what ioun specimens were used in their creation. Roll 4 to 6 times on Table 2 on *The Ioun Matrix* [Pg XX], depending on how powerful the golem is. Most dangerous is its ability to capture an ioun stone and make it part of itself. It requires the ioun golem successfully attacking an orbiting ioun stone (+3 bonus to hit) over three successive attacks. If one attack fails, it must start the process again, but if it is successful, the ioun stone floats over to the ioun golem and grants its powers to the construct. Ioun golems are tough, resilient creatures immune to gases, enchantment magic, and non-magical damage. They float swiftly over most terrain, and are dauntless in fulfilling their orders, fighting until destroyed.



## JEDDAN (IOUN ELEMENTAL)

*A scroll from after the fall of the Mishurzic Empire provided an invaluable research clue in the mention of a group called the Knights of Jeddus. Mentions of a “Jeddian” popped up most recently in a damaged journal I acquired chronicling an encounter with what the writer described as an “ioun elemental, a creature surely hailing from the plane of earth imbued with the magic of an ioun stone.” While the surviving text does not disclose how the writer knows this creature to be called a Jeddian, the names are too close not to be related. I wonder if there is also a relation to the children stories of the ghost star Jeda?*



**Appearance:** Jeddans (sometimes mistakenly called ioun elementals) are tall humanoid creatures made of stone with heads of glowing ioun crystal. Jeddans come in all shapes, sizes, and what could be

understood as age groups, although it is unknown if they are a gendered species. They gather in clans of up to 50 individuals with clear delineations of duties such as leaders, guardians, minders, and trade specialists, and while they have been known to trade with other races, in general they keep to themselves. Their language sounds like rocks cracking and bashing together, combined with multicolored strobing from their head crystal.

**Abilities:** Jeddans are immune to gases, enchantment magic, and non-magical damage, and age at a crawling rate, making them virtually immortal. Even the smallest Jeddian is as strong as an ogre, and although they are not a violent race, those in the guardian role are not to be trifled with. All Jeddans are able to phase through stone, shape stone as if it was clay, and attune to any ioun stone in their vicinity, allowing them to communicate with that ioun stone's user, or to benefit from its powers if needed.

## NEGASPHERE

*I have three anecdotes that seem to speak of the same entity: one from a market vendor, from whom I first learned of meteoric ioun specimens years ago, whose story featured a “swirling mass of darkness” trying to consume the meteorite; one from my friend Farzu Tassa, who said she barely escaped from a “sphere of nothing” the last time she traveled from the dwarven stronghold with a cartful of imbued ioun rock; the last from my apprentice, whose testimony regarding the disappearance of one of my students states she saw them be consumed by “nothingness collapsing upon itself.” A passage in History of the Mishurzic-Phenixian War speaks of the Phenixian void sorcerers unleashing “negaspheres” upon their enemies, “which they controlled through their ioun implants.” Could someone have been mad enough to resurrect their cursed magical technology?*



**Appearance:** A negaspheres appear as a swirling mass of void collapsing upon itself, spreading entropy in its wake. The air around their circumference shimmers as it gets sucked into the inner void, and even in the midday sun, they darken the area surrounding them. Negaspheres are semi-sentient entities spawned by the Nothingness. They are summoned, not created, and cannot be destroyed, only banished.

**Abilities:** A negasphere's only purpose is to consume ioun stones for the Nothingness. Everything it does, every order it follows, is always processed through that primary purpose. When faced with a choice, it always follows its prime directive above all other concerns. A negasphere consumes all in its path that opposes it by creating a gravity well that pulls matter into it. Opposing the gravity well requires great strength, superb agility, or excellent anchoring; otherwise, anything that falls in instantly becomes nothingness. A negasphere can specifically target an ioun stone with this power (+5 bonus to hit), disappearing instantly once they have consumed their bounty. Ioun stones consumed by a negasphere have a 1-in-6 chance of becoming corrupted and being left behind to spread chaos and entropy.

## SHAMIR

*Master Glyptician Barundar once spoke to me of a mythical worm able to both split boulders and carve the most exquisite details in gems. At the time I dismissed this as a mere fable, until I came across the story of the shamir. The legend says the worm was created at the beginning of the world, along with other wondrous creatures, and it has the ability to cut even the hardest of diamonds. An ancient culture used the shamir to carve their sacred items and their holy temple, since they were forbidden from using metal tools on their religious artifacts. Once the work was done, the legend says worm disappeared from the world. If this indeed the worm Barundar spoke of, I can see why it would be of great use to a glyptician. I'll need to review all my sources to see if I can find any further references to such a magnificent creature.*

**Appearance:** The shamir is a diminutive magical creature, the size of a grain of barley, possessed of a most remarkable supernatural ability. The shamir is a unique creature: created at the dawn of time, it is immune to all forms of damage, making it effectively immortal. It shows up throughout history for a period of time when its powers are needed, then disappears when its work is done, sometimes for centuries at a time. The shamir has no natural habitat or ecology; it was created and exists solely for a specific purpose. Whenever the shamir appears in history, it shows up wrapped in woolen cloth stored inside a lead basket filled with barley, the only receptacle capable of keeping the worm safe; when it disappears, the basket does as well.

**Abilities:** The shamir has the extraordinary ability to split rock, crystal, and metal with a superb degree of precision, from splitting boulders into large chunks to carving delicate writing on a gemstone, based on the desires and skill of the handler. The use of the shamir by a master artisan always results in the creation of a masterwork piece of art. If used in the creation of a magical item, the resulting item has a 50% chance of being more powerful than others of its kind.

## VOID SORCERER

*The ancient Phenixians had little qualms when it came to tinkering with magical forces beyond their ken in the pursuit of power. Those that went even beyond that, those that made the most power-hungry viziers think twice about dealing with them, those that made even the Undying Emperor somewhat uneasy, those magic-users became void sorcerers. And I thought they were a terrible part of history, except one tried to kill me not two nights ago. I prevailed, obviously; this one must have been inexperienced or overconfident, a weakness I was able to exploit in my favor. I fear this was not a random occurrence, that I was targeted due to my knowledge and my ioun stones. I fear this was just the beginning, that as the saying goes, something wicked this way comes.*

**Appearance:** Void sorcerers are humanoid magic-users who have embraced the Nothingness as their master and source of power. The process leaves them as semi-corporeal versions of their former self, their translucent skin swirling with the void into which all will perish, their eyes white and bright as stars. Many affect flowing robes of midnight blue with deep, shadowy hoods as the void sorcerers of old, but others wear regular clothing.

**Abilities:** Void sorcerers are accomplished magic-users, their powers enhanced by the Nothingness. They can cast spells at least as mid-level wizards, while also having the innate ability to move undetected in darkness, and being immune to non-magical forms of damage. Once per day they are able to summon a negasphere to do their bidding, although the casting leaves them drained for a few minutes. They are also able to consume ioun specimens at will, taking them into the swirling void within, claiming them for the Nothingness (and restoring them to full health in the process). Ioun stones consumed by a void sorcerer have a 1-in-6 chance of becoming corrupted, in which case the ioun stone immediately becomes attuned to the void sorcerer.

# THE BLUESTONE QUARRY

## WHAT SECRETS HIDE IN THE OLD TUNNELS?

*This is the fifth account I receive of stone humanoids spotted near an abandoned quarry about two-days' travel away. "They seemed like ioun elementals," the adventurer wrote in her journal. It's not the first time I hear that description, either. But what are these creatures? I will be expediting my plans to visit the area, but until then I may commission a group of adventurers to scout the area for me.*

The Bluestone Quarry is found half-a-day's travel north of the town of Kent Square. Instrumental in the creation of Kent Square a hundred years ago, the quarry was abandoned after a series of freak accidents claimed the lives of six workers. Once rumors began circulating that the quarry was haunted or cursed, it was over for the operation. Locals still venture to the quarry occasionally for bluestone slabs needed for town repairs, but with the recent stories of stone humanoids seen wandering around the ruins, only the brave or foolish dare go near.

### THE QUARRY

The commercial operation was abandoned 40 years ago, giving the forest plenty of time to reclaim the once busy area. Hunting paths approach from the south, although there are no clear paths heading to the quarry. Visitors approaching can see a large plot carved out of the hilly land, two rotting wooden sheds off to one side, the 60-foot/20-meter exposed rock face of smooth bluestone still visible through the woody overgrowth that has reclaimed the grounds. A few slabs of pre-cut bluestone lie about waiting for shipments that never came, and a mound of rock debris blocks what once was the main road into the quarry from the south.

**Clues:** Humanoid footprints, days to weeks old, going in and out of the quarry. Unnatural stillness in the forest, no birds singing, no animals. Tracks of unknown origin, ragged and uneven, ambling from the forest to the cliff wall, where they disappear.

**Events:** While exploring the area, there is a 2-in-6 chance each hour of encountering a wandering "ioun elemental" seeking to return to the quarry. If confronted, it tries to escape through the cliff wall, fighting only if cornered.

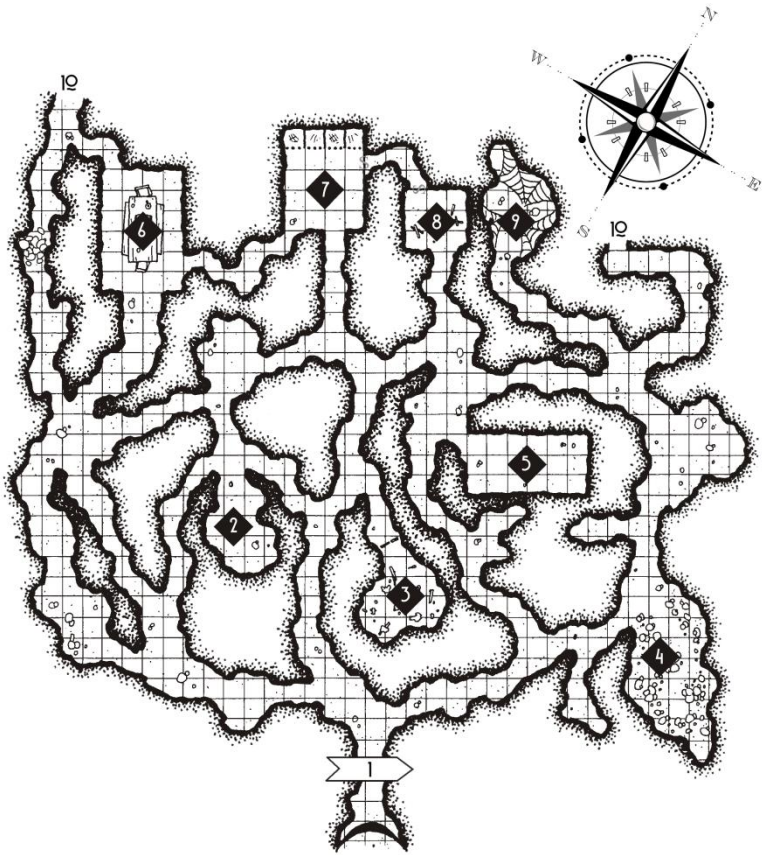
- **The Wooden Sheds:** Rotting, splintered, and broken, these sheds still make it obvious they were the administrative center for the quarry. Broken desks, chairs, and cabinets have been tossed and picked apart over the years. Diligent searching, however, reveals a small stack of faded papers tucked inside a broken cabinet. They are nothing but old receipts, illegible notes, and a moisture-damaged map of the quarry which seems to include a gate on the cliff wall where anyone can see none exists, as well as a series of tunnels.
- **The Debris Mound:** About 6-feet/2-meters tall, made of chips and chunks of bluestone in all shapes and sizes, a combination of intentionally-carved and haphazardly-broken pieces. Smaller similar mounds lie scattered around the grounds, but it is obvious this one was built here to block road access. It is less clear, however, how long ago it was built, or by whom. Anyone committing to dig through the mound for some time eventually finds a buried fist-sized piece of imbued ioun crystal

- **The Cliff Wall:** It is easy to tell the marks where the last set of slabs were carved off the rock face decades ago. Even exposed to the elements, the smooth blue-gray color of the stone is magnificent. Vines and vegetation obscure most of the rock face except in a handful of areas along the bottom. Only the most astute eyes, after painstakingly searching the cliff wall to the exclusion of everything else (having the map from the shed makes this just slightly less hard), would be able to tell that in one area to the right of center, the carving marks are a little too deep, a little too even, revealing it's actually a huge slab of bluestone placed to seal a gate. There is no obvious way to remove the slab, but sections of it can be destroyed to gain access to the other side.

## THE TUNNELS

As its fortunes began to dwindle, the Bluestone Quarry Company tacked an exploratory mining operation to their venture, convinced there were rich gemstone veins to be found under their noses. After digging a sufficiently long tunnel to ensure they would not destabilize the bluestone cliff wall still bringing in some money, the exploratory mining team were given freedom to carve around as needed or wanted in pursuit of valuable gemstone deposits. The team dug around for a year before the work was abruptly canceled, the tunnels sealed, all official mentions of that project expunged from the records. That's when the freak deaths began, eventually leading to the abandonment of the quarry.

1. **Entrance:** After the sealed gateway, the tunnel extends for roughly 100 feet/30 meters, sconces with extinguished torches still lining up the corridor. Tracks of unknown origin seem to lead deep into the tunnel.
2. **Storage:** This area is full of barrels, wooden boxes, and sacks, all mostly full with long-rotted food and provisions. Basic mining and camping equipment can be scrounged up after some searching, as well as a small, locked lead coffer. The lock is intricate and still very much working, requiring a master locksmith or a master lockpicker. Inside there's 200-gold worth of gems and coins, a dull piece of crystal about the size of a thumb, and a superb golden hilt carved with a flowing script no one can decipher.
3. **South Deposit Area:** A smaller chamber strewn with carved pebbles, also seemingly devoid of any rich veins. Should anyone try carving the walls, however, they have a 1-in-6 chance of finding a hidden deposit of imbued ioun crystal worth 10,000 gold, or enough to make two ioun shards.
4. **East Deposit Area:** The floor is littered with carved pebbles and strewn rocks. Whatever deposits were in this chamber are long gone.
5. **Base Camp:** Whatever the original use of this rectangular room has been made irrelevant by the five Jeddans using it as their camp. A large crystalline structure sits in the center of the room, almost where a campfire would be, though there is little else in the room. A Jeddian lies on the floor towards the back, its crystal "head" glowing a faint red, the light pulsing slowly. Wicked gashes are carved across its torso, and it doesn't take an expert to know it is dying. The other four Jeddans are around the tunnels dealing with an imminent threat.
6. **Dining Area:** Communal eating area for the miners. The long table and benches are made of red varnished cedar and are still in excellent shape, six sets of sturdy, pewter tableware strewn about the room.



7. **Storage:** A few stacked wooden crates and barrels remain in this room. Four cells line the back of the room, each closed with iron gates. Straw lines the floor of each cell, and while three are open and empty, the fourth gate remains locked, two small wooden crates of explosives still inside. On the east wall, a revolving panel is slightly ajar, revealing a small passageway to Room 8.
8. **Debris Room:** This room's original purpose is now unclear. Large amounts of debris and detritus have been piled here, almost completely blocking access. The leftmost part of the wall at the back is a revolving panel to a passageway connected to Room 7, although it would require great strength or cleaning up the area in order to open it from either side.
9. **Cave Spider Lair:** A giant cave spider once made its lair in this cavern. The desiccated remains of the spider lie in one corner, the webs tattered (but still very much sticky if touched). A few copper coins litter the floor.
10. **Tunnels:** These tunnels continue for about 120 feet/40 meters, becoming increasingly humid, and eventually emerging into large natural cavern with a small pond fed by a

spring. This is part of the natural cave system in this area, stretching back all the way to the town of Kent Square.

## SECRETS

- A small clan of Jeddans has made their home in the tunnels for approximately 50 years, drawn here by the emanations of an ioun meteorite buried deep under the mine. The meteorite is also responsible for the deposits of imbued ioun crystals scattered in the area, providing “food” for the Jeddans. With the stores inside the tunnels almost exhausted, the Jeddans have been venturing out to other deposits, leading to the reported sightings of “ioun elementals.” It has also brought to the area agents of the Nothingness.
- Two void sorcerers have been studying the area for weeks. They almost overpowered one of the Jeddans a few days back, but the wounded creature managed to escape, and now they are ready to finish their job. Any incursion into the tunnels provides the access they need, and they quickly follow anyone going to the mine. Their goal is simple: claim the Jeddans and all ioun deposits for the Nothingness.
- The Jeddans know immediately the moment anyone enters the tunnels, and they scatter from Room 5 to guard their territory. They tend to observe first, preferring not to engage in combat if possible. Attacking the wounded Jeddans in Room 5 immediately results in a fight with two Jeddans, the other two arriving 1d4 turns later.
- Entering any room in the tunnels has a 2-in-6 chance of encountering a void sorcerer, who engages in combat immediately. Once in melee, the void sorcerer summons a negasphere on the first turn. The second void sorcerer joins the fight 2 turns later.
- The locked coffer in Room 2 contains a dull ioun core and the hilt to a *sunblade*. The ioun core needs to be recharged and reinstalled in the hilt for the *sunblade* to work once more. It was found during the excavations in the mine, locked away as an obvious valuable for later selling or bartering.
- The ioun meteorite lies some 600 feet/200 meters underground, roughly between Rooms 2 and 3.
- The wounded Jeddans in Room 5 is dying. If the adventurers have made a good impression upon the Jeddans, especially if they helped get rid of the void sorcerers, the Jeddans allow them to be present for the death ceremony. The Jeddans gather around their dying comrade, and when the light of the head crystal fades, one of them approaches the body. A low hum emanating from all Jeddans can be heard, their head crystals glowing a soft yellow. The Jeddans by the body reaches into the torso and pulls out a large ioun crystal pulsing with the same soft yellow light. Should communication with the Jeddans be possible due to magical means, they explain that from the ioun heart of their fallen kin, a new Jeddans can be born, although they do not go into further details.



# TALES AND RUMORS LORE, HEARSAY, AND FOLK TALES

*Most esteemed Sage of Kryos:*

*I will be journeying to your august library in ten days' time, just as soon as I have finished my teaching duties at the university for this quarter. I look forward to your gracious hospitality, the chance to get away from the city for a short respite, and to lose myself in my research aided by your unequaled collection. I am enclosing a few scribbled notes I pulled from my research journals indicating some of the areas I wish to explore further during my visit. Fare well!*

- Cara Orun

*I can trace the start of ioun stones as we know them to the Mishurzic Empire, during the reign of the Brass Emperor. The war chronicles shed light on their fight against the Phenixians. Great developments on both sides at terrible cost. Phenixian Void Sorcerers, negaspheres, a worship of entropy... What were the Phenixians seeking, truly seeking? They didn't settle in Mishurzic lands, so what was it?*

*"Vartus, most fearsome of the Void Sorcerers, was almost covered in implanted ioun stones, even his eyes, which could now see all that would be nothingness."*

*Why does this ancient account sound so familiar? There was another mention of a glass-eyed sorcerer, but where did I read about it?*

*THE EON WAR! The Second Mage War, the Eon War. Check the transcript of the armistice, the emissary of the Warlock Hegemony was "a sorcerer with eyes of crystal, taciturn, uncaring, his body covered in robes of entropy." Was this Vartus?*

*What if the Blooded Coalition was another name for the Mishurzans? They were known as master artificers, but what was the Blooded in reference to? Not Eon War, but Ioun War. It fits. Several centuries before our best dated records, but it fits. Who was the Lich Queen, then? What happened to the ioun arsenals both destroyed and hidden?*

*Look into Third Mage War. My recollection is that it was a disaster for all involved. Who were they fighting? "A force alien and brutal, nothingness left in their wake." I remember that line from one of the epics. More nothingness. Alien force? What if that's literal and not poetic license?*

*I dreamt again of a dying world, a beautiful planet of glass and stone, colorful and delicate, exploding into millions of tiny fragments. Fifth time so far this year. This morning I caught myself humming the song about Jeda the dying star. Related? Not star, but planet? Is there, was there, such a world?*

*Bring a reproduction of the Knights of Jeddus scroll to the Sage, perhaps he can decipher the runes. How were these Knights related to the wars? No Mishurzic mention exists beyond this scroll and how it informed the enclosure technique.*

*Ioun cores, ioun shards, ioun stones. Related, yes. Hierarchy? Causative? Cores beget shards beget stones. Where do cores come from? Meteoric, yes, but from where?*

*I dispatched a team to Kent Square to look into the reports of “ioun elementals” in an abandoned quarry nearby. There is no elemental ioun plane, so what are these creatures? Why are they associated with ioun specimens?*

# ALL WILL BE CONSUMED

*PS:*

*I did not write this last line! It appeared in my notes overnight before sending this message to you!*



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Writing and Layout by Daniel M. Perez

Additional ideas/inspiration by Judd Karlman, Berin Kinsman

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