



Toun Artifacts

Ben Dowell
Phoebe Harris
Scott Young



LETTERS FROM THE FLAMING CRAB

IOUN ARTIFACTS

Development and Layout J Gray

Writers Ben Dowell, J Gray, Phoebe Harris, Scott Young

Editors/Playtesters Alex Abel, J Gray, JEM, Joe Quello

Art Allen Morris

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Letters from the Flaming Crab: Ioun Artifacts is published by Flaming Crab Games under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Copyright 2017 Flaming Crab Games

Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab

Aaron "Itchy" Tranes, Adam Matherly, Adventureaweek.com, AinvarG, Alex Coley, Alexander Canfield, amberkat, Andy Kwong, Anthony Guillote, C.J. Withers, Chad "Doomedpaladin" Middleton, Dagmar Wyrmkinn, Eric W Murray, FST, Harvey Howell, Hugo "Butterfrog" Solis, Imban, Iris Gehrmann, Jacqueline Vanni Shanks, Jason Leisemann, Jeremy Hunt, Jerry Britt, Jim Austerman, Joshua Hennington, Joshua Root, Kenny "Cash Flock" Richardson, Lauren M, Lewis Crown, Lindsey Shanks-Abel, Lukas Buergi, Margherita "Bardess" Tramontano, Massimo Gandola, Mathew Irizarry, Matt Roth, Melodie Provencher, Michael Dorn, Michael G Townsend, Murray K Dahm, Nate Swalve, Nick Pater, Oliver von Spreckelsen, Peter Francis Osborne, Rhel ná DecVandé, Robert H. Nichols, Russell Ventimeglia, Sasha Hall, Scott Maynard, Stephen-jon Thompson, Stereofm, TaLeah Wiseman, Tanya, Tobias Schmitt, Tom Johnson, Troy Daniels, Tyler Brenman, Veronica Ellis, Wright S. Johnson, Yuri Clovershid

Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in March: Monster Circus

Also in March: The Puppet Show



Dear Ma,

Let's face it. I've always been a bit of a screw up. Maybe because I was too lazy, or too stupid, or too slow, or too something. I don't know. But I've never come out on top. Even when the war came it took me three tries to make the weight requirements to enlist in the Navy.

Somehow, I got assigned aboard the Flaming Crab. I did my best, Ma. I truly did. But I kept screwing up there, too. There was this thing with a haunted painting, and then another problem with someone stealing something from the ship, and I'm surprised the Captain didn't boot me right off the ship. I know I would have.

Which is why I'm going to save her the trouble. I'm sending home this letter so you understand, but don't worry. I'm not taking the coward's way out, Ma. I'm not giving up on myself or on life. See, I finally found a real purpose.

It happened in this one port of call. The place was all desert and rock and hardly any people. We were sent out to explore and scavenge for supplies and I got separated from my party when I fell down a big old hill.

I know. Screwed up again.

Only it turned out to be for the good, Ma. I fell into this cave and there I found this old woman. Seven gems, all carved into these beautiful flowers, were circling around her and she just sat there so calm and peaceful-like; I thought she might be dead. Right up until she spoke to me, that is.

We talked for hours, this old woman and me. We talked about my life. Where I'd come from. Where I was going. She had a radiance and a wisdom to her that just stupefied me. I drank what she said like water because somehow, her words made sense of my life. Of my screw ups. My problem, she helped me realize, was me. Not that I was bad but that I hadn't found what was good about me yet.

And that's why I have to stay, Ma. I'm sorry I'm not coming home but I know my brothers will take real good care of you. I need to stay here and sit with this woman and learn from her because with her help I'll learn to be something more than a screw up.

I'll learn to be the best me possible.

Always your loving son,
Casey Jenkins

Hello to all of you!

Going back through the letters I've received accidentally from the UCS Flaming Crab, I've come to realize Ensign Jenkins has played an important part in a lot of their troubles and seemed to rarely be involved in fixing them. That can be a hard burden to carry so I hope he finds what he's looking for with that guru.

The gemstones carved into flowers circling the guru sound a lot like *ioun stones*, which got me to thinking. *Ioun stones* have a pretty glorious origin. They were part of the Dying Earth series by Jack Vance. That's the same series that served as the core inspiration to magic in certain modern fantasy RPGs, I should note. In Dying Earth, *ioun stones* were powerful artifacts which were born from the core of neutron stars. These days, they're fairly minor stat boosters anyone with the right feat can make.

Where's the fun in that?

It feels like, in making *ioun stones* magic items in an RPG we've actually removed the wonder from them. That's why we decided to create *Ioun Artifacts*. The *ioun stones* in this book are artifacts with unique and magical origins that have layered and flavorful effects. They are, we hope, more than just spinning stat boosts buzzing around a PC's head like vaguely magical flies.

J Gray

CHAKRA STONES

Ki, the vital life force energy found in all beings, originates in the heart of the multiverse, with frequencies most beings cannot comprehend. These vibrational frequencies provide the energy for all life. All life requires this energy to maintain itself. This energy continues flowing from the heart of the multiverse, and transmits into the body from the light of the sun and stars. This energy then threads itself through the practitioner's body along the seven major chakras, which are arranged vertically along the axial channel of all sentient beings.

Enlightened individuals have learned the secrets of unlocking their chakras, which infuses and reinforces their ki energy lines, and with this heightened awareness of self come powers and abilities. True chakra masters do not use these powers frivolously, knowing that relying extensively on the powers can become a form of illness or addiction within itself.

When a truly enlightened individual has mastered the secrets of unlocking their chakras, the individual comes closer to becoming one with the multiverse. At the peak of their concentration and meditation, these practitioners may transcend their mortal forms, permanently becoming one with the multiverse. As their mortal forms dematerialize, their chakras, infused with power, crystallize into seven magical gems called *chakra stones*.

Chakra stones are powerful on their own, temporarily providing the wielder with unique abilities, but become far more powerful when linked together. When aligned in sequence, *chakra stones* feed on and harmonize with each other to grant additional abilities as the pathways of energy are reinforced and heightened. They gain even more power when in the possession of a master of ki who is capable of opening their own chakras to resonate with the stones. Beyond this power, it is whispered a being who possesses all seven stones gains guidance from the enlightened master whose chakras formed them.

A character may have no more than one *chakra stone* per chakra. In the event that a creature has multiples of a particular chakra point, such as when a creature has two heads, the stone orbits both chakras in a figure-8 pattern. Creatures cannot make use of a *chakra stone* which corresponds to a chakra it does not have. A *vargouille*, for example, cannot use a *root stone* or *sacral stone* because it is only a head and does not possess a root or sacral chakra.

DESTRUCTION

Chakra stones cannot be destroyed individually but must be destroyed as a set. All seven stones must be brought together and placed within a shrine dedicated to the enlightened master from which they came. One act for each of the seven deadly sins must then be performed atop the shrine.



When the final act of sin is completed, the stones and the shrine will both crumble into dust.

Root Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

This vermilion red stone takes the form of a lotus with four petals. When active it orbits the base of the wielder's spine. The root stone opens ki energy into the wielder's body, heightening her perception and connection to the physical. This increase in energy boosts the wielder's aura and promotes physical safety and spiritual development.

- This stone grants the wielder DR/— equal to the number of *chakra stones* being worn. If the wielder's root chakra is also activated, the two DR values are not combined. Instead, the wielder gains the higher of the two values and fast healing equal to the number of chakras opened for 1 round.

- When a creature wields both the *root stone* and the *crown stone*, she gains the ability to reroll one Fortitude save per day, taking the better result. She must decide to use this ability before the first roll is made.

- When a creature wields both the *root stone* and the *sacral stone*, she gains a bonus to her CMD equal to the number of stones wielded when resisting any combat maneuver which would lift her from the ground or move her from her present position.

Sacral Stone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

This orange stone takes the form of a lotus with six petals. When active it orbits the wielder's reproductive organs. The sacral stone activates the wielder's reproductive systems, which awakens creativity, pleasure, addiction, and emotions. These forms of ecstasy allow the wielder's consciousness to transcend her physical body.

- This stone grants the wielder the ability to use *fly* once per day, as cast by a 5th level caster. If the wielder's sacral chakra is also activated, her flight speed is increased by 10 feet for 1 round.

- When a creature wields both the *sacral stone* and the *root stone*, she gains a bonus to her CMD equal to the number of stones wielded when resisting any combat maneuver which would lift her from the ground or move her from her present position.

- When a creature wields both the *sacral stone* and the *navel stone*, her flight maneuverability is improved by one category.

Navel Stone

Slot none; **Aura** strong evocation; **CL** 12th; **Weight** —

This yellow stone takes the form of a lotus with ten petals. When active it orbits the wielder's solar plexus. The navel stone is related to the wielder's inner fire, and expresses itself with fire, joy, anger, and fear.

- This stone sheathes the wielder's body in brilliant yellow flames. When an attacker strikes the wielder with its body or a hand-held weapon the flames cause 1d4 points of fire damage, plus an additional +1 point per *chakra stone* wielded, to the attacker. The flames do not harm others or the environment. If the wielder's navel chakra is also activated, both the damage caused by the fire of the *navel stone* and the damage of the navel chakra breath attack are increased by one die type.

- When a creature wields both the *navel stone* and the *sacral stone*, her flight maneuverability is improved by one category.

- When a creature wields both the *navel stone* and the *heart stone*, she gains fire resistance equal to double the number of *chakra stones* being wielded.

Heart Stone

Slot none; **Aura** strong conjuration; **CL** 12th; **Weight** —

This green stone takes the form of a lotus with twelve petals. When active it orbits the wielder's solar plexus. The heart stone intensifies the wielder's natural healing ability.

- This stone grants the wielder the ability to heal an amount of damage equal to 1d8 + the number of *chakra stones* wielded once per day. The wielder can choose to heal themselves or any single living creature they can touch. The healing has no effect, positive or negative, on the undead. If the wielder's heart chakra is also activated, the amount of damage healed by the chakra's power increases to 1d10 + double the number of chakras awakened.

- When a creature wields both the *heart stone* and the *navel stone*, she gains fire resistance equal to double the number of *chakra stones* being wielded.

- When a creature wields both the *heart stone* and the *throat stone*, she gains the ability to reroll one Will save per day, taking the better result. She must decide to use this ability before the first roll is made.

Throat Stone

Slot none; **Aura** strong evocation; **CL** 12th; **Weight** —

This blue stone takes the form of a lotus with sixteen petals. When active it orbits the wielder's neck. The throat stone connects the more primal chakras and the higher thought processes. This connection unites the wielder with the vibrational energies of the universe.

- This stone grants the wielder the ability to use a sonic attack that deals 1d6 points of damage in a 30-foot cone. The amount of damage increases by 1d6 for each *chakra stone* beyond the third, to a maximum of 5d6 if all of the seven *chakra stones* are wielded. This ability can be used three times per day. If the wielder's throat chakra is also activated, the damage of the sonic attack increases one die step.

- When a creature wields both the *throat stone* and the *heart stone*, she gains the ability to reroll one Will save per

day, taking the better result. She must decide to use this ability before the first roll is made.

- When a creature wields both the *throat stone* and the *brow stone*, she gains tremorsense up to 60 feet.

Brow Stone

Slot none; **Aura** strong divination; **CL** 20th; **Weight** —

This violet stone takes the form of a lotus with two petals. When active it orbits the wielder's forehead. The brow stone opens the inner eye of the wielder, and heightens her intuitive abilities.

- This stone grants the wielder an insight bonus to Perception and Sense Motive skill checks equal to the number of *chakra stones* being wielded. If the wielder's brow chakra is also activated she can cast *zone of truth* as a spell-like ability with herself as the center as a standard action for 1 round with her character level treated as her effective caster level.

- When a creature wields both the *brow stone* and the *throat stone*, she gains tremorsense up to 60 feet.

- When a creature wields both the *brow stone* and the *crown stone*, she gains blindsight up to 30 feet.

Crown Stone

Slot none; **Aura** strong enchantment; **CL** 20th; **Weight** —

This rainbow-hued stone takes the form of a lotus with a thousand petals. When active it orbits just above the wielder's head. The crown stone unites the wielder's physical form, with her spiritual form, allowing her access to the universe's cosmic energy.

- The wielder of the *crown stone* can roll any check, save, or roll involving a d20 twice and take the better result. This ability can be used a number of times per day equal to the number of *chakra stones* wielded. She can decide to use this ability after the roll is made but must declare its use before the result is announced. If the wielder's crown chakra is also activated, any d20 rolls made while the chakra is active receive an insight bonus equal to 1/2 the number of chakras active, rounded down (minimum 1). Dual rolls made while the wielder's crown chakra is activated do not count toward those allowed per day by the stone.

- When a creature wields both the *crown stone* and the *brow stone*, she gains blindsight up to 30 feet.

- When a creature wields both the *crown stone* and the *root stone*, she gains the ability to reroll one Fortitude save per day, taking the better result. She must decide to use this ability before the first roll is made.

Voice of the Ascended Master

Aura strong varied; **CL** 20th; **Weight** —

Alignment neutral; **Senses** 30 ft.

Intelligence 16; **Wisdom** 20; **Charisma** 12; **Ego** 10

Languages telepathy (Common, 3 additional languages of the GM's choice)

When the all seven *chakra stones* from a single ascended master are wielded by one creature at the same time, they function as an intelligent item. The stones speak telepathically to the wielder, offering advice in difficult situations. The voice of the ascended master will never directly give the answer to a problem but, instead, speaks in riddles, cryptic phrases, and quotations designed to help the wielder devise her own solution. These hints allow the wielder to use *augury* as a spell-like ability three times per day with a 90% chance of success. She still benefits from the individual powers of the seven *chakra stones*.

Ioun Artifacts as Ioun Stones

The three types of artifact in this book follow the normal rules for *ioun stones* unless otherwise noted in their description. For convenience sake, the rules for *ioun stones* as well as specific general rules for these artifacts are noted below.

- They can only be wielded by creatures with an Intelligence of 3 or higher and impart no benefit to animals, mindless constructs, vermin, and other non-sentient creatures.

- Their power becomes inactive if not in orbit around the wielder. While many of the presented artifacts orbit around the head like a normal *ioun stone*, some orbit around other parts of the body.

- When first acquired, *ioun artifacts* must be grasped and then released. After which they float in an orbit around the wielder up to 1d3 feet away. They must be within 3 feet of the wielder to be of use. The owner may voluntarily seize or stow the artifacts but any benefits are lost during this time.

- They float but cannot be used to anchor ropes or support creatures. They cannot carry weight beyond their own.

- They will always move in their orbit to avoid colliding with any obstacles in their path. The artifacts count as attended objects and benefit from any magical protections possessed by the wielder.

- The artifacts in this book have an AC of 24 but, as minor artifacts, cannot be destroyed and have no effective HP or hardness. They can be netted and grasped much like ordinary *ioun stones*.

- As minor artifacts, these stones cannot be created by PCs, nor can they be implanted in a body or inserted into other magic items.

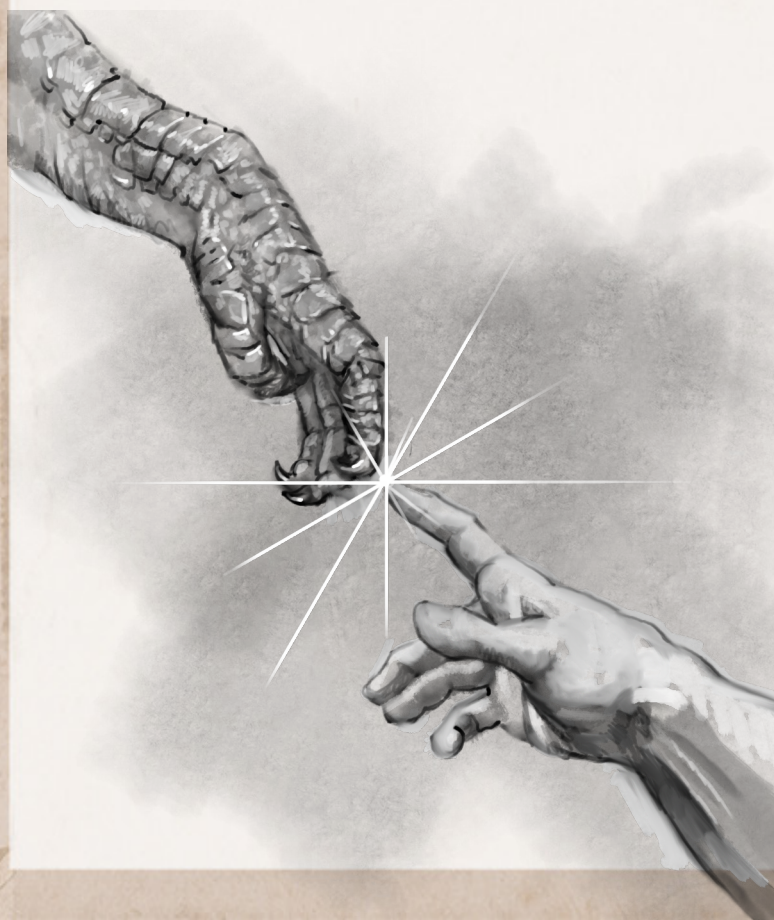
- This text frequently refers to the "wielder" when describing the abilities of *ioun artifacts*. The "wielder" is considered to be the creature an *ioun stone* is in orbit around.

DRAGONSTONE ARTIFACTS

Dragonstones are strange and beautiful wondrous items that represent the subtle bond between dragons and other intelligent beings. The most powerful of these unique items, *dragonstone artifacts*, come into being when a dragon and another being willingly and jointly sacrifice their lives to destroy a great threat. The souls of the dragon and its ally mingle and crystalize to become a shining *ioun stone* with incredible power.

Dragonstone artifacts are unique among *ioun stones* in that they do not have a constant effect but require specific activation. While a *dragonstone* will orbit a wielder like any other *ioun stone*, its full magical effects cannot be used without the cooperation of both a dragon and a member of another intelligent species. To activate a *dragonstone*, a dragon must first take a standard action to sing the name of the dragon which sacrificed itself to create the stone and unlock it for a period of one minute. While it is unlocked, the character wielding the *dragonstone* can take a standard action to activate the stone's power by speaking the name of the non-dragon creature which sacrificed itself to create the artifact, after which it locks again.

Dragonstones have multiple abilities. Which ability is unlocked depends upon the strength of the dragon singing to the stone. To unlock an ability, a dragon (and not the wielder) must have a number of Hit Dice equal to or greater than that needed to use the ability. The dragon can choose to unlock an ability tier tied to a number of Hit Dice lower than its total. Unless otherwise stated the wielder gains the powers of the tier unlocked as well as those of any lower tiers. There is no limit to how many times per day a dragon can unlock a *dragonstone*.



Astral Dragonstone

Slot none; **Aura** strong divination; **CL** 20th; **Weight** —

This jagged ivory cube swoops menacingly in its orbit, as though tracing the arc of a swung weapon.

5 HD After activating the *astral dragonstone*, the wielder gains a +1 competence bonus to attack rolls for one minute. Three times per day while under the effects of this ability the wielder can make a mental attack as if casting the *mind thrust I* spell with an effective caster level equal to the Hit Dice of the dragon which unlocked the stone.

10 HD The mental attack gained from the 5 HD power of the *astral dragonstone* increases in power and the wielder now attacks as if casting the *mind thrust II* spell with an effective caster level equal to the Hit Dice of the dragon which unlocked the stone.

15 HD The mental attack gained from the 5 HD power of the *astral dragonstone* becomes even more potent and the wielder now attacks as if casting the *mind thrust IV* spell with an effective caster level equal to the Hit Dice of the dragon which unlocked the stone.

20 HD The competence bonus to attack rolls gained by the activation of the *astral dragonstone* increases to +3. In addition, when using the stone's mental attack powers the wielder now attacks as if casting the *mind thrust VI* spell with a caster level equal to the Hit Dice of the dragon which unlocked the stone.

DESTRUCTION

An *astral dragonstone* can only be destroyed if it is first bathed in the breath weapon of an astral dragon and then struck with a weapon by another creature.

Brine Dragonstone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

Green stripes cascade across the surface of this smooth, black stone like ripples in a pond.

5 HD When activated the *brine dragonstone* grants the wielder a competence bonus equal to 1/2 the Hit Dice of the dragon which unlocked the stone to Survival checks made while at sea and Swim checks made while in salt water. This bonus lasts for 1 hour.

10 HD Once per day while the 5 HD power of the *brine dragonstone* is active, the wielder acts as if she is the target of the *slipstream* spell.

15 HD While the 5 HD power of the *brine dragonstone* is active, the wielder becomes a creature of the sea and can breathe underwater. This does not negate the wielder's ability to breathe air.

20 HD The wielder of the *brine dragonstone* becomes more adept at controlling it. The effects of the stone's 5 HD power now last 1 day instead of 1 hour.

DESTRUCTION

A *brine dragonstone* can only be destroyed if it is first

bathed in the breath weapon of a brine dragon and then struck with a weapon by another creature.

Crystal Dragonstone

Slot none; **Aura** strong evocation; **CL** 20th; **Weight** —

This simple quartz prism is almost invisible in its orbit, perceived mostly by the bowing of light around it.

5 HD When the *crystal dragonstone* is activated, the wielder gains a circumstance bonus to saves versus dazing, blindness, or spells with the light descriptor equal to 1/2 the Hit Dice of the dragon which unlocked the stone for one minute.

10 HD The *crystal dragonstone* begins to dart about protectively in its orbit scattering incoming light. Once per round while the stone's 5 HD power is active, the wielder can negate the damage or effects of a single ray spell or spell-like ability.

15 HD In addition to scattering inbound rays, the *crystal dragonstone* also amplifies some outgoing energies. While the stone's 5 HD power is active the wielder's caster level is considered one higher when casting a ray spell or any spell with the light descriptor.

20 HD The *crystal dragonstone's* energy enhances spells even further. While the stone's 5 HD power is active, any ray spell or spell with the light descriptor the wielder casts is treated as if it were modified by the Maximize Spell metamagic feat. This does not increase the casting time or level of the spell.

DESTRUCTION

A *crystal dragonstone* can only be destroyed if it is first bathed in the breath weapon of a crystal dragon and then struck with a weapon by another creature.

Dream Dragonstone

Slot none; **Aura** strong divination; **CL** 20th; **Weight** —

This multicolored egg-shaped stone floats languidly but precisely in its orbit.

5 HD Once activated the *dream dragonstone* guards the sleep of both the wielder and the dragon that unlocked it. Magical intrusions into either's dreams become impossible. This protection lasts 8 hours.

10 HD When activated the *dream dragonstone* grants an insight bonus to the wielder's Sense Motive checks equal to 1/2 the Hit Dice of the dragon which activated the stone. Once per day while under the effects of this ability, the wielder can scan a creature's surface thoughts as if casting *detect thoughts* with an effective caster level equal to the Hit Dice of the dragon who unlocked the spell. The results of this scan are projected in a 20 foot radius around the target as though with *major image*, though these images are only perceptible to those the wielder chooses.

15 HD When using the 10 HD ability of the *dream dragonstone*, the wielder can choose to cast *mind probe* instead of *detect thoughts*.

20 HD The wielder gains a +5 insight bonus to AC when attacked by the target of the *dream dragonstone's* 5 or 10 HD power and a +5 insight bonus to any skill check made against the target and to any saving throws versus effects or damage created by the target. These bonuses last for 1 hour.

DESTRUCTION

A *dream dragonstone* can only be destroyed if it is first bathed in the breath weapon of a dream dragon and then struck with a weapon by another creature.

Etheric Dragonstone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

The surface of this spherical stone swirls with eddies of misty white.

5 HD When the *etheric dragonstone* is activated, the wielder gains a bonus to all Acrobatics checks equal to 1/2 the Hit Dice of the dragon which unlocked the stone for one minute.

10 HD While the *etheric dragonstone's* 5 HD power is in effect, the wielder takes no damage from falls as if under the effect of the *feather fall* spell.

15 HD Once per day while the *etheric dragonstone's* 5 HD power is in effect, the wielder begins to flicker in and out of existence and gains the benefits of the *blink* spell.

20 HD Once per day while the *etheric dragonstone's* 5 HD power is in effect, the wielder can become insubstantial and gains the ethereal special ability.

DESTRUCTION

An *etheric dragonstone* can only be destroyed if it is first bathed in the breath weapon of an etheric dragon and then struck with a weapon by another creature.

Lunar Dragonstone

Slot none; **Aura** strong evocation; **CL** 20th; **Weight** —

This smooth silvery sphere glows on one side only, causing its light to wax and wane from the perspective of its wielder.

5 HD Once activated this *dragonstone* sheds silver light as a torch. The light shines for ten minutes per Hit Die of the dragon which activated the stone.

10 HD The light shed by the *dragonstone* cannot be extinguished by magical darkness (except for *deeper darkness*). Three times per day while the stone shines, the wielder can summon a magical shaft of light as if casting the *light lance* spell.

15 HD The light shed by the *dragonstone* cannot be extinguished by magical darkness, including *deeper darkness*. Three times per day while the stone shines, the wielder can send the stone's light to surround an enemy as if casting the *wandering star motes* spell with an effective caster level equal to the Hit Dice of the dragon which

unlocked the *lunar dragonstone*.

20 HD While the *lunar dragonstone* is lit, the wielder can spread the light to any weapon he holds as a full-round action, giving it the *grayflame* property until the light of the stone is extinguished.

DESTRUCTION

A *lunar dragonstone* can only be destroyed if it is first bathed in the breath weapon of a lunar dragon and then struck with a weapon by another creature.

Magma Dragonstone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

The shape of this irregular red stone changes at imperceptible intervals as though it were dough being slowly kneaded.

5 HD While the *magma dragonstone* is active, the wielder can focus the stone's heat to gain a +3 competence bonus on Craft and Profession skills where subtle heat manipulation is useful, including Craft (culinary), Craft (pottery), and Craft (sculpture). This effect lasts for one hour.

10 HD Once per hour while the 5 HD power of the *magma dragonstone* is active, the wielder can flare heat from his body, causing all solid terrain within a 5 foot radius to warp and become difficult terrain. This will also set fire to flammable objects within the same radius, as though they had been subject to the *spark* cantrip. Creatures within that radius do not take damage.

15 HD The heat produced by the 10 HD power of the *magma dragonstone* becomes more intense. The radius increases to 10 feet and any creature caught within the area of effect takes 1d4 damage and must make a Fortitude save equal to 10 + the Hit Dice of the dragon which unlocked the stone or become fatigued for 1d6 rounds. The wielder is immune to this effect.

20 HD The radius of the ability gained from the *magma dragonstone*'s 10 HD power increases to 20 feet. Creatures which fail their Fortitude save now become fatigued for 2d6 rounds.

DESTRUCTION

A *magma dragonstone* can only be destroyed if it is first bathed in the breath weapon of a magma dragon and then struck with a weapon by another creature.

Occult Dragonstone

Slot none; **Aura** strong divination; **CL** 20th; **Weight** —

The surface of this pale green disk is rough with the remnants of runes that have almost completely worn away.

5 HD After activating the stone, the wielder gains a +2 bonus to any Knowledge skill check used to identify or gain information about a creature for one minute. Once per day while under the effects this ability, the wielder gains use of the Read Aura occult skill unlock even if the wielder is not

normally capable of using that skill unlock.

10 HD Once per day while the 5 HD power of the *occult dragonstone* is active, the wielder can view an aura as if casting *analyze aura* with an effective caster level equal to the Hit Dice of the dragon who unlocked the stone.

15 HD The wielder may now view auras as if casting *analyze aura* three times per day when the *occult dragonstone*'s 5 HD power is active.

20 HD Once per day while the 5 HD effect power of the *occult dragonstone* is active, the wielder can gain insight into the past as if casting *legend lore*. The wielder does not need any material components to use this ability.

DESTRUCTION

An *occult dragonstone* can only be destroyed if it is first bathed in the breath weapon of an occult dragon and then struck with a weapon by another creature.

Prism Dragonstone

Slot none; **Aura** strong abjuration; **CL** 20th; **Weight** —

This transparent crystalline pyramid scatters all light that strikes it in a prismatic jumble of colors.

5 HD After activating the stone, the wielder gains a +2 bonus to any Appraise or Knowledge skill check used to identify or gain information about an inanimate object for one minute. Once per day while under the effects of this ability, the wielder gains use of the Psychometry occult skill unlock even if the wielder is not normally capable of using that skill unlock.

10 HD After using the Psychometry occult skill unlock granted by the stone's 5 HD power on an object, the swirling lights allow the wielder to wipe it clean of psychic impressions as if using the *erase impressions* spell with an effective caster level equal to the Hit Dice of the dragon who unlocked the *prism dragonstone*.

15 HD The wielder can immediately implant misleading psychic information into any object which they have wiped clean of impressions using the stone's 10 HD power as if using the *implant false reading* spell with an effective caster level equal to the Hit Dice of the dragon who unlocked the *prism dragonstone*.

20 HD Psychic information implanted into an object by the *prism dragonstone* can only be restored or revealed as false with the equivalent of a *limited wish*, *miracle*, or *wish*.

DESTRUCTION

A *prism dragonstone* can only be destroyed if it is first bathed in the breath weapon of a prism dragon and then struck with a weapon by another creature.

Solar Dragonstone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

This bright orange ovoid is warm to the touch and

glows dimly from a flickering red light within its core.

5 HD After the stone is unlocked, the wielder can launch a flame in the shape of a small orange dragon from the *solar dragonstone* at a 5-foot square within 500 feet. The dragon explodes upon impact and any creature in the target square takes 1d4 points of fire damage and must succeed at a Reflex save with a difficulty equal to 10 + ½ the Hit Dice of the dragon who unlocked the stone or be dazzled for 1 round.

10 HD The flame launched from the *solar dragonstone* using its 5 HD power now does 1d6 points of fire damage to any creature in the target square and 1d4 points of fire damage to any creature in adjacent squares. Only the creature in the target square can be dazzled by the flame.

15 HD In addition to all other effects, when a flame launched from the *solar dragonstone* explodes, it fills the target square and all adjacent squares with a thick orange smoke which functions as an *obscuring mist* but cannot be burned away by fire effects or blown away by wind. The cloud of orange smoke lasts for 1 minute before vanishing.

20 HD The thick orange smoke created by the 15 HD power now burns with sparkles of pure solar energy. Any creature which begins its turn in the smoke takes 1d6 fire damage. Creatures vulnerable to sunlight that begin their turn in the smoke are treated as if they had full exposure to sunlight no matter the time of day.

DESTRUCTION

A *solar dragonstone* can only be destroyed if it is first bathed in the breath weapon of a solar dragon and then struck with a weapon by another creature.

Time Dragonstone

Slot none; **Aura** strong transmutation; **CL** 20th; **Weight** —

This jagged, pitted black pebble stutters in its orbit, seeming to move along its trajectory without traversing the intervening space.

5 HD When the *time dragonstone* is activated, the wielder is sped up and gains one of the following effects, chosen at the time of activation. The effect lasts for one minute.

- The wielder can make one extra attack when making a full attack action.
- The wielder gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.
- All the wielder's modes of movement are increased by 30 feet.
- The wielder gains a +3 bonus to her Initiative check. This bonus is applied retroactively if the wielder is already in combat.

10 HD When the *time dragonstone* is activated, it grants the wielder two effects instead of one.

15 HD When the *time dragonstone* is activated, it grants the wielder three effects instead of two.

20 HD When the *time dragonstone* is activated, it

grants the wielder all four effects. In addition, all bonuses to rolls, saves, and checks are increased by +1.

DESTRUCTION

A *time dragonstone* can only be destroyed if it is first bathed in the breath weapon of a time dragon and then struck with a weapon by another creature.

Void Dragonstone

Slot none; **Aura** strong enchantment; **CL** 20th; **Weight** —

This spinning black rhomboid floats listlessly in its orbit, as though it is barely caring to move.

5 HD When the *void dragonstone* is activated, the wielder's eyes grow cold and empty for 1 minute. During this time the wielder gains a circumstance bonus to Intimidation checks to demoralize equal to the ½ the Hit Dice of the dragon which unlocked the stone.

10 HD Once per day while under the effects of the stone's 5 HD power the wielder can draw from the power of the *void dragonstone* to cast the *aversion* spell with an effective caster level equal to the Hit Dice of the dragon which unlocked the stone.

15 HD Three times per day while under the effects of the stone's 5 HD power, the wielder gains the ability to instill a sense of crushing isolation and depression in another. Any target the wielder successfully demoralizes using the bonus granted by the *void dragonstone*'s 5 HD power must succeed at a Will save with a DC equal to 10 + the Hit Dice of the dragon which unlocked the stone or become staggered instead of shaken for 1d4 rounds as they suffer dependency.

20 HD The crushing isolation imparted by the *void dragonstone*'s 15 HD power becomes overwhelming. Any target staggered by the power must make a second Will save with a difficulty equal to 10 + the Hit Dice of the dragon which unlocked the stone. If the target fails the save, their next action must be to harm themselves using the most powerful attack allowed them as a standard action. After that, they remain stunned for the remainder of the 1d4 rounds but do not have to harm themselves again.

DESTRUCTION

A *void dragonstone* can only be destroyed if it is first bathed in the breath weapon of a void dragon and then struck with a weapon by another creature.

Dragonstones were first introduced in Letters from the Flaming Crab: Here There Be (tiny) Dragons. Those dragonstones were not artifacts nor specifically ioun stones. GMs wishing to be consistent can easily turn the dragonstones from Here There Be (tiny) Dragons into ioun stones by simply having them obey the normal rules for ioun stones. It is not recommended they be transformed into artifacts as they generally lack the power levels expected in indestructible magic items.

ZODIAC STONES

The first *ioun stones* came from the stars, falling from the sky in a blaze of light. Their discovery is said to have inspired early peoples to explore the magic inherent in the world around them, and to unlock the powers of the elements. Even today, strange and powerful *ioun artifacts* tied to the signs of the zodiac can still be found inside meteors or at the site of comet impacts.

Because these *zodiac stones* are attuned to the star signs, they grant additional powers during the time when the attuned sign “rules the heavens” (during the span of birthdates for that sign). If the owner of the stone was born under the sign, further powers are granted.

Each *zodiac stone* grants up to four separate abilities to the owner, depending on circumstances of time and the owner’s birth.

Standard ability: This ability is granted to a creature wielding the *zodiac stone*.

Matching ability: This ability is granted only if the wielder of the *zodiac stone* was born under the matching zodiac sign. This means that the wielder must have been born during the range of dates given as the sign’s Ruling Period in each stone’s description.

Ruling ability: This ability is granted to a creature who wields the *zodiac stone* during the time period ruled by the stone’s associated zodiac sign. The wielder does not need to match the associated sign.

Birth ability: This ability is granted on the wielder’s birthday, but only if the wielder’s sign matches the stone’s associated zodiac sign.

The wielder gains all abilities for which she meets the prerequisites. For example, a wielder born under the sign which matches the stone gains access to two of the powers year round, three during the month the sign rules, and all four powers granted by that particular *zodiac stone* on her birthday.

About the Zodiac

These *ioun artifacts* were created using the constellations as defined by western astrology for inspiration, but gamemasters can adapt them to star signs of their home campaign by changing names, dates, and making minor tweaks to powers and destruction requirements as needed.

In order to properly use *zodiac stones* characters must have defined birthdays. For the purposes of the powers granted by the stones, the birthday is considered to be from sunup on their birthday to sunup the following day. If the character dies and is brought back to life using a spell or other effect their birthday remains the same and does not change.



Aquarius Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling the period between January 20th and February 18th, this scarlet and blue sphere revolves slowly as it orbits the wielder.

About the sign: Despite its name, the Aquarius sign is associated with the element of air. Those born under the sign of Aquarius are deep thinkers, adept at solving problems using their intellect. Their adaptability is matched only by their desire for freedom, whether from tyranny or the ennui of a routine life. At their worst, Aquarians become aloof and irritable, especially when they don't spend enough time in solitude to recharge.

Standard ability: The wielder gains a +2 enhancement bonus to Intelligence.

Matching ability: If the wielder is ever grappled the stone casts *liberating command* on the wielder with an effective caster level equal to her the wielder's character level as an immediate action. This ability can function up to three times per day, but not more than once per round.

Ruling ability: During the ruling period of Aquarius, the wielder gains electricity resistance 5.

Birth ability: On the wielder's birthday the electricity resistance granted by the *aquarius stone's* ruling ability increases to 10, and she can cast *freedom of movement* once per day with a caster level equal to her character level.

DESTRUCTION

An *aquarius stone* can only be destroyed if submerged in a *decanter of endless water* at night during the last day of the period ruled by Aquarius.

Pisces Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between February 19th and March 20th, this incandescent blue sphere swims languidly about its wielder.

About the sign: Pisces appears as a pair of fish with tails tied together with a long cord. A Pisces is intuitive and empathic, a compassionate soul who respects and admires beauty. Often artists, musicians, or dancers, Pisces can be mistrusting and fearful when at their worst.

Standard ability: The wielder gains a +2 enhancement bonus to Wisdom.

Matching ability: If the wielder of the stone is subject to a fear effect, the *pisces stone* casts *remove fear* on her as an immediate action. This ability can function up to three times per day, but not more than once per round.

Ruling ability: During the ruling period of Pisces, the wielder gains cold resistance 5.

Birth ability: On the wielder's birthday the cold resistance granted by the *pisces stone's* ruling ability increases to 10, and she gains the ability to breathe underwater until

the beginning of the next day. This does not remove her ability to breath air.

DESTRUCTION

A *pisces stone* can only be destroyed if swallowed by a fish at night during the last day of the period ruled by Pisces.

Aries Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between March 21st and April 19th, this pale blue rhomboid traces a regular pattern around its wielder, almost as if it were on patrol.

About the sign: Aries the Ram symbolizes strength, courage, and confidence. Those born under this sign often become leaders, known for their honesty and shrewdness in negotiation. At their worst, an Aries is impatient, short-tempered, and aggressive.

Standard ability: The wielder gains a +2 enhancement bonus to Strength.

Matching ability: The wielder of this stone can *discern lies* as the spell three times per day with an effective caster level equal to her character level.

Ruling ability: During the ruling period of Aries, the wielder gains fire resistance 5.

Birth ability: On the wielder's birthday the fire resistance granted by the *aries stone's* ruling ability increases to 10, and she can cast *haste* upon herself three times per day with an effective caster level equal to her character level.

DESTRUCTION

An *aries stone* can only be destroyed if crushed by a club made from a ram's horn at night during the last day of the period ruled by Aries.

Taurus Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between April 20th and May 20th, this pink rhomboid moves steadily, never varying its speed.

About the sign: Those born under the sign of Taurus exemplify stability, both physically and mentally. They are reliable, patient, and devoted. They often take up the role of protector of their friends and family or another cause for the common good. At their worst, a Taurus can be stubborn to a fault, jealous and possessive.

Standard ability: The wielder gains a +2 enhancement bonus to Constitution.

Matching ability: The wielder of this stone gains a +8 competence bonus to her CMD against bull rush combat maneuvers, and a +4 competence bonus to her CMD against all other combat maneuvers.

Ruling ability: During the ruling period of Taurus, the wielder gains acid resistance 5.

Birth ability: On the wielder's birthday the acid resistance granted by the *taurus stone's* ruling ability increases to 10, and she becomes immune to any effects which cause confusion.

DESTRUCTION

A *taurus stone* can only be destroyed if crushed beneath the hooves of a bull at night during the last day of the period ruled by Taurus.

Gemini Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between May 21st and June 20th, this deep red sphere changes direction regularly, first orbiting the wielder in one direction and then orbiting in the other.

About the sign: Geminis are curious, quick-witted, and adaptable to many different situations. They can be very social and gregarious when comfortable, but can seem nervous or indecisive to those who don't know them.

Standard ability: The wielder gains a +2 enhancement bonus to Dexterity.

Matching ability: The wielder of the stone gains a +4 competence bonus to Diplomacy checks made to improve the attitude of a nonplayer character and can shift a creature's attitude up to three steps using Diplomacy instead of the standard two.

Ruling ability: During the ruling period of Gemini, the wielder gains electricity resistance 5.

Birth ability: On the wielder's birthday the electricity resistance granted by the *gemini stone's* ruling ability increases to 10, and she becomes immune to all harmful vapors and gasses, though she cannot breath underwater or in a vacuum.

DESTRUCTION

A *gemini stone* can only be destroyed if struck at the exact same moment by two different weapons, each wielded by an identical twin, at night during the last day of the period ruled by Gemini.

Cancer Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between June 21st and July 22nd, this pink needle-like stone darts quickly around the front of the wielder but moves slowly around the back.

About the sign: Loyalty above all else drives those born under the sign of Cancer. They value family and friendship, and are emotional to the point of empathy. They hate to see others, particularly their loved ones, in pain or discomfort. Normally avoiding conflict, a Cancer will fly into a

How Do I Know?

Some of the artifacts presented require specific knowledge to be used effectively. To listen to the Voice of the Ascended Master one must have seven stones, all created by the ascension of a single being. Six stones from one master and one stone from another will not give access to the voice. Likewise, the dragonstone artifacts require knowledge of the two beings who sacrificed themselves in creating the stones.

Every GM handles the acquisition of knowledge about magic items differently. Some are happy to allow detect magic to handle the problem. Others require intense research during downtime. Still others might impart the information through an epic quest. Because of this, we don't include specific rules on how a PC might learn her chakra stones all came from the same ascended master or the required names for the dragonstones. After all, the gaining of such important information is unique to each world.

rage when confronted with the suffering of others.

Standard ability: The wielder gains a +2 enhancement bonus to Constitution.

Matching ability: The wielder of the stone can cast *rage* and *calm emotions* once per day each with a caster level equal to her character level.

Ruling ability: During the ruling period of Cancer, the wielder gains cold resistance 5.

Birth ability: On the wielder's birthday the cold resistance granted by the *cancer stone's* ruling ability increases to 10, and can cast *lesser geas* three times with a caster level equal to her character level.

DESTRUCTION

A *cancer stone* can only be destroyed if broken by a mallet which has cracked the shell of a hundred crabs at night during the last day of the period ruled by Cancer.

Leo Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between July 23rd and August 22nd, this blue and pink sphere wobbles slowly around the wielder.

About the sign: Confident and ambitious, Leos often seek to lead or rule those around them. Their passion and generosity can make them benevolent rulers, but at their worst they can be arrogant, stubborn, and inflexible. Having minions to do their bidding can also make some Leos lazy.

Standard ability: The wielder gains a +2 enhancement bonus to Charisma.

Matching ability: The wielder of the stone gains the Leadership feat. If she already has this feat, she instead gains a +4 bonus to her Leadership score.

Ruling ability: During the ruling period of Leo, the wielder gains fire resistance 5.

Birth ability: On the wielder's birthday the fire resistance granted by the *leo stone's* ruling ability increases to 10. At sunrise on the wielder's birthday an advanced celestial lion appears next to her. The creature obeys the wielder's commands without hesitation and remains until killed or until sunrise of the next day, whichever comes first.

DESTRUCTION

A *leo stone* can only be destroyed if the star pattern of the Leo Constellation is scratched into its surface with a lion's tooth during the last day of the period ruled by Leo.

Virgo Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between August 23rd and September 22nd, this scarlet and blue hourglass-shaped stone floats above its wielder in a figure eight pattern.

About the sign: Virgos are practical and careful. They tend to worry about those they care for and try to ensure that others benefit from their experience. Both the kindly grandmother and the controlling spouse are aspects of Virgo's care, which can be forceful at times. Regardless of the method, the intent is pure: Virgos are intensely loyal to their friends and family. At their worst, Virgos can be critical and judgmental of others.

Standard ability: The wielder gains a +2 enhancement bonus to Wisdom.

Matching ability: The wielder of this stone gains the ability to cast *status* once per day and *deathwatch* three times per day with an effective caster level equal to her character level.

Ruling ability: During the ruling period of Virgo, the wielder gains acid resistance 5.

Birth ability: On the wielder's birthday the acid resistance granted by the *virgo stone's* ruling ability increases to 10. At the start of the wielder's birthday she can name one specific creature. If the creature is an ally, the bonus granted by any aid another action made by the wielder to help that creature's attack rolls or skill checks is increased to +5. If the creature is an enemy, the bonus granted by any aid another action made by the wielder to help allies making attacks of skill checks against the creature is increased to +5. This ability ends when the wielder's birthday ends.

DESTRUCTION

A *virgo stone* can only be destroyed if it is kissed by a virgin who has obtained the age of majority in their homeland at night during the last day of the period ruled by Virgo.

Libra Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between September 23rd and October 22nd, this green needle keeps a perfect orbit around the wielder.

About the sign: Libra thrive on cooperation and teamwork. They are diplomatic and avoid confrontation, especially with those they consider friends and are willing to overlook small injustices to keep the peace. When under stress, they can become indecisive, analyzing every possible course of action instead of acting.

Standard ability: The wielder gains a +2 enhancement bonus to Charisma.

Matching ability: When making a Perform check, the wielder of a *libra stone* can roll her d20 twice and keep the higher of the two values.

Ruling ability: During the ruling period of Libra, the wielder gains electricity resistance 5.

Birth ability: On the wielder's birthday the electricity resistance granted by the *libra stone's* ruling ability increases to 10. Three times on the wielder's birthday she can affect the forces of probability and force any d20 rolled by themselves, a member of the party, or the GM to be rerolled. The lesser of the two results must be taken.

DESTRUCTION

A *libra stone* can only be destroyed if balanced perfectly on a set of scales, using a diamond as the counterweight, at night during the last day of the period ruled by Libra.

Scorpio Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between October 23rd and November 21st, this deep blue rhomboid orbits in a series of quick sprints and stops around the wielder.

About the sign: Those born under the sign of Scorpio are often mysterious and secretive. Though brave and resourceful, they are somewhat distrustful of others and prefer to work alone or with a small group of very close confidantes. Scorpions often look older than they actually are. When pressed, a Scorpio can become violent without warning.

Standard ability: The wielder gains a +2 enhancement bonus to Strength.

Matching ability: The wielder of this stone gains a +4 insight bonus to Bluff checks to lie or to mislead others (but not to feint in combat) and can cast *misdirection* once per day with an effective caster level equal to her character level.

Ruling ability: During the ruling period of Scorpio, the wielder gains cold resistance 5.

Birth ability: On the wielder's birthday the cold resist-

ance granted by the *libra stone's* ruling ability increases to 10. During the wielder's birthday any foe with an Intelligence of 3 or more struck by the wielder must make a Will save against a DC equal to 10 + 1/2 the wielder's character level + the wielder's Charisma bonus or be staggered for 1 round.

DESTRUCTION

A *scorpio stone* can only be destroyed if submerged in scorpion venom at night during the last day of the period ruled by Scorpio.

Sagittarius Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between November 22nd and December 21st, this blood red sphere spirals inward and then outward as it orbits the wielder.

About the sign: A Sagittarius is always on the move, revering the freedom of the open road and the travel it facilitates. They are generous to a fault, and their idealistic philosophy helps them make friends quickly. They can appear flighty and impatient to those who prefer a slower approach to life and can become undiplomatic or even rude when pressed.

Standard ability: The wielder gains a +2 enhancement bonus to Dexterity.

Matching ability: All the wielder's modes of movement are increased by 10 feet. In addition, the wielder of this stone can cast the spell *expeditious retreat* three times per day with an effective caster level equal to her character level.

Ruling ability: During the ruling period of Sagittarius, the wielder gains fire resistance 5.

Birth ability: On the wielder's birthday the fire resistance granted by the *sagittarius stone's* ruling ability increases to 10. Once per hour, the wielder can cast *dimension door* with an effective caster level equal to her character level but only to transport herself and her carried possessions.

DESTRUCTION

A *sagittarius stone* can only be destroyed if struck by a centaur's arrow at night during the last day of the period ruled by Sagittarius.

Capricorn Stone

Slot none; **Aura** strong varied; **CL** 20th; **Weight** —

About the stone: Tied to a sign ruling a period between December 22nd and January 19th, this bright yellow spindal travels around the wielder slowly.

About the sign: A Capricorn holds traditional values dear and is often the most responsible member of any group. While they manage complex systems well their abilities often lead them to be unforgiving and condescending to others.

Standard ability: The wielder gains a +2 enhancement bonus to Intelligence.

Matching ability: The wielder gains the ability to recognize the flaws in any object. If the wielder has had at least one minute to study an object, she is treated as one size category larger for any damage done to the object as part of a sunder attempt.

Ruling ability: During the ruling period of Capricorn, the wielder gains acid resistance 5.

Birth ability: On the wielder's birthday the acid resistance granted by the *capricorn stone's* ruling ability increases to 10. In addition, the wielder gains a preternatural understanding of her belongings and can retrieve any handled item from her inventory as a free action which does not provoke an attack of opportunity.

DESTRUCTION

A *capricorn stone* can only be destroyed if struck by a goat's horn at night during the last day of the period ruled by Capricorn.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with

the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to

the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game: Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend

Pathfinder Roleplaying Game: Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean

K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Letters from the Flaming Crab: Ioun Artifacts © 2017 Alex Abel.

[End of License]

Designation of Open Game Content: The statistical information and general descriptions of creatures, abilities, traps, and other related facets of those elements within this document are Open Game Content as described in the Open Game License and may be used as Open Game Content.

Product Identity is not available for Use or reuse without the express written consent of Alex Abel of Flaming Crab Games.

Designation of Product Identity: Product Identity in this product includes the following terms; Flaming Crab Games, the Flaming Crab Games logo.

This document is copyright Alex Abel of Flaming Crab Games, 2017. It is intended for personal use and may not be redistributed or reproduced without express written consent of Alex Abel of Flaming Crab Games.

